

INTISARI

Pada masa kolonial, dunia hiburan memiliki peranan signifikan sebagai sarana relaksasi dan pengisi waktu luang bagi masyarakat Eropa, khususnya kalangan elite. Di wilayah Hindia Belanda, berbagai bentuk hiburan diperkenalkan sebagai bagian dari gaya hidup kolonial, termasuk permainan kartu yang bersifat eksklusif. Salah satu permainan yang memperoleh popularitas di kalangan tersebut adalah bridge. Permainan ini umumnya dimainkan di ruang-ruang privat seperti klub sosial (*societeit*) maupun di lingkungan elite Eropa, dan secara simbolik merepresentasikan status sosial serta identitas budaya kolonial.

Penelitian ini menggunakan metode sejarah dengan 4 tahapan, yakni: heuristik, kritik sumber, interpretasi, dan penulisan (*historiografi*). Permasalahan dalam penelitian ini dianalisis dengan merujuk pada sumber-sumber primer seperti arsip foto, surat kabar, dan buku sezaman, serta sumber-sumber sekunder berupa buku dan artikel ilmiah yang relevan dengan tema penelitian.

Olahraga bridge awalnya merupakan bentuk hiburan yang dimainkan oleh bangsa Belanda di Hindia Belanda pada awal abad ke-20. Permainan ini hanya dapat diakses oleh kalangan Eropa dan elit bumiputra. Permainan bridge tetap marak dimainkan dan mengalami proses adaptasi terhadap situasi Depresi Ekonomi pada dekade 1930-an. Ketika pendudukan Jepang dimulai, aktivitas permainan bridge sempat terhenti dan hanya berlangsung secara tersembunyi. Pasca Proklamasi Kemerdekaan, permainan bridge kembali berkembang, khususnya di lingkungan militer Indonesia. Pada 12 Desember 1953, Angkatan Laut Republik Indonesia melalui sosok Willy Roring membentuk Gabungan Bridge Seluruh Indonesia sebagai wadah untuk menghimpun para pemain Indonesia di seluruh wilayah. Seiring waktu, berbagai perkumpulan bridge daerah mulai mendaftarkan diri. Permainan ini kemudian terintegrasi dalam Komite Olahraga Nasional Indonesia dan turut serta dalam kejuaraan tingkat lokal maupun nasional.

Kata kunci: Hiburan, Kompetisi, Olimpiade, *Societeit*, Olahraga Bridge.

ABSTRACT

During the colonial period, the entertainment world played a significant role as a means of relaxation and leisure for Europeans, especially the elite. In the Dutch East Indies, various forms of entertainment were introduced as part of the colonial lifestyle, including exclusive card games. One game that gained popularity among this group was bridge. This game was typically played in private settings such as social clubs (societeit) or within European elite circles, and symbolically represented social status and colonial cultural identity.

This research uses a historical method with four stages: heuristics, source criticism, interpretation, and writing (historiography). The issues in this research are analyzed by referring to primary sources such as photo archives, newspapers, and contemporary books, as well as secondary sources in the form of books and scientific articles relevant to the research theme.

Bridge was originally a form of entertainment played by the Dutch in the Dutch East Indies in the early 20th century. The game was only accessible to Europeans and the native elite. Bridge continued to be widely played and underwent a process of adaptation to the economic depression of the 1930s. When the Japanese occupation began, bridge activities were suspended and only continued in secret. Following the Proclamation of Independence, bridge once again flourished, particularly within the Indonesian military. On December 12, 1953, the Indonesian Navy, through Willy Roring, formed the Indonesian Bridge Association as a forum to bring together Indonesian players from all regions. Over time, various regional bridge associations began to register. The game was then integrated into the Indonesian National Sports Committee and participated in local and national championships.

Keywords: Entertainment, Competition, Olympics, Societeit, Bridge Sports.