



THE 8TH ANNUAL

ALL INDIA SHREE CEMENT OPEN BRIDGE CHAMPIONSHIP 2025

Date: 30th April 2025

Day 0

Organized by: Corporate Bridge Association of India

Under the auspices of WBBA and approved by BFI

Venue: Biswa Bangla Convention Centre, Kolkata

Date: 01st May 2025 – 04th May 2025

Inauguration Ceremony

Place: Hall no. 3 at Biswa Bangla Convention Centre

Time: 1st May, 2025 at 9:30am IST

**Chairperson: Ms. Kavita Singhania
MD, Express Infrastructure Pvt. Ltd**

**Chief Guest: Mr. H. M. Bangur
Chief Patron WBBA**

**Guest of Honour: Mr. Chandan Roychoudhury
President Bengal Olympic Association.**



The bridge show begins...

The 8th edition of the prestigious All India Shree Cement Bridge Championship is set to commence tomorrow at the Biswa Bangla Convention Centre, the same venue that successfully hosted last year's edition. This year, however, the scale of the event promises to be even grander.

Participation continues to grow each year — from 56 teams in the 6th edition to 67 teams in the 7th. This year, **a record 80 teams** will be competing for the coveted Team of Four trophy. This rising number of participants not only reflects the growing enthusiasm within the bridge community but also stands as a testament to the efficient organization and reputation of the championship.

The champions of the Shree Cement 2024 Team of Four event were Team Formidables, comprising Rajeshwar Tewari, Sumit Mukherjee, Kaustabh Nandi, Sagnik Roy, Kaustubh Bendre, and Sayantan Kushari. The runners-up were Team Arun Jain, featuring Sapan Desai, R. Sridharan, Subir Majumdar, and Srinivasan Iyengar. The second runners-up were Team Pradeep, represented by Pradeep Goenka, Mrinal Mukherjee, Sowmik Das, Manas Mukherjee, Amarnath Banerjee, and Paban Agarwal. The third runner-up was Team Bangur Cement, with team members Debasish Ray, Kamal Mukherjee, Suman Sengupta, Soumadeep Ghosh, and Arya Chakraborty.

The winners of the Open Match Point Pairs event were Arun Bapat and Swarnendu Banerjee. Sanjit Dey and Binod Shaw secured the second place. Team Cogito emerged as the winners of the Board-a-Match event, represented by Ayan Chatterjee, Raghunath Tripathi, Swapan Some, and Andre Purushottam. Runners-up were Team Adventurers, consisting of Sisir Banerjee, Sumit Saha, Prasanta Bera, and Swapan Sardar. The winners of the IMP Pairs event were T. Dasgupta and S. K. Mondal. The second place was claimed by Late Manas Mukherjee and Anirban Mitra.



We look forward to a similarly strong turnout in the pairs events and anticipate a display of high-caliber bridge from both Indian and international master-class players. Here's to an exciting and competitive tournament ahead!

Draw for Round 1

TEAM NAME	HOME	Table	AWAY	TEAM NAME
BANGUR CEMENT	1	1	2	MPCC
JOY GURU	3	2	4	MAHARAJA
CAPA INDIA	5	3	6	MAVERICKS
SHRI RADHEY	7	4	8	SOUTHERNERS
EABRIDGE	9	5	10	AMAZING
CHALLENGERS	11	6	12	NOVICE BRIDGERS
SWASTIK	13	7	14	ADVENTURERS
TRIBURG	15	8	16	RAMPAGE
KALINGA	17	9	18	SPORTING SPIRIT
SHREE CEMENT	19	10	20	INDIANCHAIN
YUJ	21	11	22	KKK BRIDGE LOVERS
SAVVY ACERS	23	12	24	SANDEEP
VIBGYOR	25	13	26	DASSBRIDGE UNICORN
UNITY	27	14	28	UNIQUE
ARUN JAIN	29	15	30	MOHOTA
TVS MOBILITY	31	16	32	GOURAV SIX
CHEFS TABLE	33	17	34	ATHA'B'
DILIP ATHA IV	35	18	36	EISK
TASHER DESH	37	19	38	THE SQUAD
PMDBA	39	20	40	TEAM KABRA
RUBATA	41	21	42	CARPE DIEM
JHONTU	43	22	44	QUEEN OF HEARTS
GUHA & FIVE	45	23	46	NEW TALANT
PODDAR HOUSING	47	24	48	DHAMPUR SUGAR MILLS
EPSILON	49	25	50	TINNI TWinni
SETU	51	26	52	LAKE MY LOVE
JUTHIKA	53	27	54	BRIDGE LOVERS
FORMIDABLES	55	28	56	MICETTO
TRUMPS SIX	57	29	58	ORION
UNITED	59	30	60	SEN'S IV
VEDANTA	61	31	62	A K MUKHERJEE IV
ECL BRIDGE LOVERS	63	32	64	MONICA JAJOO
VEDIC	65	33	66	DEVA PRAKASH
SISIR4	67	34	68	PANCHAM
GOOD LUCK	69	35	70	MAHABIR
SIX OF A KIND	71	36	72	EKDALIA
THE COMBINATION	73	37	74	DR. SSM
TORNATAE	75	38	76	MIX N MATCH
MANSAROVAR	77	39	78	WOLF
CANDID	79	40	80	TAAS 4

Summary of the Events

Over the next four days, the following events will take place:

1. Team of Four Championships:

The event will begin with a Swiss League, played over 8 rounds of 10 boards each. The top 16 teams from the Swiss League will qualify for the knockout stage. Performance in this event will contribute to Ranking Points, which are used to determine eligibility for selection trials.

Team Roster

2. Board-a-Match Event:

Players who do not qualify for the Swiss League knockout stage can participate in the Board-a-Match event. This will be held on Day 2 in the afternoon and will consist of two sessions of 18 boards each.

Entry Fees will be collected at the venue.

3. Match Point Pairs:

The Match Point Pairs event will start on Day 3. It will feature a three-session elimination phase, with 18 boards per session. On the final day a two-session final with 26 and 24 boards respectively will take place.

Deadline: **Friday, 2-May-2025 : 5 PM**

**Register here:
Match Point Pairs**

4. IMP Pairs:

The IMP Pairs event will take place on the final day and will be open to all players wishing to participate. It will consist of two sessions, each with 22 to 24 boards.

Deadline: **Saturday, 3-May-2025 : 8 PM**

**Register here:
IMP Pairs**

Summary of the Prizes

Event	Position	Amount INR	Event	Position	Amount INR
Team of Four	First	120000	IMP Pairs	First	18000
	Second	80000		Second	12000
	Third	66000		Third	10000
	Fourth	42000		Fourth	7000
	Fifth-Eighth	24000 (each)		Fifth	6000
	Ninth-Sixteenth	12000 (each)		Sixth	5000
Open Pairs	First	40000		Seventh	3000
	Second	30000		Eighth	3000
	Third	24000	BAM	First	18000
	Fourth	16000		Second	12000
	Fifth	12000		Third	9000
	Sixth	10000		Fourth	7000
	Seventh	8000		Fifth	6000
	Eighth	7000		Sixth	5000
	Ninth-Tenth	6000 (each)		Seventh	4000
Total Prize Money ~ 8 Lakh INR				Eighth	4000

Prize Money:
Enter you Bank details here:

Zia Mahmood: The Maestro of Bridge



Zia Mahmood, a Pakistan-born bridge legend, has captivated the card-playing world with his flair and finesse. A World Bridge Federation Grand Life Master and five-time ACBL Player of the Year, Zia's successes include Bermuda Bowl medals and countless national titles. His witty, instructional columns for *The Guardian* and books like *Bridge My Way* and *Bridge, A Love Story* blend humour with strategic brilliance, inspiring players globally. Renowned for his psychic bids and charismatic style, Zia remains bridge's beloved ambassador. This write-up is compiled by Dr. Rounak Ghosh uniquely for Shree Cement 2025 tournament bulletin, drawing from the finest references crafted in the spirited voice of Zia Mahmood.

Part I: Psychic Bidding — Dancing with the Devil

There are times at the bridge table when logic gives way to instinct, when the hand in front of you is crying out not to be played honestly — not because you're trying to cheat or bluff in the poker sense — but because you see a picture developing in your mind that no convention or system can explain.

That's the essence of the psychic bid.

What is a Psychic Bid?

A psychic bid (or "psyche") is when a player deliberately misstates the strength or distribution of their hand — often dramatically so — with the intent of misleading the opponents. Unlike system violations or lies to your partner (which are unethical), a psychic bid is perfectly legal — provided your partnership has no secret agreements about it.

The best psychic bids, like the best stories, are built on a kernel of plausibility. If your partner is too surprised, he may misinterpret your bid and take the partnership down with you. But if you understand one another — and you can pull off the tightrope act — the rewards can be immense.

The Famous Psyche — A True Story

One of the most infamous psychic bids I made came at the 1991 Bermuda Bowl.

We were playing against a strong American team. My hand was this:

♠ 7 5 ♥ J 10 9 6 4 ♦ 9 6 3 ♣ Q 10 2

Not exactly a hand to light up the scoreboard. But when my right-hand opponent opened 1♦, and my partner passed, something stirred in me.

I looked again. Four hearts, ten high-card points at most, nothing particularly exciting. But I felt the moment. I bid 1♥.

Now, this wasn't a system bid. This was an outright lie. My heart suit was awful — only five cards, and none of them honors. But I sensed the vulnerability of my opponents. If I could convince them we had a fit, they might misjudge the auction and they did.

After some back-and-forth, they ended up in a poor 3NT contract. My partner found the killing lead (a club through the tenace), and we took it off two. A massive swing.

Why Did It Work?

The psychic bid disrupted the flow of accurate information. Bridge, after all, is a language. We use bids to talk. If you insert a false word into a conversation, it changes the topic. And in high-level bridge, where players rely so heavily on precision, a single misplaced syllable can wreck the whole sentence.

The Americans couldn't believe I would bid hearts on such garbage, so they assumed we had a fit. In their minds, they adjusted their bidding to avoid what they thought was a dangerous contract for us. They zigged — and we zagged.

But here's the real lesson: I didn't psyche because I was bored or reckless. I psyched because I had a read — on the opponents, on the tempo of the auction, and most importantly, on my partner.

The Key to Successful Psychic Bidding:

- **Timing is everything.** Not every hand deserves a psychic. Wait for the moment when the stakes are high and the conditions are right — ideally when you're not vulnerable and the opponents are.
- **Know your partner.** You must trust that your partner won't overreact, and ideally that your system allows for occasional misdirection.
- **Understand the psychology of your opponents.** Against robotically precise players, psychic bids are more effective. They rely on structure, and you can use that against them.
- **Always disclose your tendencies honestly.** If you are known to psyche often, say so. Ethical bridge doesn't mean avoiding the psyche — it means being open about the possibility.

When Psychics Go Wrong: The Humbling Truth

Not every psychic bid is a masterstroke. Let me tell you about the time I psyched with 2♠ on a three-card suit. Yes, I know. Absurd.

It was in a casual rubber game — and I thought I could force the opponents into the wrong contract. But my partner, not expecting such creative fiction, raised to 4♠ — doubled, of course, and down five.

The table was silent. My partner looked at me and said, "Did you think this was chess?" I apologized and vowed to leave my three-card suits out of the psychic repertoire — at least for that month.

Practice: How Can You Train for Psychic Bidding?

1. **Replay old hands** where a psyche might have made sense. Try to predict how the opponents would have reacted.

2. **Use bridge software** to simulate outcomes based on altered bids. Practice distorting a hand and tracking the consequences.
3. **Create signals with your partner** — not illegal ones, but meta-agreements. For instance: “I might psyche occasionally in first seat non-vulnerable, but I’ll never do it vulnerable.”

Ethical Note: No Hidden Understandings

One of the great concerns in psychic bidding is the risk of hidden agreements. If your partner always “knows” when you’re psyching, that’s an illegal advantage. There must be full disclosure to opponents that psychics are possible — and that there are no conventions built around them.

As I like to say: it’s not cheating to lie to your opponents — it’s cheating to secretly tell your partner you’re lying.

Part II: The Art of Counting — Seeing the Invisible

They say good players play what’s in front of them. Great players play what isn’t.

If there’s one skill that separates the talented from the truly world-class, it’s counting. Not just remembering what’s been played — that’s bookkeeping — but actually reconstructing the invisible world of 52 cards, piece by piece, trick by trick, until your opponents’ hands are naked in your mind.

I’ve never believed in magic. But I’ve seen miracles happen at the bridge table when someone counts the hand perfectly.

Why Count?

Because in bridge, information is power. If you know where the high cards lie, if you know how many cards each opponent has in a suit, you can take risks that look reckless — and get rewarded. You can find squeezes, endplays, unblocks, ducking maneuvers — the entire dictionary of advanced declarer play becomes usable only if you can count and contrary to what most club players think, counting isn’t a gift. It’s a habit. A muscle. You just have to train it.

A Simple Hand That Teaches Everything

Let me take you to a hand from the Cavendish pairs, years ago. I was sitting South, and the contract was 3NT.

North (Dummy):

♠ K 6 ♥ J 8 4 ♦ K 10 8 4 ♣ K 6 5 3

South (Me):

♠ A 6 4 3 ♥ K 7 ♦ A J 9 3 ♣ A 4 2

The lead was the ♥3. Now — count with me.

RHO wins the ♥A and returns the ♥9. You win the king and LHO follows with the ♥2.

Your only hope for 9 tricks is to score 4 diamonds, and that will require you to find the ♦Q. You can finesse either opponent for that card. Is it a pure guess, or do you have a clue that will help you make the decision?

There's no discovery play available here, since cashing your other tricks first is unlikely to give you any helpful information. All you have to go on is your count in the heart suit, which you've already determined by watching the cards played to the first two tricks.

Here, LHO led the ♥3 and then followed with the ♥2, so he's shown that he holds 5 hearts (♥Qxx32). RHO therefore has 3 hearts (♥A9x).

When you're in doubt about the location of a specific card, the odds favor it being in the hand that has the most "room" to hold that card. Your count in the heart suit tells you there are 8 chances that LHO has the diamond queen (he had 5 hearts, so has 8 unknown cards) and 10 chances that RHO has the queen (he had 3 hearts, so has 10 unknown cards). So your best play is to cash the ♦K and lead the ♦10, planning to finesse RHO for the ♦Q.

How Do You Start Counting?

Many players get overwhelmed when they're told to "count the hand." Where do you begin? You start **at trick one**.

You begin with the lead. A lead tells you the suit length, and often the honor placement. That's your first clue.

Next, you look at the auction. Did West open 1♠? Did East pass? What strength do they each show?

Then, with each trick, you add more pieces. If West shows out on trick 3 in clubs, he had two clubs. Record it mentally. By the time you've played ten tricks, you've seen nearly everything — if you're watching.

Practice: The 4–3–3–3 Game

Here's something I tell students to try. Deal a hand at random. Don't look. Have someone else play it. You just watch. After each trick, write down what each player played, and guess their distribution.

By the end of the 13 tricks, you should be able to reconstruct every hand — if you're paying attention.

Start with balanced hands. Later, add distribution. After a few weeks, your brain will be able to map hands as you play — even in real time.

Rule of 13

I have a rule I teach young players: the Rule of 13.

There are 13 cards in each hand. So if your LHO plays three hearts, and you've played four and dummy had three, then RHO has three.

It's simple arithmetic — but you'd be shocked how many players don't do it.

Start with suits. Once you're used to seeing distribution, you'll begin noticing honor placement too. Declarer paused before playing that king? That hesitation meant something. Defender didn't cover the queen with the king? Maybe he doesn't have it.

Every pause, every discard, every silence speaks.

Defensive Counting — The Unsung Hero

Counting isn't just for declarer. On defense, it's even more vital — and more difficult. You don't see your partner's hand. You must infer.

In the European Championships, we defended against 3♠. Dummy hit with:

♠ Q 9 8 4 ♥ K 7 ♦ Q J 9 2 ♣ 8 5 2

Declarer played low spades from hand, leading toward dummy's queen. I held:

♠ K 7 5 ♥ A 6 5 4 ♦ 10 7 5 ♣ Q 9 4

I paused. If declarer had A J 10 x in spades, my king would be swallowed. But if I ducked, maybe he'd misguess later.

I ducked. Dummy's queen won. Next, declarer played a diamond to dummy and led another spade. I rose with the king.

Now I had a count. He had five spades — and didn't finesse on the first round. That told me he had A 10 x x x. On the second round, he was hoping I'd duck again. I didn't.

That one trick swung the board. Why? Because I counted — not the cards, but the logic behind his plays.

Training Your Brain: Simple Steps

1. **At every trick**, say out loud (or to yourself): "That's the third club from West."
2. **Visualize hands** instead of remembering numbers. Picture the shape — 4-4-3-2 — rather than tallying individual cards.
3. **Keep track of honor spots**. Knowing who has the jack can decide whether to finesse.

The Difference Between Counting and Guessing

People often say, "Oh, you guessed right again." I never guess. I calculate.

Guessing is flipping a coin. Counting is watching how the coin was tossed, where the wind is blowing, and who's holding it. When I play a squeeze, I'm not hoping it works — I'm playing it because the shape tells me it will.

Take this endgame from a world pairs final:

3 cards left: I held ♠5 and ♥Q8

Dummy had ♠J9 and ♥J

I knew East held ♠K and ♥K10

I led a spade. East won with the king. He was stuck. Lead a heart? I win. He thought for minutes. But the hand was over.

Why? Because I knew the shape. Because I counted.

Schedule of Event for Teams

<i>Date</i>	<i>Event</i>	<i>Time</i>
01.05.25 Thursday	Team of Four Event: 10 boards each round	
	Swiss League (Round 1)	10:00 AM - 11:15 AM
	Swiss League (Round 2)	11:30 AM - 12:45 PM
	Swiss League (Round 3)	1:45 PM - 3:00 PM
	Swiss League (Round 4)	3:15 PM - 4:30 PM
	Swiss League (Round 5)	5:00 PM - 6:15 PM
	Swiss League (Round 6)	6:30 PM - 7:45 PM
02.05.25 Friday	Swiss League (Round 7)	10:00 AM - 11:15 AM
	Swiss League (Round 8)	11:30 AM - 12:45 PM
	Top 16 teams to Qualify for K/O: 10 boards each round	
	PQF (Round 1)	1:45 PM - 3:10 PM
	PQF (Round 2)	3:20 PM - 4:45 PM
	PQF (Round 3)	5:00 PM - 6:25 PM
	QF (Round 1)	6:35 PM - 8:00 PM
03.05.25 Saturday	QF (Round 2)	10:00 AM - 11:15 AM
	QF (Round 3)	11:35 AM - 1:00 PM
	SF (1st Round)	1:45 PM - 3:10 PM
	SF (2nd Round)	3:20 PM - 4:45 PM
	SF (3rd Round)	5:00 PM - 6:25 PM
	SF (4th Round)	6:35 PM - 8:00 PM
04.05.25 Sunday	Final and Playoff: 12 boards each round	
	Final & Playoff (Round 1)	9:30 AM - 11:15 AM
	Final & Playoff (Round 2)	11:30 AM - 1:15 PM
	Final & Playoff (Round 3)	2:00 PM - 3:45 PM
	Final (Round 4)	4:00 PM - 5:45 PM

Schedule of Event for BAM and Pairs

<i>Date</i>	<i>Event</i>	<i>Time</i>
02.05.25 Friday	Board A Match: 18 Boards X 2 Sessions	
	BAM (1st Round)	2:15 PM - 4:45 PM
	BAM (2nd Round)	5:15 PM - 7:45 PM
<i>Date</i>	<i>Event</i>	<i>Time</i>
03.05.25 Saturday	Match Point Pairs Elimination: 18 boards X 3 Sessions	
	MP Pairs Elim (Round 1)	10:15 AM - 12:45 PM
	MP Pairs Elim (Round 2)	2:00 PM - 4:30 PM
	MP Pairs Elim (Round 3)	5:00 PM - 7:30 PM
04.05.25 Sunday	Match Point Pairs Final: 26 boards + 24 boards	
	MP Pairs Final (Round 1)	9:30 AM - 1:00 PM
	MP Pairs Final (Round 2)	2:00 AM - 5:30 PM
<i>Date</i>	<i>Event</i>	<i>Time</i>
04.05.25 Sunday	IMP Pairs: 22/24 Boards X 2 Sessions	
	IMP Pairs (Round 1)	10:00 AM - 1:00 PM
	IMP Pairs (Round 2)	2:00 PM - 5:00 PM