

<https://bridgepathshala.com>

Sarangapni Club is a weekend hangout of 4 budding youngsters just out management school and trying to build careers in Information Technology Mumbai. Read link for details https://drive.google.com/file/d/1eXKsYJw7BDX-pegg53Acy4k8BVb_xzK7/view?usp=sharing

It was the year-end, and everyone was making vacation plans. “It is so difficult to decide where to go on vacation.” said Padma. Prabha nodded in agreement. Kaushik said his plans were finalized and he was going to Darjeeling and Kingo had decided a year ago to go to Europe as he wanted to experience and see snow clad mountains.

Kaushik said he decides things very quickly whether it is buying a dress, going on vacation or where to go for dinner”. Bridge has taught me that you cannot keep dilly dallying for a long time before deciding. You must be clear about your needs and if you are clear, then decision making is simple.

Kingo added that you cannot keep thinking whether to bid at 5 level or double for penalties forever. Similarly, you must decide which card to play In Bridge. It teaches you that decision making is analysing your needs and taking a decision.

Padma said, “We agree with both of you that Bridge teaches us decision making. Prabha and I will improve on this area. We are slowly beginning to understand that time is an important factor in decision making. In Bridge if you delay a board because you were thinking for long, you will be penalized. In life, delay in vacation plans can lead to non-availability of tickets or hotels”.

Prabha accepted Padma’s comment and added that sometimes you are forced to take a decision as time is running out. You have to decide who will play the next session in Bridge. You cannot keep thinking about it forever. Hence you need a captain who will be the decision maker. Without a captain, decisions may get delayed.

Sometimes decisions may go wrong. You may bid 5 level and go down while a juicy penalty could have been extracted. One should not feel bad if a decision goes wrong if you have considered all aspects and taken the most logical decision. It is all about getting it right often than getting it wrong.

With this, all of them agreed to take a decision – It is time to go home

Tailpiece. Goofy who was listening to the discussion told himself he had delegated decision making to his master, Kingo. He therefore never has to take any decision.