

# The Bridgian Herald

14<sup>th</sup> July–22<sup>nd</sup> September 2025

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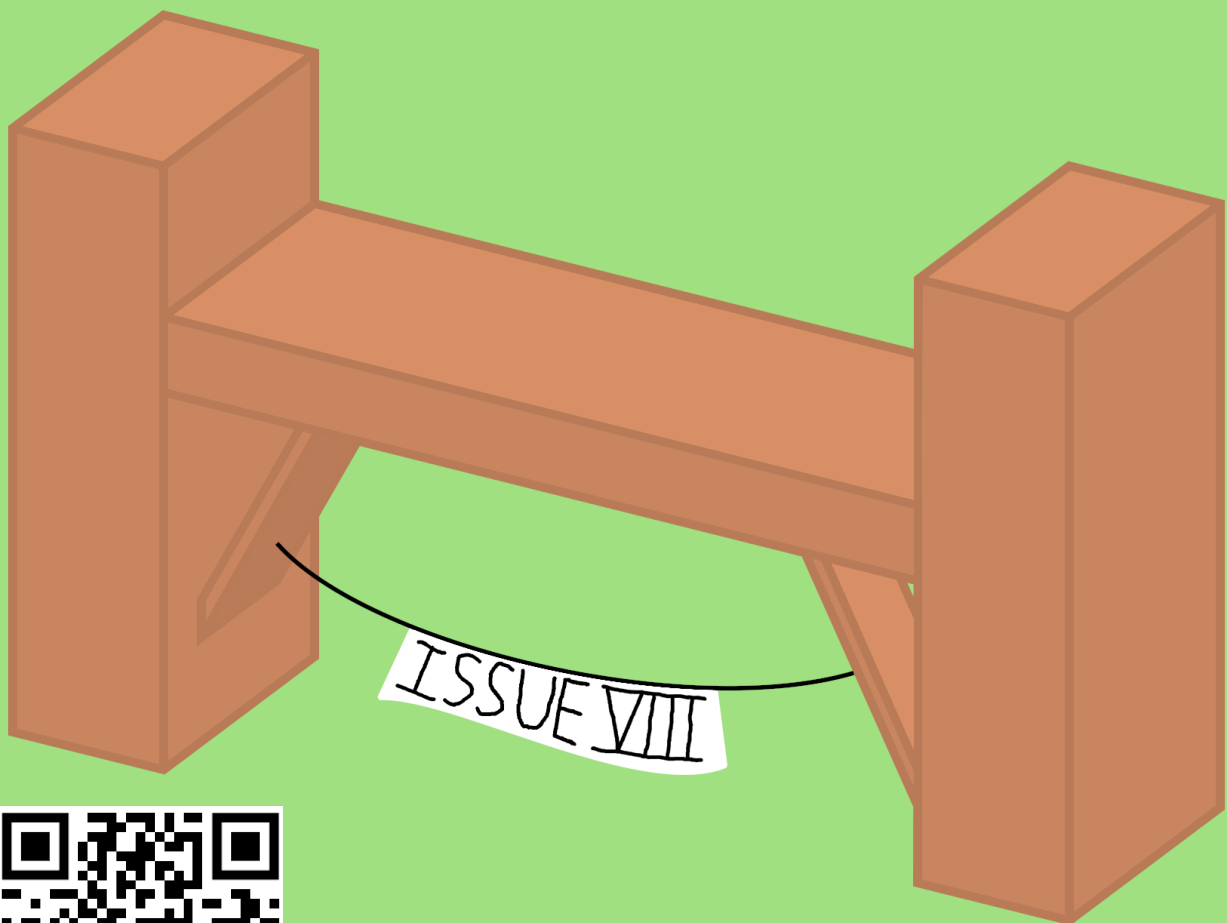
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## The *Bridgian Herald*

Initiated in November 2024 by the Bridge Base Foundation to ‘improve social cohesion and understanding in the School through the collectivisation of information.’ *Bíshbés nátà!*

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.

Correspondence should be sent to:

Table Point,

Climber’s Base / Base  $\phi$ ,

Nærór,

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Unsted Park School & Sixth Form.

## Release-schedule updates

In preparation for this year’s BridgeCon, taking place on the 18th of November, the *Herald* will be releasing on the second-to-last Tuesday of each month, beginning in September. Dates for Issue 12 (December) and later are undecided at present.

# Bridgian News

## Catabiosis

*Base  $\phi$  sheds light on how the Group operates*

THEY HAVE FALLEN for the Bridgians' trap. Base  $\tau$  shall grow, whilst Nærór continues unabatedly. Table Point, the Repose, *et cetera* remain as real as before, despite the best efforts of Entêkaí. The month of July is one for the celebration of perfect predictive power, and of the continued resilience in the Foundation at large. They will soon come to regret this move, which defies the principal values that they claim to work by.

This is, of course, referring to Climber's Tree, where the Foundation has instituted its façade of compliance towards the *Group*. On the evening of the 20<sup>th</sup> of June, three men were reported severing branches off the Tree's lower part, in an attempt – they claim – to make the School “safer for all”. They achieved precisely the opposite effect.

The plan was, seemingly, to prevent the members of Bridge Base from climbing to the higher portion of Base  $\phi$ , where the risks of falling are far greater. There are two issues with this. Firstly, the Bridgians are still able to reach the areas that were unaffected, helped by a large branch, apparently kept due to its size, which facilitates easy access to the north side of the Tree. (This is now, ineffably, known as the Repose.) Secondly, in removing the bottom three metres or thereabouts from the climbable area, Entêkaí has made it impossible to adhere to their own ill-defined “height limit”.

One solution, critics say, is for the Foundation to relocate to another base where they could reside more easily, such as the Domebush. However, the actions of the *Group* have galvanised the support for remaining in Base  $\phi$  as a symbol of defiance, as moving would amount to capitulation in the face of resistance. Some argue that the cut-back Tree is beneficial to the Bridgians because it forms a clear separation with the common lands below.

Nonetheless, the *Group* is trying to paint a rosy picture of the situation at hand, claiming that it will prevent Bridge Base from building any more plank-and-beam structures atop Climber's Tree, like the table from which Table Point gets its name. There is a small issue with this logic, though: none of the branches that were used by the table have been affected. So why is it not rebuilt? A deeper reason lurks, coming from within the Base itself.

### Lenkaí's revenge

The plan was simple, yet effective. Amass resources by storing them away from prying, Lintaeon eyes. Due to the slow progress of the “Treaty of Lenkaí”, which would see materials lent to the Base from *Group*-adjacent parties, the Foundation has taken up the role of gathering equipment from Seldeth. Depositing items in Base  $\phi$  would be folly, as they would be quickly identified and returned to their origin. Therefore, Dthenden is used as a stockpile, preparing for a restoration of Base  $\tau$ , Bridgehaven, or another suitable location, whilst the dust settles.

The event was long forecast by the members of the Foundation, who remembered the damage caused to Base  $\mu$  and Bridgehaven during their use. In planning for the possibility, the Base resolved that useful items should not be stored on the Tree.

This is why no construction has taken place in Climber's. Trust in Entêkaí has been broken by the many incidents of theft from bases in the past, so secrecy is highly valued. Bridgehaven's Vaults were able to fool a young and curious *Group*. Now we need more advanced variants capable of fending off the most sophisticated attacks, whilst being expandable with additional *en'ál*. Later, the plan is to begin developing the Logs into their prior form and do away with occupying Base  $\phi$  as a front.

Far from being a shrewd move to restrain Bridgian activities, the *Group*'s decision appears naïve and short-sighted. (Your correspondent is now calling this idea – that removing opportunity will lessen Bridgian conduct – the Nærór fallacy, after the region that Base  $\phi$  is in.) The image of a committee rationally deliberating their actions has been shattered. It seems like the unity of Entêkaí is either as great a façade as the Foundation's, or that it makes no difference and their perception of Bridge Base is as warped as a Beryllian *onhém*'s. ■

## Deposed to prepose

*The importance – and absence – of prepositions*

**B**RIDGIANJUST got a little more complicated. Some would debate the possibility of such an event, as the language is already weird enough and the Devious One cannot be prepared to explain it in any way, shape, or form. But, in theory at least, Bridgian became harder to learn by having its syntax – how the words in a phrase represent meanings – differ more from English’s.

The catch-all of ‘Bridgian syntax is largely the same as English’, as given in Issue 2 of the *Herald*, is completely incorrect. To a casual reader, the phrase gives the impression that the languages are essentially analogues of each other, where a simple word-for-word replacement could translate one into the other. In reality, of course, no aspect of Bridgian is equivalent to its English counterpart.

There are some parts that come close. The fundamental meaning of hyphenation, for instance, is the same. However, the idea of “levels” of hyphenation is unique: at the zeroth level, words are directly conjoined; at the first level, a hyphen goes between them; *et cetera*. (As an example, the word *bésin’ros* is a noun–noun hyphenation of *bés* and *in’ros*, roughly ‘base’ and ‘ruling’ respectively. Like in English, the resultant ‘base-ruling’ means ‘ruling of a/the base’, in loose terms.)

Verb syntax was once considered to be quite similar; the basic ordering, *subject, verb, object*, is kept the same from English. However, there are major differences. To describe a verb in English, adverbs can be placed in many different locations in the phrase. In Bridgian, adjectives (not adverbs!) are only placed directly before or after the verb.

One word type in English that is often overlooked is the preposition. These are words like ‘in’, ‘to’, ‘as’, and ‘of’ that provide further description to nouns, verbs, and even adjectives in some cases. They do this by having a noun after themselves: *e.g.*, in ‘run to the Base’, the preposition ‘to’ uses the noun ‘the Base’ to describe the verb ‘run’. Incidentally, this looks much like ‘run approaching the Base’ – both verbs and prepositions can have noun objects, and describe in almost the same way.

You may be thinking up an idea now. Why have separate verbs and prepositions when a single word-type could achieve both functions? After all, a present-tense verb looks exactly like a preposition when describing another verb. That is exactly what has been done to Bridgian. The ordering for a clause now runs thus: *opening phrases, subject, pre-scriptors, verb, descriptors, object, closing phrases*. A phrase is then copy of this above form, removing the alternative type of phrase and the subject.

In some way, this is still the same as in English, removing the tense of the verb (like ‘remove’ in this sentence) as is typical in Bridgian. It only goes a slight bit further to delete pure prepositions from the syntax. So what happened to all these previously preposing pretences? The word *mae*, typically meaning ‘so’, now means ‘to cause’: *i.e.*, the preposition became a verb with essentially the same meaning. Verb-affixes can be applied to these words, so the noun ‘cause’ is now representable as *anmae* – that which performs the verb *mae*.

This, in principle, actually makes Bridgian syntax simpler, as there are now only three major types of words: adjectives, nouns, and verbs. Some pairs of verbs and prepositions, such as *fain* (‘fight’, sort of) and *fis* (‘against’) are so alike in meaning that one has been removed – the latter in this example. Once people begin to realise the simplicity of the language, rather than being confused by the impossible spellings, maybe it would be understood more widely for educational benefit. ▀

## Anhêm ≠ Anfain

*How anti-Bridgianism harms the School*

**W**HAT CONNOTATIONS does ‘Bridge Base’ conjure into your mind? A few things may emerge. Perhaps the idea that the Bridgians want to cause chaos, wherever they go. Maybe some notion of immaturity, whatever that means at this school. Or, potentially, the inference from the Foundation’s secrecy that it is up to no good, however that could be avoided. A deficit of evidence may be to blame for these opinions. →

Whilst the Base has been known to break the *Group*'s rules at times, this is never its primary objective. The Foundation started as a friend-group convening on the Logs of Bridge Base, which they did to have a place in the School that was "theirs". Shortly after, of course, they began constructing pallet-bridges between these, using materials from a nearby supply (now the Parch, adjacently east of Bridgehaven). This was simply to avoid boredom, as building provided an enjoyable activity with a lasting impact on the members' surroundings.

The *Group* tolerated this to some degree, until a mass of then-Sixth Form students, traditionally hailing from Base  $\alpha$ , razed this upstart base and got into a fight with many Bridgians. This prompted the pyrosis of the former supply, forcing the resiling members to find an alternative source. Seldeth, a region known for its Forest School, was the only real option; the subsequent raids angered Entêkaí yet further. If they had accepted the Base using items from Bridgia earlier, this never would have needed to occur, and both would be better off.

This is the real issue here. Prohibiting a common Bridgian activity does not magically make the Base disappear. It only makes them resort to the next one down the tier-list, which is typically, but not always, more harmful to the School as a whole. As another instance of this Nærór fallacy (see page 2, 'Catabiosis'), take mid-2023. At this point, the Foundation was in the process of concluding its experiment with bureaucracy, with an ever more disorderly environment developing itself in Base  $\beta$ , which was guarded by a certain Front Tyre Wall.

The *Group* took this as a sign that Bridge Base had gone too far, and promptly removed most of the resources that the Base had amassed over its half-year of occupancy. Taking the previous paragraph into account, what do you think happened next? If you guessed that the Bridgians marched all around Ephkaí chanting 'Bridge Base forever', then you would be correct. They shortly relapsed from this phase, though, rebuilding the Tyre Wall in a last attempt to save Gilnar from catastrophe.

Then there are the freak incidents that were caused by a prominent member of the Base. In early 2024, for example, a Bridgian was observed defiling a window in the Stair Quarter, Rintae, which then led to their expulsion from *Bishkaí*.

The Foundation has been working hard to fix this problem, which it labels "systemic impulsivity", with limited success. On the other hand, that event was largely driven by anger resulting from the *Group*'s Senkaí law, a draconian regulation which essentially forbids any base from operating legally.

### The vicious cycle

The public reputation of the Foundation has been tarnished by more traditional means, too. A group from Base  $\gamma$ , the Beryllians, have exhibited a deep rivalry with the Bridgians after they separated following the latter's founding. As a result of their (partially self-caused) dissolution, the Beryllians now have nearly nothing to lose and sport negative propaganda about Bridge Base. This, apparently, has made its way to the *Group*, who now believe that the Foundation is a force of pure evil and needs to be suppressed at any cost necessary.

However, as mentioned earlier, this would be a pointless move to take. "Anti-Bridgianism", as the principle is known, does nothing to reduce the Base's activity. All it does is make the Bridgians worse, further cementing the *Group*'s position. Additionally, now that they believe these things, confirmation bias starts to kick in. This is an effect where a person seeks out evidence that supports their belief, ignoring any that may contradict it. The Devious One has a particular animus towards this mechanism (although not for the best reasons) and its implications for other, less insane members.

One claim around the Foundation that its members somehow aim to restrict other students' activities around the School, such as preventing them entering the base which they are occupying. Although the physical structures built by Bridge Base may impede access to an extent, most, if not all, Bridgians would happily let others in. The only exception is if there is a perceived risk to people or property in the Base, which is rarely the case.

In fact, the Foundation is highly active in its role to campaign for greater student-rights, partly through blatant acts of defiance and partly using more judicious techniques, like this very *Herald*'s suggestions. The student body's anti-Bridgian movement is a movement against its own needs, in some respect. The School should celebrate Bridge Base's mission, not shun it into disobedience. ■

# School News

## By popular demand

*Work begins on Lintae's playground*

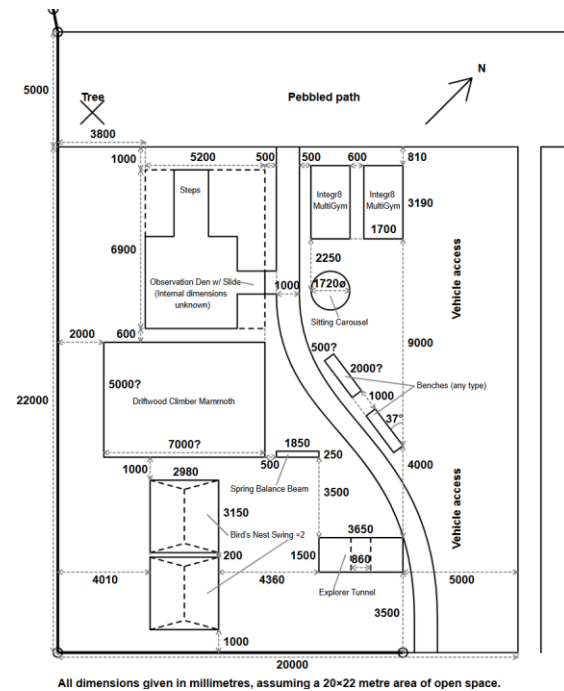
IT TOOK three years, one petition, and six months in the bureaucracy, but the first real steps are being made to fulfil the dreams of many students here at the School. The wastes of Lintae, on the *Group*'s very doorstep, could be re-developed into something akin to – but necessarily better than – its prior form. Entêkaí has listened to the will of the populus, for better or for worse.

After the original playground's demolition, the *Group* promised that a new one would be built “in the near future”. The students were placated by this commitment, for a while at least, anticipating its return and patiently waiting for plans to be sorted out. Then nothing happened. And again in the next year. It was soon forgotten by the student body, as was no doubt the plan from the very start.

The *Group*'s strategy for maintaining its thin reputation is simple. First, make vague, ambiguous pledges around improving some aspect of School-activities. Appear serious to allay any scepticism that may present itself initially. Then, simply do nothing, and hope that the rest of the School does not notice. Remember the proposal to roof over the tennis-courts in Bridgia? This comes across as yet another instance of this *modus operandi* at play.

Something had to be done to rescue Lintae's playground from oblivion. One method had yet to be tried. In November last year, a Bridgian affiliate formed a petition with more than forty student-signatures – half of the population – calling for a renewed effort in designing the playground.

Eventually, they yielded, commissioning the Devious One to create a design that catered to the needs of the target audience. Using a catalogue supplied by the *Group*, he considered (with help from potential users) the equipment needed and how to arrange it, producing the plan that follows.



All dimensions given in millimetres, assuming a 20×22 metre area of open space.

Whilst far from February's ideas of construction starting “in a few months”, consultations have been underway to find a contractor willing to build the playground. On the 11th of July, a team came to the School to analyse the possible impacts of construction, with a focus on biodiversity net-gain initiatives. This appraisal is being carried out by Ethos Environmental Planning Limited, a company founded in 2013 that specialises in the field.

However, the resultant playground is likely to look quite different to that in the Devious One's plan. Cost, safety, and physical restrictions have been largely ignored. This is for the people with larger pay-cheques to worry about, although the Base is always open to discussions on this matter. Hopefully, few alterations will need to be made, mainly because this would let works begin earlier.

As mentioned in previous *Herald*-issues, the lack of a playground deprives students of a safe space to commune in, causing them to, say, climb up branches on trees that have been cut back to no avail (see Bridgian News section). The deficiency of activities during breaktimes can lead to poor mental health and wellbeing for many students.

This is worsened by the fact that the foremost alternative, Bridge Base, has been persecuted by the *Group* for its shady operations. If we had a playground, perhaps, year 7s would not need to initiate bases to enjoy themselves. But until then, the School will remain as boring as always. ▀



# Guides

## How to start a Base

*You just need a few friends, and a lot of motivation*

THE ORIGINS of the Foundation can be hard to pin down. There is, for instance, heavy debate over what exactly constitutes such a group – is it the physical structures, the social connections, or the shared identity? Did Bridge Base start in November 2019, when parties began to explore Fälea; in September 2021, when the first pallet-constructions were erected in Base  $\tau$ ; or in October 2022, when the move to Gilnar sparked a phase of pure Bridgianity as a unifying cause?

When defining the Bridgian Convention, or BridgeCon, the Base itself sidestepped the issue by using none of the above. The 18th of November (2020) is when the name ‘Bridge Base’ was given to the area in Dthenden surrounding the Logs. This is a meaningless date, as no-one except the Devious One called it that until around a year later. Across most of Bridgian academia – essentially, your correspondent – the consensus is in 2021 instead.

However, there was also a “precursor” group to the Foundation, which arose at the 2019 date. When most people talk of a ‘new base’, this is more what they are referring to: a group of friends who perform various activities together, but are not tied to a material building or base. The Precursor variously occupied Bases  $\delta$ ,  $\eta$ , and  $\iota$ , but only as a loose meeting-point. In this respect, creating a base-like group is easy, as it only requires a set of friends to be keen on going outside regularly.

At first, the Beryllians also worked in this cut-back manner. Fuelled by a defector from the early Foundation, they assembled in Base  $\gamma$  with little in resources besides a bench stolen from John’s Base. This soon changed, though, as their rivalry with Dthenden grew, but only in a minor way. Stolen resources were simply left on the side, damaging Bridge Base solely through their zero-sum nature.

If your desire is to ascend further in the base hierarchy, a physical presence must be made on the School. One easy, but risky, way to achieve this is by appropriating materials, such as tyres, wooden planks, or pallets, from a suitable source. Bridge Base obtained (and still, to some extent, obtains) its resources from Seldeth, a region in the west of the School. A more difficult, but *Group*-approved, method is negotiations with the relevant asset-holders, who permit the items’ use in approved construction projects, pursuant to their terms.

Once adequate supplies are acquired, the next step is creating a habitable base. Firstly, locate a site for development. It should ideally be within the *Group*’s accepted area – all of Ephkaí is included, although western Gilnar is dubious – and be large enough for reasonable expansion. To effectively use the traditional plank-and-beam architecture, look for junctions between thick, strong branches that are roughly level and could be connected up.

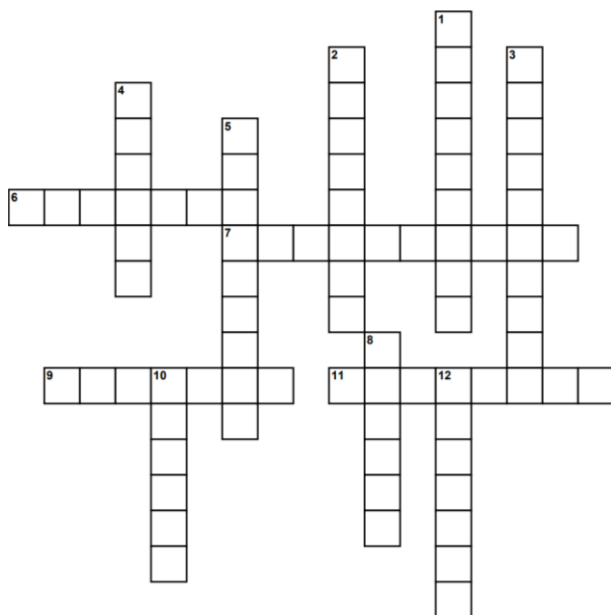
Secondly, identify the structures that would be most beneficial to your friend-group. A bench to sit and relax on? A floor to avoid one’s shoes turning dirty? An elevated platform to create extra space and provide a good view? Really, this should be done before resource-acquisition to ensure that the right varieties are gathered. Creating a plan is useful but not necessary for small constructions.

Finally, construct the edifice of your choosing in the base. This may seem daunting initially, but start by breaking down the project into smaller, more essential parts. (Is there a supporting sub-structure you need to build first?) In general, begin small and iterate gradually to produce a larger base. Think about the specifics of the items you will need. (Is it all present in the base, or must more be obtained?) Additionally, if you selected approval by the *Group* earlier, help may be available to form a safe environment. On the other hand, Entêkaí has been known to impose harsh restrictions on construction, which may forbid iterative changes.

This will, inevitably, be difficult and require plenty of motivation to complete. But if that barrier is overcome, a base rivalling the old Bridge could be created. As a principal member of the Foundation, your correspondent would be more than happy if more interesting bases – let alone the interesting people therein – were in the School. ▀

# Activities


## Crossword



### Across

6. The region between Entéby and Nærór (7)
7. Between Extèria and Rintae's Courtyard (4,6)
9. A type of falsehood that is easy to believe (7)
11. The first word of Base  $\phi$ 's full name (8)

### Down

1. The process of separating two objects (9)
2. Specialisation of clue 8, used for support (4-4)
3. Location known for its thirteen Logs (6,4)
4. Traditional-form translation of  (6)
5. To assemble, or the result of such assembly (9)
8. Common material used to develop bases (6)
10. Greater region in the west of the School (6)
12. People who are part of an organisation (7)

### Instructions

Identify each word above by filling each square in the grid with a letter. Words are spelled either left-to-right or top-to-bottom. The clue-number for each row or column is found in the square of its first letter.

## Maths Challenge

A bag contains 64 counters, which are each either black, red, or white. One is randomly drawn and placed on every square of an  $8 \times 8$  chess-board.

### Level 1 – easy

The probability of the first counter removed being black is 0.375. How many black counters are in the bag?

### Level 2 – medium

There turn out to be 10 red counters in the bag. Draw a probability tree to compute the chance that 2 counters of the same colour are placed on the first two squares.

### Level 3 – hard

Calculate the total number of ways in which the counters could be arranged on the chess-board, accounting for the duplicate answers given by indistinguishable counters. Give your answer in standard form.

### Level 4 – extreme

Dôsel conjectures that the first 32 counters drawn contained 5 red counters. By working out the number of permutations (including duplicates) in which this is true, determine the probability that Dôsel is correct.

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





## Hypogram

A	B	C	H	N	R
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### Last issue's answers:

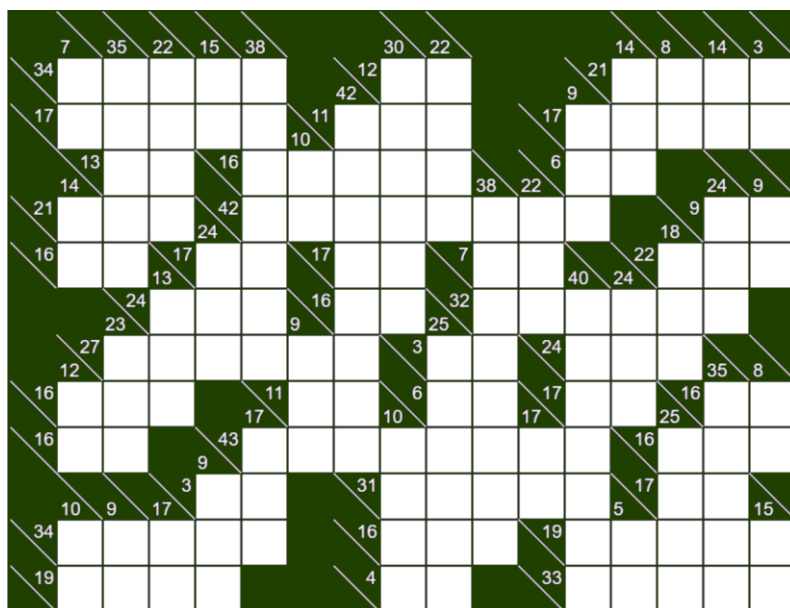
If, it, elf, feu, fie, fit, flu, lei, let, leu, lie, lit, tie, tui, etui, felt, file, flit, flue, fuel, left, lief, lieu, life, lift, lite, lute, tile, tule, filet, flute, tuile, utile, futile.

### 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 unless they appear multiple times above.

Scores for this puzzle: moderate = 4, good = 8, excellent = 12, mastering = 16 words found.

## Kakuro



### Instructions

Fill all squares in the grid with the digits 1–9, such that horizontal and vertical runs add up to their respective totals in the top or left. No digit may be repeated in an unbroken column or row.

The puzzle is considered complete when every square has a number in it, and all the above conditions are satisfied. This should be reached with a logical approach to maximise the chance of success.

## Code Breaker

18		24	11	5		4	18	19		10	25	18	16	5	24		2	18	24	1
23	18	8		18	25	26	15	19	17		10	2	5		23	26	25	24	17	
23	2	11	24	5		10	2	5		10	25	15	10	2		11	12			
14	15	10	10	11	19	22		26	19		11	10	12		12	2	26	5	12	

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

### Instructions

Each letter from A–Z is replaced by a random number in the range 1–26. Crack the code to reveal the hidden message. The puzzle is considered complete when all the letters are filled out following the key, and the message is correct – i.e., makes sense. (Tip: some letters are more common than others; use this to make first guesses.)