

The Bridgian Herald

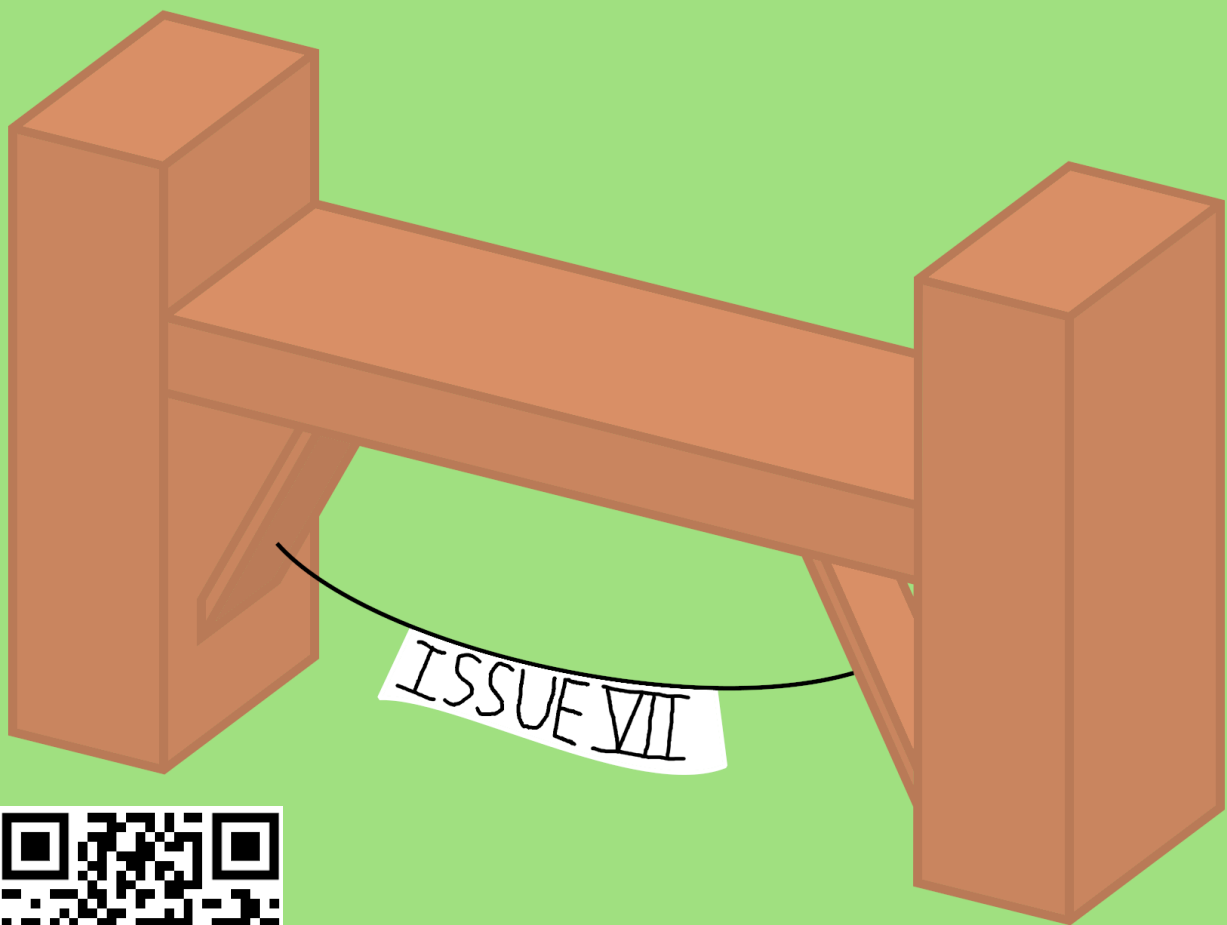
16th June–13th July 2025

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The Bridgian Herald

Initiated in November 2024 by the Bridge Base Foundation to “improve social cohesion and understanding in the School through the collectivisation of information.” *Bisbbês nádoíidà!*

Whilst measures have been taken to ensure content-accuracy, it is possible that errors or omissions have been made. Feedback would be greatly appreciated to improve the *Herald* for all.

Note from the Editor

This month’s issue of the *Herald* is shorter than some would expect, mainly due to the Devious One attending eighteen academic examinations over the last term. (Actually, as this goes to print, he has only completed sixteen of them.) This has led to a marked reduction in productivity throughout the team, even with the delayed release of this issue – the next will be on the 14th of July.

Bridgian News

Return of the Bridge

Dthenden grows in strength

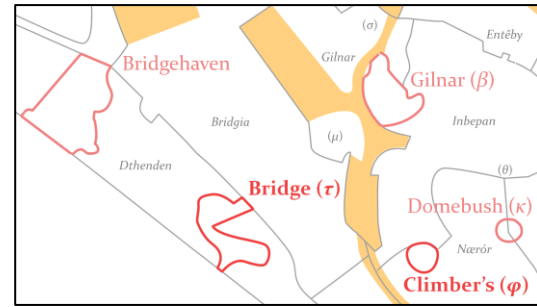
ALMOST NOBODY knows where Bridge Base truly is. Some say the Domebush, others suggest Gilnar, and yet more deny the idea of a physical base altogether. Even the pedants get it wrong, with most wrongly asserting the sector of Bridgehaven as the “original” Bridge Base.

A group of students, however, are changing that. Work has begun to revive central Dthenden in a meaningful way, with *Seldeth-in'ial* becoming more frequent than ever before. Soon people will see the land between the Bridge Gap and the Eastmarch as something more than a clearing and a set of logs. For this is the true Bridge Base, as seen on the maps and the Website. Base τ shall return.

This mission is being effected in two ways: by construction and by distraction. A small pallet-and-beam structure has been erected behind the Logs of Bridge Base, reports say, and “much more will be coming soon”. This may seem rather odd – surely the Haven would be better, being closer to material-sources and further from the *Group*’s presence in Gilnar. However, the return to the Bridge itself is a highly symbolic move, essentially resetting the clock to the start of the Foundation.

The Bridgians have largely, to the eyes of the Lintaeans, been occupying nearby Climber’s Base in Nærór, building a small table high up the Tree of the same name. This is, for the most part, correct, as the accessibility of a third dimension makes Base φ more attractive than Base τ , in terms of ease of social activities. It is also far less likely to be pursued by the *Group*, even though sitting on Table Point has seemingly become a crime of late.

Nonetheless, the Foundation will continue to venture into Dthenden for productive work on making greater improvements in the region. Now we just need the Devious One to restart EFPiP.



Meanwhile, the Foundation’s Head Guard has been liaising with the local chieftain in Seldeth, aiming to make a deal to use the region’s resources without the risk of losing them all at short notice. (*Téraiú-in'pae doíche*, as the Bridgians never say.) The last issue of the *Herald* gave a report on the “Treaty of Lenkaí”, the provisional document that would enable such activity. However, your correspondent is yet to obtain a copy; this may indicate that talks have stalled somewhat in recent days.

Negotiations may also have been hampered by the Base’s ongoing efforts to continue operations regardless. Such actions are intended only as a temporary measure to sustain growth, but are seen by the *Group* as undermining their frameworks – if they can break the agreement now, what’s to stop them from breaking it again in the future?

The mission of the Bridgians never mentions any feud, or alliance, with those in Entékaí: they are only assigned to expand the reach of the Foundation by the “most effective means”. Their aim is not to break rules, nor cause chaos (although some choose to take it that way), but simply to have fun. This is why it can facilitate both blatant robbery and serious diplomacy from one central position.

This means that an effective Treaty of Lenkaí will be beneficial for all parties involved: the Foundation gets resources, Seldeth loses the fear of raids, and the *Group* reduces the overhead from misbehaving Bridgians. Whether in Dthenden, Nærór, or back in Gilnar, the Base would be far better off with regulations that allow it to operate more considerately, sensibly, and safely.

Yet a careful balance must be struck for the Treaty to work as intended. Many in the Foundation are already grumbling about the bureaucracy that it could introduce, alleging that such a *Group*-controlled system would make their lives more stressful. That scheme would last for little time at all. But a compromise might work for longer. ▀

School News

Playing, in three ways

A summary of events in this half-term

THE FINAL PART of the year is upon us. With that comes a slew of events, organised by the *Group* or such affiliations. As the last month's exams come to a close, the student body is desperately in need of supplementary activities before the holiday. On the students' end, they provide a much-needed morale boost; on the teachers' end, they give a break from the monotony of lessons and paperwork – and therefore both become a little more productive after the fact.

This starts on the 3rd of July, with a dramatic production of *Alice's Adventures in Wonderland*, “written by Lewis Carroll in 1864”. Two performances will be held on this day: one for primary students and the cast's families; the other for the remainder of the School. This is supposed to keep the audience within the capacity of the Assembly Hall – limited further by the space for the stage – giving all a chance to see the play in comfort.

Having already played in a different adaptation of this work (entitled *Nothing's Impossible* for unknown reasons) in March, your correspondent was intrigued by the differences between how they are presented. One is comprised of big numbers but little dialogue, making the plot hard to follow, whereas the other is mostly an abridged form of the original, with the story largely given in speech.

Directly following this is the School's sports-day, taking place around northern Inbepan in the morning. This pits three “houses” of staff and students against one another in several athletic events. Much like last year's, these include field events – ball-throwing, javelin, long jump, *et cetera* – and track events, namely sprints and relays. The houses aim to have strong participation and winning athletes to gain points and win; the contestants also get their own prizes in the form of medals.

In the afternoon, a summer fête will be held for the students and previously spectating parents. Stations are spread across either Lintae or Entêby, designed to provide entertainment and/or wares to (read: extract money from) the crowd, before concluding at the usual time of 2 p.m. for Fridays.

Fast forward to the 11th, exactly a week later, and a concert will be held in the underpass on the Lintae–Rintae border. *Battle of the Bands*, as it has been named, will consist of groups of students playing music, which is largely unrestricted in genre or form. The Devious One plans to perform an undisclosed classical (technically, Romantic) piece on the piano, for instance. The *Battle* in the name suggests that the bands will be competing for an honour, but that appears aschematic at present.

These event-days, of course, build up to the festival that students have been looking forward to for the past year: the summer holiday. The last day of the summer term will be on the 22nd of July, just over a week after Issue 8 of the *Herald* releases. That can use the power of causality to report on what happened in these events, in far more detail than your correspondent has given here. ▀

Correction

In the previous issue of the *Herald* (“Help from Seldeth”, 29th April), we suggested that the structures in Domebush was destroyed primarily by the Head Guard. This is false. Not only was the destruction started by the sub-Bridgians in a rather *usual* way, but the Guard's involvement in this initial phase was perpetuated as a myth to protect their position. The Head Guard only performed such actions in a rational way to dismantle the Treehouse, so the materials could, theoretically, be used to construct a greater building.

However, this never happened, as the *Group* raided the items and gave them to Seldeth. The Head Guard's cooperative attitude to the Foundation is a marked continuation of a general theme, rather than a reversal as implied in original article. We apologise for any impact this may have on the Guard's future standing, and shall strive to employ better fact-checking in future issues of the *Herald*. For now, though, *thai te ki gil-Ental fae*.

There are no Guides articles for this issue, due to unforeseen circumstances, general procrastination, and resultingly bad management. Sorry about that!

Activities

Wordsearch

D R N L R Y S L Y G D T E N I
 A G K C P D O Y N C L C L E K
 Y R A C E E H I E L G N C W D
 P N G T D R L F D S F T L E E
 O R L E P P A O N H Y S N P S
 N D A A I C N A E D Y A C I I
 A D I N T S O A H L Y L G A C
 C N W O R G I S T E A B E E I
 B E R D N O T T D R T E Y T L
 C Y R D C T I D N O D I H D G
 D C Y Y C N D I T O A E I N N
 N W E C I B A L L Y S L Y D A
 R D D D L T R C A H I D E E B
 I N I A K E T N E A I E D L N
 O H D T N I S D O L E I D A N

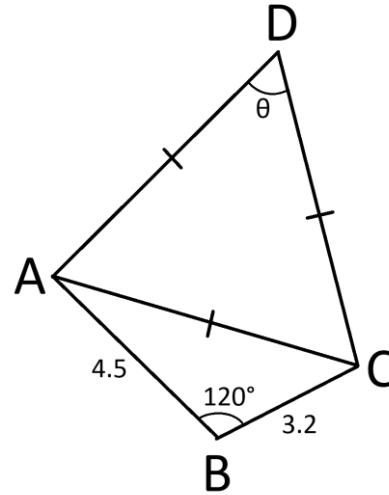
Key

- Anglicised
- Canopy
- Dthenden
- Entékaí
- Factory
- Grow
- Inral
- Syllabic
- The Shed
- Traditional

Instructions

Find the listed words in the grid above, with letters sequenced horizontally, vertically, or on 45° diagonals.

Maths Challenge



Level 1 – easy

State the size of the angle marked θ .

Level 2 – medium

Using the cosine rule, $a^2 = b^2 + c^2 - 2bc \cos A$, work out the length of the diagonal AC.

Level 3 – hard

ABCD is inscribed within a circle. Calculate the radius of the circle and show that all the points are that distance from the centre, O.

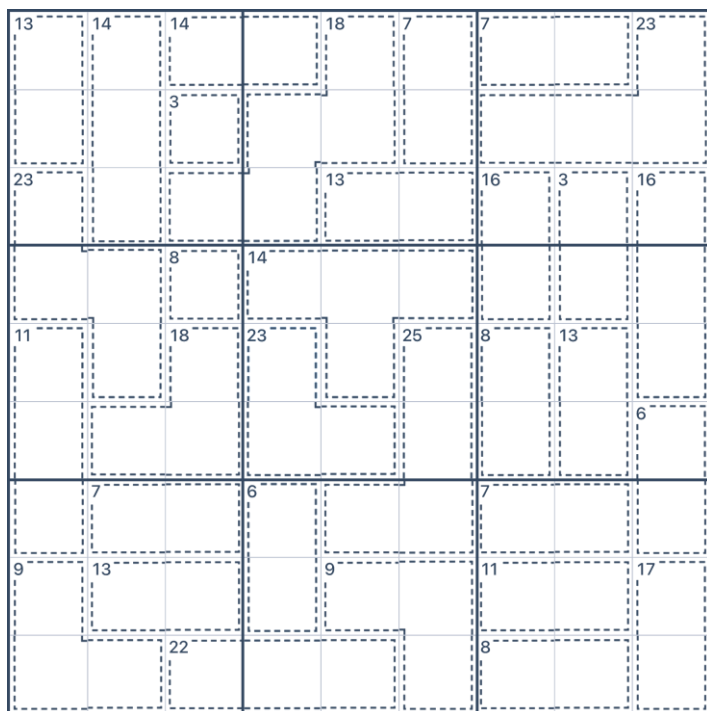
Level 4 – extreme

The shape ABCD was created by transforming a shape under the matrix $\begin{pmatrix} -5 & -13 \\ 3 & 7 \end{pmatrix}$. Use the principle of linearity to deduce the exact area of this shape.

Solutions to all previous Maths Challenges can be found on the Foundation's website, accessible via the adjacent QR-code.



Killer Sudoku



Instructions

Fill each square with a digit from 1–9, such that the squares within each dashed cage add up their respective total in the top-left. No digit may be repeated in a row, column, cage, or 3×3 box.

The puzzle is considered complete when there is a digit in all cells, following the above rules. There is only one possible solution given the starting clues, which should be arrived at by a logical approach for the maximum chance of success.

(Hint: consider the limited sets of possibilities of digits for cages of each size and total. Additionally, note that the digits 1–9 add up to 45 – this can be used to manipulate totals between cells.)

Hypogram



Last issue's answers:

Be, bed, beg, bid, big, die, dig, ire, red, bide, bird, bred, brie, dire, gird, grid, ride, bride, derig, dirge, re-bid, ridge, begird, bridge.

Instructions

Find as many words as possible using some or all the letters above in any order, excluding proper nouns, plurals, and adverbs ending in '-ly'. Letters may not be repeated if they do not appear multiple times above.

Scores for this puzzle: moderate = 6, good = 12, excellent = 18, mastering = 24 words found.