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AUCTION MADE EASY

FOSTER'S AUCTION MADE EASY

WITH ILLUSTRATIVE HANDS

*A Text Book for the Beginner,
the Average Player and the Expert*

BY

R. F. FOSTER

AUTHOR OF

"FOSTER ON AUCTION," "FOSTER'S PIRATE BRIDGE," "FOSTER'S
RUSSIAN BANK," INVENTOR OF THE ELEVEN RULE,
AND THE SELF-PLAYING CARDS.

Card Editor of *The New York Tribune*.

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A WORD TO THE READER

In the following pages there are no theories advanced, no reasons assigned for the system of bidding and play, no explanations given. You are simply told to do certain things with certain combinations of cards, and the author guarantees that if you will follow these directions conscientiously and consistently, no one will be more astonished than yourself at the improvement in your game.

Auction is not the complicated game that some persons imagine. As the name implies, it is a bidding game, and the bidding is the principal part of it. As all bids must be made on the cards held, and as there are only a few possible combinations that are worth a bid, it should be a simple matter to classify them, and state the bids that should be made upon them. This part of the game is purely mechanical, based on the mathematical expectation of averages, just like an insurance policy. Any person of ordinary intelligence should be able to learn it.

Why these bids should be made on the cards indicated, it is not the purpose of this work to

state. That is for the more elaborate treatises on the game, such as "Foster on Auction." The pupil in school is not told why a pint of liquid is equal to a pound of weight, and the reader of these pages is not told why five hearts to the ace king should be good for the odd trick if hearts are trumps, and you play the hand.

All one has to do to become a first-class player is to read the directions in these pages and follow them at the card table. The mathematical percentage of the game will do the rest. The best test of your improvement is not how many rubbers you win, but their value. If the average value of the rubber you win is anywhere from ten to fifty points greater than the average value of the rubbers you lose, you are a fine player.

The following table of contents is so arranged that the reader may turn at once to any part of the tactics of bidding or play upon which he wishes to refresh his memory, or improve his game. If you cut into a rubber with persons who do not know these principles, or who do not apply them, you will have as much the best of it as if you were playing backgammon with loaded dice, because there is no game in the world in which the percentage in favor of sound bidding and play is greater than in auction bridge.

R. F. FOSTER.

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AUCTION MADE EASY

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CLASSES OF HANDS

It is taken for granted that the reader knows all about the preliminaries of cutting, dealing, the order of bidding, and the ranks of the suits. We shall therefore start on the supposition that he is the dealer, and holds in his hand thirteen cards, with the privilege of making the first declaration, no score.

The thirteen cards that he holds must belong to one of six classes of hands:

1. Hands in which there is no strength.
2. Hands in which the strength is all in one suit.
3. Hands in which the strength is divided unequally between two suits.
4. Hands in which the strength is divided about equally between two suits.
5. Hands in which the strength is distributed among three suits.
6. Hands in which there is some strength in every suit.

By "strength" is meant cards that will probably win the first or second round of a suit if

that suit is led. They are usually referred to as "quick tricks," or "tops," such as aces, king-queen suits, or guarded kings. Suits surely stopped later, such as queen-jack-ten, are not quick tricks. Queens, jacks and ten have no quick-trick value except in combination with higher cards.

It is highly important that a player should be able to recognize at a glance the class to which any hand belongs, and a beginner should deal out some actual hands and run over them for practice. Here are examples of each class; any card below the 10 being indicated by "x," its exact value being immaterial:

No. 1	No. 2	No. 3
♥ x x	♥ A K J x x	♥ x x x
♣ K J x x x	♣ x x	♣ x x
♦ Q x x	♦ x x x	♦ A x x
♠ x x x	♠ x x x	♠ A Q J x x
NO STRENGTH	ONE SUIT	TWO SUITS
No. 4	No. 5.	No. 6
♥ K Q J x	♥ x x	♥ K Q x
♣ x x	♣ A x x	♣ K J 10 x
♦ x x x	♦ K Q x x	♦ A x x
♠ A K x x	♠ K J 10 x	♠ K x x
TWO EQUAL SUITS	THREE SUITS	FOUR SUITS

Each of these, except the first, is worth a bid of some kind. What that bid should be depends on

the number of cards in the various suits, and the high cards at the head of those suits. There are five classes of bids, which are sometimes referred to as "calls"; clubs, diamonds, hearts, spades, and no-trumps. These are made under one or other of three conditions, each forming a class.

THREE KINDS OF BIDS

Free bids. When a player makes a bid which he is not required to make (in order to overcall a previous bid, for instance), it is called a free bid. The dealer's bids are all free bids; or the first bid made to his left if he passes.

Forced Bids. After the bidding has been started, any bid that overcalls a previous bid must be regarded as a forced bid. It may be that the hand is quite strong enough for a free bid, such as one spade over one heart, but that must not be assumed, because once the bidding for the contract is started, the players must put up some kind of a fight and bid what they have, even if it is not up to the standard required for a free bid.

Secondary Bids. Any bid which is made at the second opportunity, after having refused to make a free bid on the first round, is called a secondary bid. When two bids are made by the same player, each in a different suit, the second one is a secondary bid; and both of them may be secondary upon occasion.

All bids have one of two objects, and free bids should have both, or they are unsound. They show the declaration that you would like to have for the play of the hand; or they show where you can win some tricks, either in assisting your partner with a better call, or in defense, if the adversaries get the contract.

The suit bids being more numerous and more often played than no-trumpers, we shall consider them first.

CLASSES OF SUITS

The four suits are divided into two classes, major and minor. The major suits are hearts and spades, sometimes called "game-going suits," the minor are clubs and diamonds. In no-trumpers, the suits have no rank. The distinction between major and minor suits is very important, length being requisite in the major suits; high cards in the minor.

The distinction may be impressed on the memory by the axiom: Major-suit bids ask for assistance; minor-suit bids offer it.

The majority of the hands played are with hearts or spades for trumps, and these suits are invariably declared in the hope that they will eventually be the trump for that deal. As numerical strength in trumps is essential, in order to exhaust or outlast the adversaries, length is one of the fundamentals for major-suit bids, and five

cards is generally regarded as the minimum. With only four, there should be three or four top honors.

The minor suits are usually declared for the purpose of showing where the partner may find assistance for a better contract of his own choosing, or where he may look for help in case the adversaries get the contract, and the game is in danger. The minor suits, clubs and diamonds, do not require the length that is demanded of the major suits, because they are not declared in the hope of their being the trump; but in the hope that they will win tricks apart from the trump suit, or at no-trumps. Four cards are enough, or even three, if they are very strong, such as three top honors.

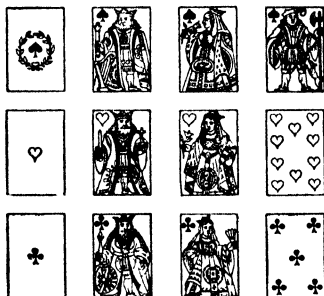
There are cases, of course, in which a minor suit may be very desirable for the trump, especially at an advanced score, when five by cards is not necessary to win the game. There are other cases in which minor suits may be called to show that the hand is worthless for any other contract; but these are invariably either forced or secondary bids.

We shall now see how these different classes of bids and suits apply to the various classes of hands.

ONE-SUIT HANDS

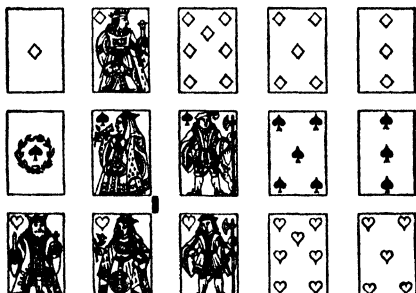
Beginning with the strongest combinations possible, such as the following, the original call or

free bid is limited by the number of cards in the suit.



These are so strong that they justify a free bid of one, even with only four cards in suit. With five cards, they are still only one-trick bids; but with six in suit the first bid should be two tricks; with seven in suit, three, and with eight in suit four.

Proceeding to the next lower combinations, we find only three that justify a free bid on the suit itself, apart from any tricks in other suits. These are:



All cards below the ten are immaterial.

If these are major suits, there must be at least five cards. If they are minor suits, four, or even three, may be enough. The shorter a plain suit, the more likely it is to go round several times without being trumped.

These three combinations are the key to all sound bidding, and should be thoroughly memorized. They are the standard minimum, as any weaker combination is not worth a free bid unless there are tricks in other suits to support it.

Some players will not call a suit headed by K Q J, unless there is another trick in the hand somewhere. This is too timid a game, and is losing opportunities to indicate assisting or defensive strength while it is cheap to do so.

These three standard combinations are free bids of one with five cards in suit. With six cards in either of the major suits, bid two. With seven cards bid three. With eight cards, bid four.

Never call more than one in a minor suit, clubs or diamonds, unless you are long and strong enough to call four or five. There is no such bid as two clubs or diamonds, except as a convention, which will come later.

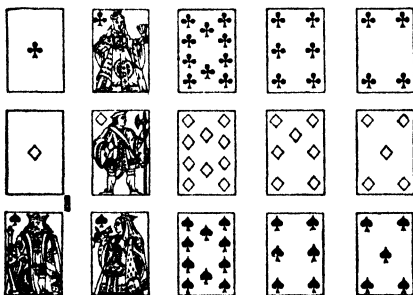
One of the most important rules about calling one-suit hands, is to bid all the suit is worth the first time, and say no more about it. One of the worst faults in bidding is going to the bargain counter with a long suit, such as seven hearts to the A K J, starting with a bid of one and then

advancing it to two or three if it is overcalled. We shall see the reason for this when we come to two-suit hands.

A player may advance his partner's take-out, or help the partner's call, a trick at a time; but that is quite a different matter from advancing his own suit, when he has nothing in his hand outside that suit.

TWO-SUIT HANDS

We come next to the combinations that are not strong enough to justify a free bid, as they fall slightly below the standard. These are of two kinds; those in which there are three honors, one of which is always the ten, and those in which there are only two honors. The first three are:

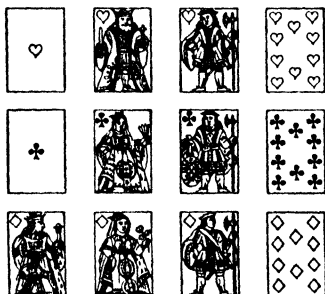


These require at least as good as a guarded king, preferably an ace, in some other suit, to

justify a free bid. As forced bids they may serve on occasion; but we must learn the free bids first. A king is guarded when accompanied by two or more small cards. A blank ace is not very strong.

For a free bid of two in a major suit, there should be seven cards, with the outside help indicated. Never bid more than one in a minor suit.

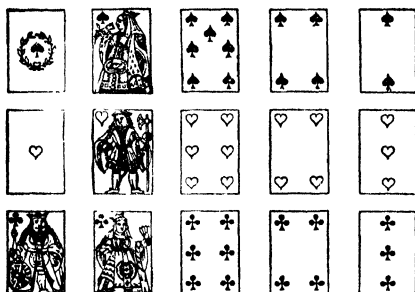
There are three combinations in the major suits which may be called with only four cards, provided there is at least an ace, or a guarded king outside. These are:



In the minor suits, clubs and diamonds, the outside trick is not necessary. The strength in high cards is enough when the suit is not called with the idea of having it the trump for that deal.

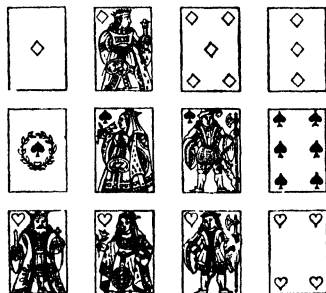
We come next to the three combinations of two honors only, which are these:

AUCTION MADE EASY



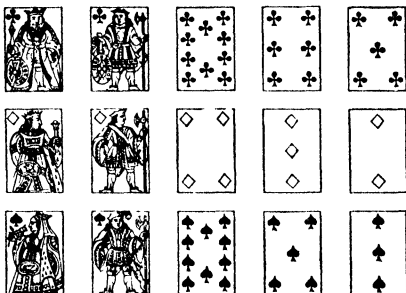
To justify a free bid on any of these, in either major or minor suits, there must be at least an ace and small cards in another suit, or a king-queen suit, or two guarded kings. This last condition brings the hand as a whole pretty close to a three-suiter.

There are three combinations of only four cards that are what might be called border-line bids in the major suits, but are always good minor suit calls. In the major suits they must have the same outside support as the three five-card combinations just given. These are:



These are good enough for minor-suit calls in themselves, but in the major suits there must be as good as an ace, or a king-queen suit, or two guarded kings, in other suits to justify a free bid.

Coming to still weaker combinations, we find these:



None of these is strong enough to justify a free bid, even with outside support, unless there are at least eight cards in a major suit, so that the holder can afford to start with a bid of three or four. Such bids are practically "shut-outs," designed to prevent the adversaries from starting anything. They are never sound calls in minor suits, no matter how long, unless the score is advanced enough to make them game-going hands. They must be good enough to stand a bid of three or four. They are better left alone.

Attention should be called to the first of these, the K J 10, which is one of the greatest trick-losers in the game. The only excuse for calling

such a suit is when the rest of the hand is so strong that if the bid is passed the deal may be thrown out.

There are a number of hands in which there is some strength in two different suits, but not sufficient length in either of them to justify a free bid. These hands are usually those in which part or all of the strength is in the major suits, so that a minor-suit bid is eliminated. The following are examples:

	No. 7	No. 8	No. 9
♥	A Q x	♥ A K x	♥ K Q x x
♣	x x x x	♣ K 10 x x x	♣ x x x x
♦	J 10 x	♦ x x	♦ A
♠	A J x	♣ x x x	♣ x x x x

In No. 7 both hearts and spades are too short. If any bid is made on such hands it should be a speculative no-trump. In No. 8 the minor suit is not strong enough. In No. 9 the hearts are not long enough, and the singleton is weak. All such two-suiters are distinctly defensive hands if the opponents get the contract, but may be very useful in coming to the partner's support if he has a bid.

All two-suit hands are suit calls, never no-trumpers unless one of the suits is a minor suit and "solid," such as six to the A K Q J, or seven to the A K Q, and the second suit is at least an ace, preferably in one of the major suits. These hands

are speculative no-trumpers, trusting that the partner can stop the other suits, if they are led. If the long suit were a major suit, it would be an original two- or three-trick bid.

We come now to consider the manner in which two-suiters are developed in the later rounds of the bidding.

REBIDDING TWO-SUITERS

When a player starts with a free bid and then increases that bid at the next opportunity, without shifting to another call, he is said to "rebid" his hand. He may do this after his partner has assisted him, or without waiting to see whether he can assist or not; or in spite of his refusal to assist. He may also do it after his partner has denied his suit by bidding something else. The principles underlying denied suits will be explained later on.

The question of rebidding brings us to one of the most important distinctions in the manner of bidding two-suit hands. The hands of this class that we have been considering are those in which all the strength in the supporting suit is required to justify the free bid; but there are a great many hands in which there is more than enough of this outside strength, and there are also hands in which the strength is there but is not required for the bid, the suit called being strong enough in itself. They are still all two-suit hands.

Beginning with the stronger hands first, two-suiters in which the suit called is sufficient, of which the following would be examples:

No. 10		No. 11		No. 12	
♥	x x x	♥	x x x	♥	A K J x x x
♣	A K J x x x	♣	A K Q x x	♣	x
♦	x x	♦	—	♦	A K x x
♠	A x	♠	A K J x x	♠	x x

On No. 10 the original bid is only one club, in spite of the extra length, because it is a minor suit. But if it becomes necessary to rebid the hand, the opponents overcalling and the partner passing, the club bid may be advanced, as the hand is stronger than a free bid, and the extra trick, in spades, is not indicated in the original bid. There being two extra tricks, one of them a sixth trump, this hand could be rebid twice, going to three clubs.

In No. 11 the game-going suit is preferred for the free bid, and if the necessity arises to rebid the hand, the spade call should be advanced, showing that there were outside tricks in the hand all the time.

One of the greatest mistakes made by the average player is shifting to the minor suit in such hands as this when the major suit has not been specifically denied by the partner. In this case the spades can be rebid three times; but the moment the supporting suit is named, the situation is betrayed to the adversaries. They not only

recognize it as only a two-suiter, but detect the worthlessness of the two other suits.

In No. 12 the free bid is two hearts, on account of the length. This hand could be bid up to four, showing two tricks outside, in addition to the original bid of two.

It sometimes happens that only part of the outside strength is required to fill out a free bid. In such hands the excess can be shown by rebidding, if necessary. Take the following examples:

No. 13	No. 14	No. 15
♥ A J 10 x x	♥ K x x	♥ ———
♣ x x x	♣ A x x	♣ x x x
♦ x x	♦ x x	♦ A K Q x x x x
♠ A K x	♠ K Q 10 x x	♠ x x x

In No. 13 the heart suit itself is not strong enough for a free bid, and requires at least an outside king, or ace. But there is more than this in the spade suit, and to indicate this, the bid may be advanced to two hearts, if necessary.

In No. 14 we have the outside king to support the spade call, but we have also an ace. This is enough to justify rebidding the spade suit, once only.

In No. 15 we have a minor suit of seven cards, but as a free bid is never more than one there is no way to show the extra trump (if you are obliged to follow up diamonds as a trump declaration), except to bid two diamonds if it comes round to you again. You would be quite justified in re-

bidding this hand twice, as you have two extra trumps and can ruff both the first and second rounds of hearts. This is practically the same thing as if you held only five trumps, and held the ace and king of hearts on the side. All such hands need careful consideration. The principal thing to be kept in view is that if the partner does not seem to want your minor suit to help him out, you may as well pursue it on your own account.

We come now to another class of two-suiters, which it is sometimes necessary to bid up in a different way.

TWO EQUAL SUITS

When the hand contains two suits, either of which would qualify as a legitimate free bid, according to the principles we have been examining under "Classes of Hands," the bidding depends on whether both suits are major, both minor, or one of each.

The rule is always to select the higher ranking suit for the first bid, and, if the opportunity offers, or the necessity arises, to rebid the hand by shifting to the lower ranking suit. Here are three examples of two-suiters:

	No. 16		No. 17		No. 18
♥	K Q J x x x	♥	A Q 10 x x	♥	x x
♣	x x	♣	A K Q J x	♣	A K Q x x
♦	—	♦	x	♦	K Q J x x
♠	A K x x x	♠	x x	♠	x

In No. 16 call the spades first, even if the hearts are longer, because the spade suit is of higher rank, and is a legitimate free bid in itself. Then take the first opportunity to bid the hearts, and let your partner take his choice.

In No. 17 the heart is the higher ranking suit, and must be called first. Unless the partner denies the suit, or there is some good reason for abandoning it, there is no necessity to bid the clubs at all.

In No. 18 although the clubs are stronger, the diamonds should be called first. If this bid does not awaken any response from the partner, call the clubs next time.

There are some hands that require an apparent reversal of this rule of calling the higher ranking suit first, which are those in which the higher ranking suit is not a legitimate free bid, even with the outside support. Take these hands:

No. 19	No. 20	No. 21
♥ x x	♥ x x	♥ A K 10 x x
♣ x	♣ A Q J x	♣ x
♦ A K x x	♦ Q J 10 x x x x	♦ x x
♠ K 10 x x x x	♠ —	♠ K J x x x

In No. 19 the spade is not a legitimate bid, so the diamonds are called first. When the hand is rebid, the spade suit must be shown, and then the partner is not deceived as to its strength in high cards.

In No. 20 call the clubs. In rebidding it may be worth while to show the diamonds.

In No. 21 the spades are not a legitimate bid. Call the hearts first and show the spades later, if expedient to do so.

THREE-SUIT HANDS

We come now to the most interesting hands that one can hold at the bridge table, the three-suiters. These are hands in which there is some strength in three or even four suits, so that original free bid may be either in suit or no-trumps. The decision usually depends on the length of the major suit, or the honor score. No-trumpers may be roughly defined as hands in which there are three sure tricks in three different suits, or two or three tricks in two suits and a third suit surely "stopped." A suit is said to be stopped, or "protected," when the adversaries cannot run down four or five tricks in it before you get the lead away from them.

The following are examples of three different classes of three-suit hands:

	No. 22	No. 23	No. 24
♥	A K J x x	♥ A Q	♥ A K x
♣	A K x	♣ x x x	♣ A x
♦	A x x	♦ A x x x x	♦ x x x
♠	x x	♠ A Q J	♠ K J 10 x x

These are all strong enough in three suits for no-trumpers, but it is invariably a mistake to

call no-trumps on a hand that has a major suit strong enough for a free bid, such as No. 22. The correct bid is a heart; subject to revision later.

In No. 23 both the major suits are too short to call, and the hand is too strong to waste on a diamond contract. That is a no-trumper.

In No. 24, which is an example of a very common type of hand, the spade is really a secondary bid; but if the hand is passed up no one else at the table may have a bid, and the deal will be thrown out. No criticism can be made of a player who picks the spade suit or the no-trumper. Either is a fair bid on such cards. Many prefer to call no-trumps first and then make the spades a secondary bid, if the situation seems favorable.

The limit of weakness upon which no-trumpers may be called as free bids largely depends on the ability to support a take-out by the partner in a major suit. Any shift by the partner to another call must be classed as a "take-out." He does it either because he thinks there is a better chance for game in his call, or because he cannot support the original declaration. Here are some examples of hands in which the possibility of a take-out must be considered.

No. 25	No. 26	No. 27
♥ A J x	♥ x	♥ A Q x x
♣ Q J x x	♣ K x x	♣ A K x x
♦ x x x	♦ A K Q x x	♦ A K J x
♠ K 10 x	♠ A x x x	♠ x

No. 25 is rather weak in itself, but it is strong in being able to stand a take-out in either major suit, and should be able to save the game against any such contract.

No. 26 is a better no-trumper than a diamond, and is strong in providing against the possibility of having to deny the partner's take-out in hearts, the diamonds being a sound secondary bid.

No. 27 is a good example of a hand that is strong enough to go back to no-trumps, in case the partner calls spades, trusting him for nothing more than a stopper in that suit.

The following are examples of hands which should be classed as very risky no-trumpers, because they cannot stand a major-suit take-out and have no sound secondary bid.

No. 28	No. 29	No. 30
♥ x	♥ A x x x	♥ x
♣ K 10 x x	♣ A x x x	♣ K Q x x
♦ Q J x x	♦ K 10 x x	♦ A x x x
♠ A x x x	♠ x	♠ Q 10 x x

It is on hands like these that no-trump bidders get set for three or four tricks, and sometimes lose a little slam. If the partner happens to call the major suit in which there are four cards, all goes well; but if he calls the other, or the adversaries hold and lead it, there will be trouble.

No. 28 should be passed up. It cannot stand a heart take-out, and has no bid with which to deny that suit.

No. 29 and No. 30 are not bad club bids. This will show that the hand has a couple of tricks in it somewhere, one of them in clubs. Then, if the partner calls the suit in which these hands are short, he must be fairly strong in it, and the shift to no-trumps would probably work out very well.

INVITING NO-TRUMPERS

Some players take advantage of the fact that there is no such free bid as two in a minor suit to use this call as a conventional ask if the partner is strong enough in that suit to go no-trumps. The two-bid does not show strength in the suit called, but strength in each of the other suits. Hands like Nos. 23, 24 and 25 are examples. In each of these the original bid might be two in the weak minor suit. The bid is never made in major suits.

If the partner is strong in the suit he goes to no-trumps. Otherwise he calls his longest suit, which he knows the original declarer can support.

An extension of this convention is to prevent the partner from going to no-trumps by calling two in clubs or diamonds when the suit is very strong, and there is also strength enough to support a major-suit bid, but not length enough. Nos. 26 and 27 are good examples of this type of hand.

If the original call on these hands is two diamonds, it is impossible for the partner to have the two tricks in that suit which are necessary for him

to bid no-trumps, so he must call a suit. If this is the suit in which the diamond hand is weak, he goes to no-trumps himself.

It is a very common mistake among untaught players to regard any bid of one in a minor suit as an "invitation" to the partner to go no-trumps. This leads them into two errors, which are often expensive. They are either afraid to bid no-trumps themselves, although they are so strong that the probability of their partner's having a no-trumper is very slim, or their partners get to going no-trumps on hopes.

All these "invitations" and conventions are dangerous, except in the hands of the most expert players.

SOME EXERCISES

Before proceeding further, the reader is advised to take a pack of cards and sort out the following examples, holding the actual cards in the hand, so as to accustom the eye to the various combinations, just as if he were seated at the card table and had dealt the hand.

By making a note on a slip of paper as to what he would call on each of these hands, and why, he may consider that his bid. Having gone through all the hands in this way he may check up his bids by the key at the end of this book, comparing his reasons with those there given, if there is a difference.

It is also excellent practice to deal out hands at random, and get the eye accustomed to classifying hands as to the number of suits, and then as to the bids.

	No. 31		No. 32		No. 33
♥	x	♥	A J 10	♥	K J x x x
♣	K x x x	♣	Q x x	♣	x x
♦	K J 10 x	♦	x x x x	♦	A K x x
♠	A x x x	♠	K Q J	♠	x x
	No. 34		No. 35		No. 36
♥	A K 10 x	♥	Q J 10 x x	♥	x x
♣	x x	♣	K J 10 x	♣	A K x
♦	A Q	♦	x	♦	A x x
♠	x x x x x	♠	K x x	♠	A K Q x x
	No. 37		No. 38		No. 39
♥	A K Q x x	♥	A Q 10 x x	♥	x
♣	x x	♣	x x x	♣	x x x
♦	x	♦	Q x x	♦	K J 10 x x x
♠	A Q 10 x x	♠	x x	♠	A K x
	No. 40		No. 41		No. 42
♥	x	♥	K Q J x x x	♥	x x x
♣	A K Q x x	♣	A x	♣	A K Q x x
♦	x x	♦	x	♦	A Q J x x
♠	A J 10 x x	♠	A K Q x	♠	—

All cards indicated by an "x" are indifferently small; that is, below the ten.

WHEN THE DEALER PASSES

When the dealer passes, the second player should declare himself on precisely the same principles as if he had dealt the hand. He may perhaps take a little more liberty with no-trumpers, as he has apparently at least one weak adversary, and a partner that has still to speak.

AFTER TWO PASSES

This is strictly a defensive position, and the third hand (dealer and second hand both passing without a bid), must be at once bold and cautious, according to the character of his hand. It is extremely dangerous to bid no-trumps in this position, unless strong enough to make the odd trick without any assistance from the partner. Many players will not risk this call with less than six tricks. Then, if the dealer turns out to have anything, it may mean game.

Major-suit calls should be avoided unless the hand is at least a trick stronger than would be required by the dealer or the second hand for a

free bid. This is to allow for the possible weakness of the partner. It is a waste of time to struggle along for a few points with a contract that has no hope of going game.

Minor-suit calls, on the other hand, may be freely made after two passes, on any combination of cards that would be a free bid, especially if there is nothing else in the hand. Four cards to the A K, or A Q J, or K Q J are very valuable in this position, for two reasons. If the adversaries are strong, the bid will be overcalled, and your partner knows what to lead. If your partner has a good secondary bid, you have given him an opportunity to make it, by reopening the bidding; often an important point. Timid bidders miss many opportunities to show a minor suit while it is cheap, and are then afraid to bid two, three, or four tricks on it, when the adversaries have declared themselves.

With a timid player for a partner, these third hand calls are frequently the one thing he wants to get his courage up to the bidding point. Nothing is ever lost by bold bidding on the minor suits.

Here are some examples of third hand bids, after two passes:

	No. 43	No. 44	No. 45
♥	A Q x x	♥ K Q J x x	♥ K J x x x
♣	A J 10 x	♣ A K x x	♣ x
♦	K J x	♦ A x x	♦ A K Q x
♠	x x	♠ x	♠ x x x

No. 46		No. 47		No. 48	
♥	Q x x	♥	A x x	♥	A Q x
♣	x x x	♣	A x x	♣	K J x
♦	x x x	♦	x x x x	♦	A Q
♠	A Q J x	♠	A x x	♠	J x x x x

In No. 43 the chief object is to ask a lead, in case the fourth hand gets the contract. It is also valuable as a hand that can support the dealer if he has a secondary bid.

No. 44 is a heart, promising game if the dealer has anything at all. It is a dangerous no-trumper.

No. 45, being able to support anything but clubs, should bid the diamonds; not the hearts, to reopen the bidding as cheaply as possible. It is often important to make it easy for the partner to overcall.

No. 46 is a spade, it is not strong, but the lead must be indicated, and the bidding reopened. Someone has all those aces and kings.

No. 47 is a pass. There is no reason to pick a suit, and no danger of losing the game if the adversaries pick one. This is a typical defensive hand.

No. 48 is one of those border-line hands that one may pass up or call no-trumps. Its strength is in its position, not for the partner to lead through it to the fourth hand, but for the fourth hand to lead up to it, if he gets the contract. Much depends on the player who sits to the left. If he never overcalls no-trumpers, pass. It is a very

strong defensive hand, and good for the game if the partner has anything at all.

AFTER THREE PASSES

This is the most dangerous position at the table for no-trumpers. Unless the hand is unusually strong for a suit bid, the high cards are probably so distributed among the three other players that one of them has a good secondary bid, and wants only the opening to make it. It is two to one against this being the second player. Unless there is a very good chance for game, the bidding will usually be opened by the fourth hand, after three passes, for the benefit of his opponents.

To bid no-trumps fourth hand, four suits should be stopped, and there should be at least seven tricks in hand. To bid a suit, the hand should be at least three tricks stronger than would be necessary for a free bid as dealer or second hand.

This may be considered rather cautious bidding by some persons, but when in doubt there is nothing better than a new deal. A fourth hand bid indicates unusual strength, and frequently encourages the partner to support it beyond its capacity. If the hand is not something unusual it will invariably come to grief, or a great deal of time and worry will be expended on scoring a few points, with no hope of going game, and game is the only thing worth bidding for after three passes.

THE PARTNER

The most important position at the bridge table is the partner of the first bidder, whether that bid is made by the dealer, or by the second hand after the dealer has passed. This position must be considered first, because the partner of a forced bid has not the same grounds to form his judgments upon as the partner of a free bidder.

There are two principal positions; those in which the intervening player passed without a declaration of any kind, and those in which he interposes a bid or double. Taking the simpler position first, three alternatives are presented to the bidder's partner. To pass, indicating that he has nothing to say. To shift, indicating that he thinks he has a better call on his own cards. To deny any support for the original bid.

In order to simplify the terminology in what follows, we shall always call the first bidder the dealer, and the third hand the partner, as the position is precisely the same if the second hand is the first bidder and the fourth hand the partner.

DENYING AND OVERCALLING

The distinction must be clearly made between denials and take-outs.

If the dealer bids no-trump, and his partner says two hearts or spades, he does not deny any assistance for the no-trumper, but he suggests that the major suit would probably be safer, and just as likely to win the game.

If the dealer bids one in a major suit, and his partner simply overcalls it with another suit, that is a distinct denial of any assistance for the dealer's suit; but if the partner overbids his hand, as by calling two spades over one heart, or three of anything over one spade, he is not denying the dealer's suit, but indicating very unusual strength in another suit, and greater probability of game.

This is known as "overcalling" and is intended to distinguish strength from weakness; to separate the denial from the take-out. It is colloquially known as a "shout."

Three varieties of the position continually present themselves, according to the dealer's original call being no-trump, major suit, or minor suit.

If the dealer starts with no-trump, and the partner bids two in a minor suit, he is denying any assistance for the no-trumper and indicates that unless the suit he names is the trump, he cannot take a trick.

If the dealer starts with a major suit and his partner overcalls with the other major suit, he denies assistance for the dealer's suit.

If the dealer starts with a minor suit, and the partner shifts to the other minor suit, without

overcalling his hand, he is denying the dealer's suit. If he shifts to a major suit or to no-trumps, he is taking advantage of the dealer's show of strength in a minor suit to make a call that has a much better chance of going game.

As these three divisions of the subject are governed by different considerations and are among the most important elements of good bidding, we shall examine them separately.

TAKING OUT NO-TRUMPERS

Starting with the first division of our subject, here are three typical examples of the partner's taking the dealer out of a no-trumper. It must not be forgotten that in what follows there is no intervening bid or double by the second hand.

No. 49	No. 50	No. 51
♥ K J x x x	♥ x x x	♥ x x x
♣ x x x	♣ Q x x x x	♣ x x
♦ A x	♦ x x x	♦ x x
♠ x x x	♠ x x	♠ A K Q J x x

When the dealer starts with a no-trumper, and his partner holds five cards of either major suit, hearts or spades, no matter what they are, or what the rest of the hand, he should invariably and consistently call the five-card major suit. With a good player, who restricts his no-trumpers to the conditions already laid down for free bids, as in examples No. 25 to 30, this take-out is one of the biggest winners in the game. With a dealer that does not know anything about the principles that should underlie no-trump calls, all take-outs are a gamble; but it is just as well to follow some uniform system and avoid guessing.

There are players who will inform you with the greatest assurance that they do not want to be taken out of their no-trumpers with five-card major suits, unless they are very strong. By what right they dictate to you I do not know, but the best answer to such persons is to inform them that you do not want them to bid no-trumps unless they have a game hand. Your judgment of what to bid should be as good as theirs. The real reason with such people usually is that they want to play every hand.

No. 49 is a two-heart take-out. If the dealer does not like the hearts, he can go back to no-trumps or call a suit.

No. 50 is a two-club take-out, showing that there is not a trick in the hand above a queen, but that there are five cards of a minor suit. Such hands are worthless as part of a no-trumper; but should be good for two tricks with five trumps. You increase the contract one trick to save two.

No. 51 is a three-spade bid. To call two spades gives the dealer no idea of the strength of the suit, and may lead him to deny, then you will have to go to three, so it is better to bid the three at once. This is a typical "shout."

Weak take-outs, like No. 50, are restricted to suits of at least five cards. If there is no five-card suit in the hand, and not a trick in it either, the no-trumper must be abandoned to its fate.

It often happens that in answer to the partner's take-out of a no-trumper with two in a major

suit, the dealer will have to deny that suit by bidding three in something else. This is tantamount to asking the partner if his take-out is strong enough in high cards to support a no-trumper. If it is, he should go back to no-trumps, as the dealer must have the three other suits safe. That is, if the take-out is headed by A K, A Q J, K Q J, or even K Q 10, the partner should return to no-trumps, rather than play the hand in a minor suit. If, on the other hand, the take-out suit is weak, such as five to the king, the dealer must be left in.

No-trumpers are more or less of a gamble, as the suits have no rank, and those held by the opponents are just as good as those held by the declarer.

TAKING OUT MAJOR SUITS

If the dealer's bid is two tricks in a major suit, he is strong enough to handle that suit without any help from his partner, and the suit need not be denied. There is therefore no excuse for taking him out unless it be some phenomenal holding, such as five honors in one hand in the other major suit, or 100 aces at no-trump. Even then the take-out is doubtful policy, especially with two cards of the dealer's suit, however small.

When the dealer starts with a bid of one in a major suit, and his partner holds less than three cards of it, neither as good as the queen or jack, the partner should take him out with any five-card suit, or with any suit of four that is strong enough for a free bid. Failing either of these, he must let the dealer take his chances.

In case the partner holds the other major suit, that is no excuse for taking the dealer out, unless the suit is so strong that game is probable without any assistance in that suit from the dealer.

Here are some examples of take-outs, the dealer's bid being one heart in each case.

	No. 52	No. 53	No. 54
♥	xx	xx	—
♣	xxx	A Q xx	A xxx
♦	xxx	A xxx	A K Q xxx
♠	A Q 10 xx	K Q x	xxx

In No. 52 the heart is simply overcalled to deny it.

In No. 53 it is both denied and accepted as valuable as part of a better contract, the partner going to no-trumps.

In No. 54 the partner overcalls his hand, bidding three diamonds, which not only denies the hearts, but shows the unusual strength of the diamonds. But for the fact that hearts cannot be led from this hand, it would be an excellent no-trumper. If the dealer has a sure trick outside his hearts and they are strong, he may go to no-trumps.

It is most important to take bids of this character out of the defensive class by overcalling. Such take-outs invariably show that a no-trumper either is too risky, or that it is not wanted. Here are two examples, the dealer bidding a heart in each case:

	No. 55	No. 56
♥	x	A xx
♣	A K Q xxx	K xx
♦	xxx	x
♠	xxx	A K Q 10 xx

In No. 55, to bid two clubs would simply deny the hearts, but to bid three clubs shows not only the strength of the suit, but the partner's inability to go no-trumps, while both the diamonds and spades may be against them.

In No. 56 to bid a spade would simply deny the hearts, but a bid of two spades indicates that the suit is so much better than any one-heart bid that it does not matter whether the dealer has any spades or not. Neither does it matter whether the partner has any hearts or not. He knows that the spade is the better contract.

TAKING OUT MINOR SUITS

When the dealer starts with a bid of one in a minor suit it is not necessary to deny that suit by bidding the other minor suit unless the take-out suit is good enough for an original free bid, and there are not more than two small cards of the dealer's suit in the hand.

If the two tricks shown by the dealer's bid are useful in filling out a possible no-trumper in the partner's hand, or a major-suit bid, there should be no hesitation about the take-out, no matter how strong the partner may be in the dealer's suit. Absolute dependence on the soundness of the dealer's minor-suit bids is essential, however, especially in shifting to no-trumps.

It will occasionally happen that the dealer will call a minor suit, and that the partner is strong

enough to win two or three tricks in other suits, but dare not risk no-trump. The best policy in such cases is to increase the partner's contract, so as to reopen the bidding, in case he may have a good secondary major-suit bid, as in No. 19. He may even be able to go to no-trumps. This necessary increase of the dealer's contract in a minor suit always shows that the partner holds the missing high cards of his suit, and a couple of tricks elsewhere, perhaps in two suits.

Here are some examples, the dealer bidding a club in each case.

	No. 57	[No. 58	No. 59
♥	A Q x	♥ x x x x	♥ A x x
♣	x x	♣ x	♣ K 10 x x
♦	A K x x x	♦ A K x x	♦ x
♠	J x x	♠ x x x x	♠ A K x x x

In No. 57 the partner takes advantage of the dealer's clubs to go no-trumps, taking a chance on the spades.

In No. 58, he denies the clubs with the diamonds, at the same time reopening the bidding.

In No. 59 he does not deny the clubs, but has a better call, spades. In case the dealer denies spades, the partner can either return to the clubs, or support the dealer's secondary bid if it is hearts.

There are some hands in which it is better to take the partner out for the sake of getting certain suits

led up to, or concealing them; but this is usually only in no-trumpers.

EXERCISES

Here are a few exercises on the partner's responses to the dealer's bids, the original call in each case being indicated, and the second hand always passing. As before, it is recommended that the reader sort out the actual cards and hold them in the hand, as if at the card table, making notes of the bid, if any, and comparing it later with the key.

	No. 60		No. 61		No. 62
♥	K x x x	♥	J x x	♥	A J 10 x x
♣	A J x x	♣	A K Q J x x	♣	z
♦	A Q x	♦	x x	♦	K x x x x
♠	x x	♠	x x	♠	A x
	SPADE CALL		HEART CALL		DIAMOND CALL

	No. 63		No. 64		No. 65
♥	Q x x	♥	x x x	♥	x
♣	J x x x	♣	A x x x	♣	x x
♦	K J x x x x	♦	A K x x	♦	A x x x
♠	—	♠	x x	♠	A K Q x x x
	NO-TRUMP CALL		CLUB CALL		TWO-HEART CALL

	No. 66		No. 67		No. 68
♥	A J	♥	A x x x x	♥	A x
♣	A Q J x x	♣	A x	♣	Q x x x x x
♦	K x x	♦	A	♦	A J
♠	A K x	♠	A x x x x	♠	K Q x
	HEART CALL		SPADE CALL		CLUB CALL

THE ASSIST

We came next to situations in which the dealer's bid is overcalled by the second hand. To simplify matters, we shall suppose that this second player bids only just enough to overcall. That is, if the dealer bids a heart, second hand bids one spade; not two or three. It then becomes the duty of the dealer's partner to decide on one of three courses; to assist the dealer's bid; to shift; or to pass.

There are three classes of original bids which the partner may be called on to assist; no-trumpers, major suits, and minor suits. We shall continue, for the sake of clearness, to consider the original bid as made by the dealer, and to speak of the third hand as the partner.

ASSISTING NO-TRUMPERS

As a general principle, unless the partner has a no-trumper himself, all four suits stopped, he should never increase the dealer's no-trump contract. If he holds the ace of the suit called by the second hand and at least four tricks besides, which can be made before the opponents can

recover the lead at no-trump, he might go two no-trumps; but in view of the fact that so many of the dealer's no-trumpers are nothing but an ace and two hopes, any increase in that declaration is dangerous.

Failing a single stopper in the adversary's suit, the partner should call any good suit of his own if it is good enough for an original free bid; otherwise he would do better to pass. If he can stop the adverse suit twice but is not strong enough to go to two no-trumps, he should double provided he has a trick or two outside the two stoppers. This leaves it to the dealer to decide whether or not to go back to the no-trumper, which he can do without increasing the contract any more than his partner would have done, or to play for penalties.

Here are some examples of the partner's holding when the dealer bids no-trump and is overcalled; the suit named by second hand being indicated:

	No. 69	No. 70	No. 71
♥	A 10 x x	♥ K x x	♥ A x x
♣	x x	♣ A K Q x	♣ K J x x
♦	x x x x	♦ x x x x	♦ x x
♠	A J x	♠ J x	♠ K x x x
	TWO HEARTS	TWO SPADES	TWO DIAMONDS

In No. 69, even if the K Q J are against this hand, the suit is stopped twice. With an outside ace double.

In No. 70 the dealer's missing suit must be clubs. By bidding three clubs, the absolute command of that suit is shown, but the power to stop the spades is denied; because with the spades stopped and such club strength, the bid would be two no-trumps.

No. 71 is nothing but a pass. The opponents have gone into a minor suit, in which game is hardly possible, unless they have such phenomenal hands that they will overcall any bid the dealer or his partner may make.

As a general principle, there is no such thing as assisting a no-trumper. The only correct calls are to double, name a good suit of your own, or pass. Many of the adverse bids are designed to force the no-trumper out of its depth, or into a minor suit, more than to get the contract.

ASSISTING SUIT BIDS

The most important thing for the partner to keep in view is that the dealer's bid, which is to win seven tricks, does not mean that he holds seven tricks in his own cards, but that he should be able to make seven tricks if his partner has average assistance.

This assistance is therefore included in the dealer's bid, or "discounted," and to borrow any part of it for an assist is to bid the same cards twice over. The first thing, therefore, is to determine just what is average assistance, so as to deduct it from the hand. What is left is all there is to assist on. The failure to make this deduction is the weak spot in the game of some of our best players.

There are two divisions of this subject, according to whether it is a major- or a minor-suit bid of the dealer's that is overcalled by the second hand. It should be noticed that if the partner assists at once, he should do so on the same cards that would justify him in assisting if it was the fourth hand that overcalled, instead of the second, and the dealer passed.

TRUMP VALUES IN ASSISTING

The partner's first consideration is the value of his trump holding, as he may have to deny the suit, or refuse to assist it. The normal distribution is for the partner to hold three small trumps; or two, one as good as the queen. As these are included in the dealer's bid, they are worth nothing in themselves; but if they can be used for ruffing the first or second round of a suit, they have a certain value, which we shall come to presently.

Any stronger holding, such as queen, king, or ace and two small trumps, are worth a trick about half the time, so we call them worth half a trick all the time. Four trumps to two honors, the jack, and one higher, are worth a trick. These values are intrinsic, and apart from the value of these cards for ruffing purposes. In order to impress this upon the memory, as it is very important, the several combinations are here illustrated:



These are worth nothing in themselves.



WORTH $\frac{1}{2}$ A TRICK

WORTH 1 TRICK

No matter how many more trumps the partner may hold, or how high the honors, they are never worth more than one trick in themselves. One of the greatest mistakes made in assisting bids is in attaching a fictitious value to numerical strength in trumps. If they cannot be used for ruffing, they must fall uselessly on the dealer's trumps at the end of the hand, or ruff his good cards.

But if there is a missing suit in the hand, the ability to ruff that suit must be equal to an ace, and the ability to ruff the second round equal to a king. One may even count on ruffing both first and second rounds, but only with four trumps, because with three or less, the adversaries may lead trumps before the second ruff comes off, and exhaust the dummy. This ability to ruff may be added to the intrinsic value of the trump holdings already given. Some persons, in sorting their cards, put one or two of their trumps in the place of a missing suit or singleton, to help them in their estimate of assisting strength.

SUIT VALUES IN ASSISTING

The next consideration for the partner is the tricks he holds in plain suits. These are easily counted, the ace being a sure trick, and a king-queen suit is as good as an ace; so are two kings. As a guarded king will take a trick about half the

time, it is worth about $\frac{1}{2}$ a trick all the time. If it is the king of the suit bid on the right, it may be worth a full trick.

The dealer expects his partner to lay down a dummy at least as good as ace king, in addition to the average trumps. If that is all the partner holds, they must not be counted on for an assist, as they have been discounted in the dealer's bid. That is, they are of no value. The following are examples of hands that are not worth an assist, the dealer's bid being one heart, overcalled by one spade, second hand:

	No. 72	No. 73	No. 74
♥	10 x x x x	♥ x x x x	♥ Q x x x
♣	Q J x	♣ K x x	♣ J x x x
♦	K x x	♦ K x x	♦ Q x
♠	Q J	♠ J x x	♠ K x x

Count these up, and none of them is worth an assist on the first opportunity, but they might be if the dealer rebids his hand himself, which we shall come to presently.

It is only when the partner has at least as good as an ace better than is expected of him that he should assist; but the moment he does assist, the dealer should be certain that he must be doing so on one of two things; high cards in plain suits, or the ability to ruff. Here are three examples of legitimate assists, the dealer bidding a heart, overcalled by one spade:

	No. 75	No. 76	No. 77
♥	x x x x	♥ Q x x x	♥ K x
♣	A x x x x	♣ x	♣ x x x x
♦	K x x x	♦ A K x x	♦ A x x x
♠	—	♠ x x x x	♠ A x x

In No. 75 both the first and second rounds of spades can be trumped, and the partner has four trumps (hearts). This is equal to the ace and king of spades, so that his hand is really ace king above average, at least.

In No. 76 one of the trumps can be used for ruffing the second round of clubs, which is as good as a king. If a small heart (trump) were put with the club, it would stand for the king of clubs, and still leave the player with average trump holding, or better, three to the queen, and ace king of diamonds besides. This hand is good for two assists.

No. 77 is obviously a good assist.

REBIDDING AFTER AN ASSIST

We shall now return to the dealer's hand, after his suit has been overcalled by an adversary, and his partner has assisted. We have already considered the holdings on which the dealer would rebid his own hand, either without waiting to hear from his partner, or in spite of his partner's refusal to assist him.

If the dealer has bid upon any normal hand,

and has bid all there is in it at the start, of course he has nothing more to say, no matter what his partner does. No amount of assisting can make the dealer's hand worth any more unless he himself holds something more than enough to cover his first bid. He may bid more, to push the adversaries up, or to postpone the loss of the game, or for any reason of that kind; but he has not got it in his hand.

There is no law against overbidding the hand, but one should know when one is doing it, and should also be able to count up just how much beyond the limit one is going.

The first consideration is the probable trump holding of his partner. If his partner has passed the bid, and it is overcalled by the player on the dealer's right, it is a fair inference that the partner has at least the normal trump holding, as he made no attempt to deny the suit. But if the partner has refused to assist, after the second hand has overcalled, the trump holding is as much in doubt as the rest of the hand.

If the partner holds only average in both trumps and plain suits, perhaps less than average, and cannot assist, the dealer must hold enough extra tricks in his own hand to provide against that possible shortage in his prospective dummy. Examples of rebidding under such circumstances have been given in examples Nos. 10 to 15.

The outside strength necessary to justify the dealer in rebidding without having been assisted,

or without waiting for it, may be roughly stated as an ace, or a king-queen suit, or two guarded kings. After the partner has assisted, showing more than average, the dealer may rebid with half the strength which would be necessary to rebid without this assist, or in spite of its absence. Here are a few examples. In each case the dealer, whose hand is given, has started with a heart, overcalled by one spade, partner going to two hearts, and the player on the right to two spades.

	No. 78		No. 79		No. 80
♥	A Q 10 x x	♥	A K J x x	♥	K Q x x x x
♣	K x x	♣	x x	♣	x x x
♦	K x x	♦	x x x	♦	A x x
♠	x x	♠	K x x	♠	x

In No. 78 only one of the kings is necessary to justify the free bid in hearts, the other is extra. If the partner's assist is sound, the dealer can rebid this extra king, but he should not rebid without the assist.

In No. 79 we have the same situation. The king is not wanted to help out the heart bid, but is not enough to justify a rebid without the partner's assistance. After that assist, especially the king of the adversaries' suit, is a fair rebid.

In No. 80 there is an extra trump, which may be called the king of spades, as that still leaves five trumps intact, and an outside ace. After an assist

this is a good rebid. All these are border-line rebids. Anything stronger is so much the better.

ASSISTS AFTER REBIDS

Returning to the other side of the table we must consider the cases in which the partner was not strong enough to assist on the first opportunity, but should assist after the dealer has rebid his hand, because the dealer shows by his independent rebid that he has enough to make up for any possible shortage in his partner's hand. If there is no such shortage, the partner can assist. Here are some examples, the dealer starting with one heart, second hand one spade, third and fourth hands passing, and the dealer going to two hearts:

	No. 81	No. 82	No. 83
♥	x x x	♥ Q x x	♥ J 10 x
♣	A x x x	♣ K Q x x	♣ x x x x
♦	K x x x	♦ x x x x x	♦ K x x x
♠	x x	♠ x	♠ A x

None of these is more than the average holding expected by the dealer, and discounted in his first bid. Being fully up to average, however, they are worth an assist after he rebids his hand.

It is probably hardly necessary to point out that if the dealer or his partner is strong enough, the hand may be rebid or assisted more than once. We have had some examples of the dealer's ability

to rebid his own cards two or three times. Here are some examples of assisting more than once, even if the dealer has no rebid, hearts trumps:

	No. 84	No. 85	No. 86
♥	x x x x	Q x x x	♥ x x x x x
♣	A x x x x	♣ A K x	♣ A x
♦	A K J x	♦ K x x x	♦ A K x x x
♠	—	♠ x x	♠ x

In No. 84 the potential ace and king of spades may be counted. There are three assists in this hand.

In No. 85 there are no ruffs, but the hand is worth two assists, being a trump and a king above average.

In No. 86 there are trumps enough to ruff two suits, after disarming the opponents. The hand is worth three assists.

FORCED BIDS

Any bid that is made to overcall a previous bid by the opponents must be classed as a forced bid and must not be credited with the same strength in high cards as a free bid. As soon as the bidding is started by either side, the other side must put up some kind of a fight if they have anything at all. This may compel them to take a chance on a bid that is not up to the standard of a free bid; but it should not be more than a full trick below it.

It is often advisable to indicate a lead when it looks as if the contract might go to the player on the left. Such a result may often be anticipated, especially when the first bid is in a minor suit. If the indication of a lead is postponed, it may be too expensive by the time the opportunity comes round again.

Here are some examples of forced bids by the second hand, the dealer's bid being indicated:

	No. 87
♥	J 10 x x x
♣	A K x x
♦	x x
♠	x x
	ONE SPADE

	No. 88
♥	x x
♣	A K x x x
♦	x x x
♠	x x x
	ONE HEART

	No. 89		No. 90
♥	A x x	♥	x x x
♣	A x x	♣	x x
♦	x x	♦	A J 10 x x
♠	Q x x x x	♠	A x x
	ONE DIAMOND		ONE CLUB

In No. 87 bid two hearts, because it is a game-going suit.

In No. 88 bid two clubs, to provide against the possibility of third hand's shifting.

In No. 89 bid a spade. The spades are not up to standard, but the hand is.

In No. 90 anticipate a possible no-trumper on the left by asking for a diamond lead while it is cheap to do so.

As already pointed out, what appears to be a forced bid may really be quite strong enough for a free bid, but if the foregoing are specimens of what forced bids may be, it is clearly judicious for the partner to allow for the possibility that the bidder may be a full trick weaker than he should be if it were a free bid.

When a no-trumper is bid on your right, you are not forced to bid, as your suits are just as good as the declarers in no-trumpers. You are not fighting against a suit that can kill all your high cards. The best rule is to pass, regardless of what you hold. There are hands in which you can score something, or even win the game against the alleged no-trumper on your right, but in the long

run the no-trumper will be penalized more than your gains would be worth. You have the lead, and can get your suit going before the declarer gets in.

When you are fourth hand to the dealer's no-trumper, the situation is different, because you have not the lead, and if you have a long or strong suit, it is probably the last thing your partner would open. In such situations a forced bid, simply to ask for a lead, is frequently useful in two ways—they get your suit started, or they drive the no-trumper into a suit bid, and often this turns out to be one in which he cannot go game.

These “asks” are usually sound if the hand is strong enough to make five tricks, saving the game (if the dealer goes back to no-trumps), provided your partner has any honor in the suit you name to lead to you. Here are two examples:

	No. 91		No. 92
♥	x x x	♥	A x x
♣	A Q x x x	♣	x x
♦	x x	♦	K J 10 x x
♠	A J x	♠	K x x

In No. 91, if your partner has an honor to lead when you call the clubs, you may make four clubs and a spade, or three clubs and two spades. If the dealer shifts to a suit he may have trouble making four or five odd.

In No. 92, with two re-entries, you can afford to lose two tricks in diamonds and still save the game. The chief thing is to get the diamonds started before you lose your re-entries.

The ask for a lead against a no-trumper need never be assisted, unless the assist is sound for a bid that is two tricks below normal. If the no-trumper is driven into a minor suit, and most no-trumpers are built on minor suits, it is better to leave it alone, and save the game.

There are hands, of course, in which there is no necessity to ask for a lead, as the game can be saved no matter what is opened. To bid on such hands only takes the dealer out of a trap, or frightens him into some safer bid. If the fourth hand is very strong, he may want to play a suit, in which case he avails himself of the conventional double, which we shall come to presently.

SECONDARY BIDS

Secondary bids are those which are made on the second round, but not on the first. The distinction is necessary in order to avoid deceiving the partner, who always credits free bids with certain trick-taking possibilities, no matter what the final declaration may be, or who gets the contract.

Here are some examples of hands held by the dealer. The second hand is supposed to have called one of your weak suits, no matter which, and he has done so either after you have passed or after you have bid, third and fourth hands both passing.

No. 93	No. 94
♥ K 10 x x x	♥ x x x
♣ x x	♣ A K x x
♦ x x	♦ x
♠ A Q x x	♠ J 10 x x x
No. 95	No. 96
♥ x x x	♥ K 10 x x x
♣ K J 10 x x x x	♣ x x
♦ ———	♦ K x x
♠ A x x	♠ A x x

In No. 93 there is no free bid, but the hearts

In No. 94 you having started with a club, must try the spades as a secondary bid.

In No. 95, having passed the first time, bid just enough clubs to overcall anything but your partner's bid, unless he bids diamonds over hearts.

No. 96 might be an original no-trumper, but if it is passed, or the no-trumper overcalled, bid the hearts. It frequently happens that if hands like this are passed, an opponent will bid the hearts. Then you are in a fine position.

It is important to observe that the difference between secondary bids and legitimate two-suiters lies in the reversed rank of the suits bid. In two-suiters the higher ranking suit is called first; in secondary bids the lower ranking suit is called first, if any bid is made on the first round. Take No. 94 as an example. When two bids are made, the first, or free bid, shows the defensive strength; the secondary bid shows length, and indicates that the suit is useful only as a trump.

ASSISTING SECONDARY BIDS

Just as in forced bids, the partner must always make allowance for the weakness in high cards shown by a secondary bid, unless it is a two-suiter. It is never necessary to deny a secondary bid in a minor suit, as it is usually well able to take care of itself, as in No. 95. In assisting secondary bids in major suits, count them a full trick weaker than free bids.

DOUBLING

There are four doubles in common use, three of them purely conventional. Many players do not approve of them, and think they spoil the game; but every bridge player owes it to himself to understand the weapons that he may find are being used against him. Some think these doubles offer an enormous advantage. Perhaps they might, if they were more judiciously used. Like all powerful weapons they need careful handling. They may be described as follows:

1. Doubling a suit bid. This asks the partner to go no-trumps if he can stop that suit twice; otherwise to bid his own longest suit, even if it is only four to the nine.

2. Doubling a no-trumper. This asks the partner to bid his longest suit, no matter what it is. With equal suits, to bid the one of higher rank. In some cases the partner may consider himself strong enough to defeat the no-trumper, and will let the double stand.

3. The double after having assisted or denied the partner's suit. This shows a sure trick in the opponent's suit. It is also used to show sure tricks in a suit that overcalls the partner's no-trumper.

4. The business double, to defeat the contract. This never comes until after two or three rounds of bids, or it would be confused with the conventional doubles, which are based on the assumption that it is a waste of time to double one-trick bids in order to get penalties. There are too many ways out.

The conventional double should be restricted to players whose partner has still to speak; such as second hand, doubling the dealer. For third hand to double the second hand, after the dealer has passed without a bid, is asking the dealer to develop a strength which he has already denied (by passing). The same is true of fourth hand doubling third hand, after two passes.

A double may be conventional on the second round of bids. The dealer bids no-trump, second and third hands pass. Fourth hand calls a suit, probably asking for a lead. If the dealer doubles, he has everything but that suit, and is calling on his partner to name his longest suit, no matter what it is.

In this connection one must keep constantly in view the fact that one is playing to win the game, or to save it; not to score a few points above or below the line. To double a suit, the player should have a no-trumper, except for the suit called against him, and must be prepared to have his partner answer the double with an extremely weak suit, perhaps only four to a nine.

Here are a few examples of opportunities to

double second hand, the dealer calling a spade in each instance:

	No. 97		No. 98
♥	A x x x	♥	A K x x
♣	K Q x x	♣	A K x x
♦	A x x x	♦	A Q x
♠	x	♠	x x
	No. 99		No. 100
♥	A J x x	♥	A Q x x
♣	K 10 x x x	♣	x x
♦	A K 10 x	♦	K Q J x x
♠	—	♠	x x

No. 97 is a poor double, because it is two to one that your partner will take you into a minor suit, and fail to go game.

No. 98 is a good double. If third hand puts in a bid, and your partner does not say anything, you are strong enough to double again, and force your partner to show what he has.

No. 99 is a good double, as you can support anything, or defeat the spade contract, if it is pushed.

No. 100 is a very poor double, because your partner will inevitably pick the clubs, and you will have to struggle along with a minor suit to make a few points. If your partner has anything at all, you should defeat the spade contract.

To double a no-trumper, there should be at least two high honors in three suits, so that if the part-

ner has to call a very weak four-card suit, it can be supported. With the lead, it is invariably better to say nothing. The fourth hand might take the same advice, as he does not care what his partner leads, he can probably save the game. If he cannot, he is wasting his breath doubling, and accomplishing nothing beyond showing the declarer which hand to finesse against.

A double fourth hand may find the partner with a big suit, but even then it might have been better to let him lead it.

DOUBLING AFTER AN ASSIST

This conventional double never comes until after the second round of the bids. Its object is to indicate to the partner where at least part of the assisting strength lies. This may either encourage him to persist with his suit, or perhaps shift to no-trumps. Here are some examples:

	No. 101	No. 102	No. 103
♥	A 10 x	♥ Q x x	♥ A x x x
♣	K x x x	♣ x x	♣ A K x x
♦	x	♦ A K x x x	♦ x x x x
♠	A x x x x	♠ K Q x	♠ x

In No. 101 the dealer bidding a spade, doubled second hand, you assist. In spite of this, fourth hand bids three hearts. If the dealer passes, you should double three hearts, instead of bidding

three spades. The dealer can do that without increasing the contract.

In No. 102 the dealer has bid a heart, second hand a spade. You assist, but the fourth hand goes to two spades, the dealer passing. Instead of showing the diamonds, which would be the ordinary way of coaxing the dealer to continue, double the two-spade bid.

In No. 103 the dealer having bid a spade, passed by second hand, you bid two clubs to deny the spades, no-trump being a little risky. Fourth hand bids two hearts, the dealer and second hand passing. Now double two hearts. If the dealer has a diamond trick, he will perhaps go no-trumps.

It should be observed that the dealer will know in each of these cases that there must be something else in the hand besides one trick in the opponents' suit, as that alone is not enough to justify an assist on the first round.

THE DEFENSE TO THE DOUBLE

When the second hand doubles the dealer's no-trumper, the best defense for the third hand is to pass, and wait to see what the fourth hand has to say, and what the dealer will do with it. But if the third hand holds pretty good cards, no suit long or strong enough to call, the best defense is to redouble.

The second hand doubles a no-trumper because he thinks he is strong enough to support any suit

selected by his partner; the third hand redoubles for precisely the same reason. This puts the screws on the fourth hand, who must be pretty weak.

When the second hand doubles the dealer's suit bid, that should not prevent the third hand from assisting, if he has an assist. If he waits until the fourth hand declares himself and then assists, his bid will not have the same meaning, but will look like a forlorn hope. If he cannot assist, he must let the fourth hand bid.

On the other hand, let us suppose the third hand has three or four tricks in other suits, such as would have suggested a no-trumper to deny the dealer's suit, but for the second hand double. The best defense is to redouble. Here again, the reason for the redouble is precisely the same as the reason for the double. The second hand is strong, except in the suit called by the dealer. So is the third hand. Now the fourth hand is in a tight place, because the odd trick, at redoubled value, goes game, if he leaves it in. Here are some examples:

No. 104		No. 105	
♥	Q x x	♥	Q x x x
♣	K Q x x	♣	K 10 x x
♦	Q x x	♦	K Q x x
♠	K J x	♠	x

In No. 104 the dealer has bid no-trump, doubled by the second hand. Third hand redoubles.

That is infinitely better than bidding clubs, or passing.

In No. 105 the dealer has bid a spade, doubled by second hand. It looks as if all the spades were in the fourth hand, but third hand redoubles. This gives the dealer a line on the location of the spades, and he can shift if he likes, but the first shift will inevitably be made by the fourth hand who will either follow orders, and bid no-trump, if he can stop the spades twice, or he may take a chance at two spades.

The danger of the conventional doubles lies in not making full allowance for the possibility of great weakness in the partner's hand.

THE BUSINESS DOUBLE

This is the double to get penalties, when the opposing bidders have evidently gone beyond their depth. It does not usually come until the third round of bids. It may be said to be governed by three considerations.

If it is apparent that neither side can win the game, either because it is not in the cards, or because both sides have undertaken a contract they cannot make, it is better to double, so that the tricks may be worth 100 each, provided you are sure the adversaries can be set.

If the double promises to be worth more than the game, even if you are pretty sure of winning the game, it is often good policy to take advantage

of it, because the game is not lost, and your chance of winning it eventually is as good as theirs.

It is bad policy to double when the opponents have a shift that will take them out of the double, unless you are ready to double that also. This opportunity frequently arises when each of the opposing partners has made a different call.

In conclusion the "bluff" double might be mentioned. This is a weapon that is sometimes very effective in the hands of a bold and adventurous player. Its object is usually to drive one of the opponents back into a contract that has been abandoned, when you have overbid your own hand. Suppose the player on your left has bid no-trumps, the one on your right hearts, and you have bid clubs until the player on your left doubles. A redouble may frighten the player on your right back into the hearts.

SAVING THE GAME

Before turning our attention to the play of the hands, after the bidding is finished, there is one point to which attention should be called, a proper understanding of which is vital to the success of every player. This is deliberately overbidding the hands and taking "stings" to save the game or rubber.

There are many persons who have a perfect mania for saving games, and who apparently think nothing of being "downed" for several hundred points with that laudable object in view. Granted that it is always worth while to overcall a hand one trick, even in the face of a sure double, especially if there are honors to score, in order to prevent the other side from scoring both tricks and honors, perhaps game; but to risk being set two or three tricks, even if the game is in danger, shows unfamiliarity with the doctrine of chances.

The game or rubber is not "saved"; it is simply postponed. There is no guarantee that you will ultimately win it, either on the next, or any succeeding deal. You may be called on to "save" it again, which is the same thing as throwing good money after bad.

Let the other people do the saving, if they are willing to pay three or four hundred points for the luxury. Let that game or rubber go, and the good cards with which you hoped to win it, after postponing it, will give you the first game on the new rubber, which is equal to a 3 to 1 bet that you win it. Most games and rubbers are won or lost in the play of the cards, which we are now about to consider.

THE PLAY

The bidding finished, our consideration of the play of the hands may be divided into four parts; the declarer's play and the adversaries'; with a trump and at no-trumps. As the declarer's play depends largely upon a thorough understanding of the methods of the defense, we shall take up that part of the subject first, as the declarer cannot start his attack, nor plan the play of the hand, until he gets into the lead, and his adversaries always open the hand.

AGAINST TRUMP DECLARATIONS

Against any trump declaration, length in suit is not important to the defense, unless they have sufficient length in trumps to support it, which is unusual. High cards are everything, and the chief care should be not to carry home any aces.

THE SUIT TO LEAD

The selection of the suit for the opening lead depends on whether or not your partner has made a bid. There are four varieties of the situation.

If you have any suit, not the trump, headed by both ace and king, lead the king of that suit, regardless of the bidding. Then, if your partner has bid a suit, you may follow with the best card you hold in his suit, regardless of number.

If he has called a suit, and you have no ace-king suit, lead the best you have of his suit.

If he has not shown a suit, lead your own suit.

If either of you has called a suit, and you do not lead it, and you do not lead an ace-king suit, the card you do lead should be accepted by your partner as absolutely a singleton, asking for a ruff. Singletons are risky leads unless you can stop the declarer from taking out all your trumps, so as to try to get your partner in on some other suit, and allow him to give you the desired ruff.

It is also bad policy to lead singletons if you have four trumps, and much better to lead your long suit, with a view to getting an early force on the declarer.

In choosing a suit for the opening lead, always prefer those that have two or more "touching" honors at the top, such as A K, K Q, Q J, or J 10. Suits of only three or four cards should be avoided if headed by honors that do not touch, such as A Q, K J, or Q 10. If all the plain suits are of that character, it is usually better to lead the trump. Then your partner will understand that he can lead up to dummy's weak suits with confidence.

THE CARD TO LEAD

The opening lead of any card above the nine marks the suit as containing one or other of a certain group of combinations of high cards. The second lead usually marks the exact holding. Correct leading is one of the first requirements when you have a good player for a partner. If you bid right and lead right, no one can find much fault with your game.

There are five high-card leads, and the class of hand from which each is led should be carefully committed to memory, as this part of the game is purely mechanical.



The King. This card is led more often than any other of the high cards in the pack. It should always be led if accompanied by the ace or queen, or both. The combination must be one of the following, from all of which the correct opening lead is the king:

- | | | |
|------------|------------|------------|
| 1. A K Q J | 2. A K Q x | 3. A K J x |
| 4. A K x x | 5. K Q J x | 6. K Q x x |

After leading the king from No. 1 or 2, follow with the queen in each case. Your partner knows you have the ace; show him the card he does not know. In No. 3, if the queen is not in dummy, it may be better to shift. That depends on what falls on your king. In No. 4 follow with the ace

to deny the queen. In No. 5 follow with the jack to deny the ace. (Compare this with the two leads from No. 1.) In No. 6 follow the king with a small card, to deny both ace and jack.



The Ace. This card is led to deny the king. It is not a good opening lead unless the suit is five cards or more, or there are three honors. The following are all ace leads:

7. A Q J x 8. A Q 10 x 9. A J 10 x 10. A x x x

In No. 7 follow with the queen to show the jack. In No. 8 follow with the ten to show the queen and deny the jack. In No. 9 follow with the jack to deny the queen and show the ten. In No. 10 follow with a small card.



The Queen. This card is led from three combinations:

11. Q J 10 x 12. Q J 9 x 13. Q J x x

With No. 11, if you hold the lead, or get in again, follow with the jack to show the ten. In No. 12 follow with a small card, unless the J 9 have become equals through the ace or king and the ten having fallen. In No. 13 follow with a small card unless both ace and king have fallen.



The Jack. The jack is led from jack ten and others.

It is useless to lead a jack unsupported by the ten, unless it is the partner's indicated suit.



The Ten. The ten is led from only one combination, K J 10, if that suit must be led.

If the cards that fall leave you at any time with the second- and third-best of a suit, such as the jack and ten, after the ace and queen have fallen, lead one of your equals, so as to force out the best and leave you with the command. Cards as small as the nine and six sometimes become equals.

LEADING SMALL CARDS

When there is no combination of high cards at the head of a suit that you wish to open, begin with the fourth-best, counting from the top, such as the 7 from K 9 8 7 4. This is called the card of uniformity, and is frequently of use to the partner, especially in playing against no-trumpers. It may also afford useful information to the declarer, who should mark the size of all original small-card leads very carefully.

It is frequently necessary to lead very weak suits, or to open suits of three cards only. Two-card suits should be avoided, unless they are Q J, or J 10. When you open any other weak suits, your partner should know that you hold two more or no more. To make matters clear to him, always play weak suits down, beginning with the highest card. From 8 6 2, for instance, lead the 8, and play or discard the 6 on the next round.

He can miss the deuce, as it does not fall, but if you play that card on the second round, he will be mystified about the six.

SOME EXERCISES

Sort out the following hands, and suppose yourself to be the leader on the first trick. They have all resulted in spade contracts, the player on your right being the declarer. In No. 106 your partner has bid a heart. In the others neither of you have made a bid:

	No. 106		No. 107		No. 108
♥	J x x x	♥	Q 10 x x	♥	x x x
♣	A K x x	♣	K x x	♣	A K x x
♦	J	♦	A K J	♦	A Q J x x
♠	x x x x	♠	x x x	♠	x
	No. 109		No. 110		No. 111
♥	A Q x x	♥	K 10 x x x	♥	A J x x
♣	Q 10 x	♣	A J x x	♣	J 10
♦	K J x x	♦	x	♦	K J x x
♠	x x	♠	A x x	♠	K J x

Determine on your opening lead and the reasons for it, before consulting the key.

LEADING TO SECONDARY BIDS

There is one refinement in the matter of leading which many players do not pay sufficient attention to, and that is the necessity of distinguishing between free bids and secondary bids, when selecting the opening lead.

We have seen that the partner does not usually support a secondary bid, unless he has two honors in the suit, neither should he lead it, unless he has at least one high honor, if he has any suit of his own that is headed by two honors. With two honors of any size in the secondary bid, he will lead that suit, whether he has supported it or not, if his partner fails to get the contract.

This distinction is frequently important, but it belongs rather to the department of advanced play. The following exercises are given to illustrate the difference it may make in certain hands. In each of these your partner was the dealer and made the first declaration; but in every case the player on your right eventually got the contract, so that it is your lead.

The two rounds of bids are given, your partner making a secondary bid in each case, the final declaration being underlined, and the declarer

being on your right. In the notation, N, or NT stands for no-trump, and p for pass.

No. 112		No. 113		No. 114	
p H p p		p NT p p		D H 2C 2H	
S p p 2H		2D 2N p p		3D 3H p p	
♥ J x x x		♥ 10 x x x		♥ x	
♣ A K x		♣ J x x		♣ A K J x x x	
♦ K x x		♦ x		♦ 2	
♠ x x x		♠ K J x x x		♠ 10 x x x x	
No. 115		No. 116		No. 117	
C 3H p p		p D H 2D		S 2D p p	
3S p p 4H		2S 3D 3S 4D		2H 2N p p	
♥ 10 x x x		♥ A Q x x x		♥ x x	
♣ Q x x		♣ 10 x x x		♣ K Q x x x	
♦ x x x x		♦ x		♦ x x x x	
♠ x x		♠ A J x		♠ Q x	

Taking into consideration the principles laid down for the management of secondary bids, and the nature of the bids made against them, pick out your lead in each of these, and the reason for it, before consulting the key.

THE LEADER'S PARTNER

WITH A TRUMP

In describing the positions for the play of the hand, the terminology differs slightly from that used in connection with the bidding. In the bidding, the dealer is always first, the player to his left second hand, and so on. In the play the terms shift with the position of the lead on each trick.

Starting with the first trick, the player to the left of the declarer is called the leader. The dummy is second hand, the leader's partner third hand, the declarer becoming fourth hand. In all succeeding tricks, no matter which of the four hands leads, we call the player to his left second hand, his partner third hand, and the player to the leader's right fourth hand. It is therefore evident who is second hand on one trick may be third, fourth or leader on the next. This terminology should be kept in mind in reading what follows.

When a small card is led, the third hand tries to win the trick as cheaply as possible with equal cards. Holding both ace and king, for instance, he should play the king; holding king and queen,

he should play the queen, holding king queen jack, the jack. To play any of the higher cards would be to deny the next in value below and would deceive no one but his partner. The declarer knows neither he nor dummy has the denied card.

With high cards not in sequence, the intermediate being in the dummy, the same rule must be followed. Holding king queen ten, the jack being in the dummy but not played, the ten is as good as the king. It looks like a cheap trick. To play the king would make a dear trick of it. It is just the same as if you said to your partner. "I had to pay a dollar for this trick, because I could not get it for fifty cents."

Never finesse against your own partner. A finesse is an attempt to win a trick with a card which is neither the best you hold in that suit, nor in sequence with it. With the ace queen of your partner's suit, to play the queen is a finesse, if the king is not in dummy. Put on the ace.

ASKING FOR A RUFF

When you make no attempt to win your partner's lead, either because you have no higher card, or because dummy shuts you out, play the smallest card you have of the suit, unless you have only two, neither as good as the jack, and want to get in a little trump. In that case play the higher of the two cards first, and when the lower falls

on the next round of the suit, or you discard it, your partner will know you can trump the third round. This is usually called the "down-and-out echo."

It is not necessary to do this when one of the cards is as high as the jack, because when that card falls, your partner will know you have the queen or no more. If you play the jack to the first trick, he will read you for the queen or no more for the second round.

ENCOURAGING CARDS

It is sometimes doubtful whether or not your partner will continue a suit, and if you are anxious that he should do so, you may encourage him by playing any card higher than the six, although you have smaller ones.

Suppose he starts with the ace of a suit, and that you happen to hold king and queen of that suit, together with smaller cards, let us say K Q 8 4. He has no reason to think you have such strength in that suit, but by playing the eight, instead of the four, you encourage him to go right ahead with the same suit.

RETURNING SUITS

The simplest rule is to return the best card you hold of your partner's suit (unless you have a card that will kill a good card in dummy), if you

get into the lead before he does. The fact that you may be leading up to the best card of that suit in dummy should not deter you, because your partner's suit is of no value until that card is out of his way. It is not wise, however, to lead up to a tenace, such as ace and queen, if your partner has the king.

SHIFTING SUITS

When the player who has dummy on his left shifts suits for any reason, he should lead through dummy's strong suits, in preference to the weak ones, unless he knows just what his partner wants led. It is better to pick suits headed by honors not touching, going through ace-queen suits, or king-jack, if there is a chance that your partner holds the other high cards. When in doubt, it is sometimes just as well to give dummy any tricks that he must make eventually, no matter what you do, and it is always good play to take out his re-entry cards for his established suits.

If the declarer has been in the lead, and has not led trumps, it is often good policy to lead them immediately on getting in, especially up to dummy's weakness. A trump lead through the declarer may sometimes be suggested as advisable when it looks as if dummy were getting ready to ruff your good cards in some suit.

LEADING AGAINST NO-TRUMPERS

When there are no trumps to interfere with you, your suits are just as good as the declarer's, but owing to his having the preponderance of high cards he has more chances of re-entry for his suits, and also has the immense advantage of seeing two hands, and knowing exactly what can be done with them.

The principles of selecting the suit to open are practically the same as those given for leading against trump declarations; but there are some slight differences in the selection of the high cards.

Against a trump suit, the object is to make the high cards at the first opportunity, before the suit is discarded and trumped. In no-trumpers this danger does not exist, and the play must be to make some tricks with the smaller cards, after getting the higher out of the way. Looking toward this end, it is highly important so to arrange matters that no matter which of you gets into the lead later, you or your partner, the dregs of the suit may be made. This depends on two factors; correct leading on your part, so as to inform him exactly what you can accomplish, and unblocking on his part, so as to get out of the way of suits in which you are longer than he is.

Against no-trumpers, the high cards are not led except with three honors, or six or more cards in the suit. With as many as seven in suit, headed by ace and king, it is a common practice to lead the ace first, asking the partner to give up his highest card at once, and get out of your way.

Holding only two honors at the top of a suit, with the average length of five cards, such as A K, K Q, or Q J, the fourth-best is the lead against no-trumpers; not the high card.

With three honors, such as A Q J, the opening depends on whether or not there is any re-entry in another suit in the hand; such as an ace, a king-queen-suit, or a well-guarded king. If there is no such re-entry, lead the queen, so as to get the king out of the way at once, and still leave your partner with one of the suit to lead, in case he has only two. He may be able to get into the lead, even if you cannot. With A J 10, start with the jack for the same reason. If you have a re-entry, lead just as you would against a trump contract, the ace first in both cases. With three honors, such as K Q 10, and small cards, lead the king.

In leading against no-trumpers it is never necessary to show an ace-king suit unless your partner has called a suit.

Begin with the longest suit in your hand, and keep the high cards in the shorter suits for re-entries. In example No. 108, for instance, against a no-trumper, begin with the ace of diamonds. The following are some additional examples of

the difference between opening a hand against a trump or no-trumps:

No. 118	No. 119	No. 120
♥ x x	♥ x x	♥ x x x
♣ A K x	♣ x x x	♣ A K x
♦ J x x x x	♦ A Q J x x x	♦ A K x x x
♠ x x x	♠ x x	♠ x x

In No. 118, either major suit being the trump, lead the king and ace of clubs immediately. Against a no-trumper lead the fourth-best diamond.

In No. 119, either major suit being the trump, lead the ace and queen of diamonds. Against a no-trumper begin with the queen.

In No. 120, either major suit being the trump, lead out the two kings, one after the other, and continue according to developments. Against a no-trumper, lead the fourth-best diamond.

THE LEADER'S PARTNER

AT NO-TRUMP

When the third hand makes no attempt to win his partner's lead, which may happen if he has no higher card, or if dummy heads him off, he should play the second-best he holds in the suit, regardless of number or value. This is called the Foster echo, and it has the advantage over all other echoes, in being more useful to the leader than to the declarer.

With three or more of the suit, always keep the smallest card to the last, whether in returning the lead, following suit, or discarding. Holding J 10 3, for instance, a higher card already on the trick, play the ten the first time and the jack the next. Holding four in suit, such as J 10 8 3, play the ten the first time and the eight the next, as that is now the second-best. This marks you with one higher and one lower than the first card played. The object of this echo is twofold; to avoid all possibility of blocking the partner's long suit, and to expose any false cards played by the declarer.

THE ELEVEN RULE

When your partner starts with a small card, the fourth-best of his long suit, there is no way of telling whether he has any high cards or not, or what they are; but you can always tell how many high cards he does not hold among those higher than the card he leads, by applying the eleven rule.

I invented this rule in the old whist days, but it has been found even more useful in bridge, on account of the exposed hand, and every person with any pretensions to being an expert should be thoroughly familiar with the rule, and the manner of its application.

The rule is this: Deduct the spots on the card led from eleven. The remainder is the number of cards, higher than the one led, that are not in the leader's hand. By deducting from the remainder thus found the number of such cards in the dummy and your own hand, the difference must be in the hand of the declarer. To illustrate:

Your partner leads; dummy's cards are laid down before you play, and you are third hand:

7 led; Dummy's, Q 5 2; Yours, A J 9 3.

Deducting 7 from 11, the remainder is 4. There are four cards in sight, all higher than the 7, of which you have three, dummy one. Therefore there is no second remainder, and if dummy does not put on the queen the seven will hold the trick

if you play the trey. If you doubt this, take any suit of thirteen cards, lay out those indicated and give your partner any three you like, higher than the seven, so that it shall be his fourth-best.

Again:

6 led; Dummy's, Q 10 3; Yours, A 9 7.

Deducting 6 from 11 leaves 5, all in sight. If dummy does not play the ten, your seven will win the trick.

The application of this rule in connection with the bids requires a little closer attention. For example: Your partner has dealt and passed without a bid, but he leads a minor suit, let us say clubs, and this is the situation:

7 led; Dummy, J 6 3; Yours, Q 8 4.

The seven is clearly a fourth-best, unless the declarer holds six of the suit, in which case your play does not matter. Deducting 7 from 11, you get 4. There are only 3 in sight, so the declarer must have one of the suit which is higher than the seven. If you think of the bidding a moment, it is clear that this must be ace or king, because if your partner held both those cards he would have bid a club as dealer. It is therefore needless to play the queen, which would free the jack in dummy, as the dealer will have to play the ace or king to beat the seven.

The declarer should be alert to apply this rule in order to protect himself against these deep plays by the third hand. He will also find it useful on many occasions in putting up one of dummy's

medium cards on the first trick that will hold the lead. For example:

7 led; Dummy's K 9 2; Declarer's, J 10 5 4.

Dummy's nine will hold the first trick, as third hand cannot have anything as good as the seven.

SECOND-HAND PLAY

The play of the second hand, when led through, is alike at trumps and no-trumps. With the dummy exposed on the left, the usual rule is to cover an honor with an honor, so as to force the declarer to play two high cards to win one trick. With four in suit it is not necessary to cover, nor when your honor cannot be caught. It is also useless to cover if all the high cards are shown against you, such as a queen led through your king to ace jack ten in the dummy.

With the dummy on your right, cover an honor with an honor, except with four in suit, or all the high cards marked against you.

A good general rule for second-hand is to play a high card second hand, on a small card led, when you hold any combination of high cards from which you would lead a high card; but win the trick as cheaply as possible. With ace king, play the king second hand. With king queen, play the queen. With queen jack, it is not necessary to play the jack if you have more than three in the suit, no higher card in dummy on your right.

Holding honors not touching, such as ace queen, or king jack, it is better to play a small card on a small card led through you; but if a jack is led through ace queen, put on the ace. This is the only chance to make both ace and queen.

THE DISCARDS

Against any declaration, the simplest rule is to keep guard on the suits you are afraid of, which will of course be your weak suits. If you hold three to the jack in one suit and four to the ace king jack in another, it is not the suit that has three honors in it which the declarer is going to lead when he switches. Discard from that and hold the three to the jack.

Jack in one hand, queen in the other, either twice guarded, will stop any suit, if you do not lead it yourself.

Encouraging cards are frequently used in discards, and they serve two purposes. By showing protection in one suit, from which you discard a seven or better, you give your partner an opportunity to protect some other suit, nothing being so annoying as to find at the end of a hand that you have both been protecting the same suit, when each of you might have kept guard on a different one, stopping them both.

Holding A K 8 3, for instance, and having to discard, play the eight, instead of the three. If

you afterwards drop the trey, it indicates a sure trick in that suit. Many make a distinction between completing an echo in the discard in this manner, and simply playing one encouraging card.

With K 10 7 2, for instance, if you discard the seven, do not follow it with the deuce. If you must discard from that suit again, let go the ten. This shows protection only; not a sure trick, like the eight-trey discard.

These discards are used indiscriminately at trumps or no-trumps.

THE DECLARER'S PLAY

The play of the declarer falls naturally into two divisions—with a trump and without. These are managed so differently that they might almost be considered as two distinct games, but one leading principle runs through both, and until a player has thoroughly mastered that principle he can never hope to become an expert. It is this:

When the dummy's cards are laid down, there are always a certain number of sure tricks in sight, which are easily counted up. They seldom equal the number contracted for. The first question to decide, therefore, is where the remaining tricks are to come from that will bring the result up to the contract, or the game, or a slam.

With a trump suit, the first consideration is the management of the trump suit itself. The plain suits are handled in about the same way at trumps or no-trumps, so far as winning cards are concerned. As the management of the trump suit is very much like the management of any strong suit at no-trumps, the first matter to demand attention is the manner in which certain tricks may be secured that are not in plain sight when the dummy is laid down.

The first of these, and the most obvious, is to take tricks with cards which are not sure winners, if possible. This is called finessing. The second is to make the small cards of a long suit good for tricks by getting all the high cards out of the way. This is called establishing a suit. The whole art of getting the extra tricks that are required to fulfill the contract, win the game, or make a slam, is a combination of these two simple elements. The chief difference between the play of the declarer and that of his adversaries, is that they never finesse. The declarer, therefore, has always what might be called an extra weapon, which they cannot use. As this is constantly used in every hand the declarer plays, we shall consider it first.

FINESSING

As already explained, a finesse is any attempt to win a trick with a card which is not the best you hold in that suit, nor in sequence with it. The type, familiar to every player, is ace queen in one hand, small cards in the other. If the king is on the right of the ace-queen, two tricks can be made by leading from the weak hand and finessing the queen. In the same way, holding king and jack, the finesse of the jack will "drive" the ace, if the queen is on the right. A larger element is with ace queen and jack in one hand. If the finesse of the jack wins the first time, the weaker hand should be put in the lead again to finesse

the queen on the second round. So with king jack ten; if the finesse of the ten drives the ace, another lead from the weaker hand allows the finesse of the jack on the second round.

These finesses are carrying out the first principle of play; trying to win tricks with cards which are not the best you hold, and therefore not sure winners. They fail about as often as they succeed, but if these finesses are not made it is impossible to get any more out of the cards than shows on the surface. A hundred finesses will net fifty tricks more than a hundred refusals to finesse, and frequently bring additional tricks in their train by retaining command of certain suits.

In addition to the simple finesses already described, there are finesses against two cards, the play being based on the probability that these two cards are not in the same hand. The typical case is the ace jack ten in one hand, small cards in the other. There are three possible positions for the king and queen; both in one hand to the right, both to the left, or, divided. If they are both to the left of the ace, they both win. In any other position, by finessing the ten the first time, in case a higher card is not played second hand, and finessing the jack next time, two tricks can be made in the suit. All these double finesses depend for their success on the ability of the weaker hand to get into the lead often enough to make them.

The adversaries of the declarer never finesse. If the dummy is on your left, all you have to do is to look at it to see if you can win a trick with a card which is not the best you hold in that suit when you are second or third hand. If the dummy is on your right, any finesse against the declarer is also against your own partner. If your partner leads a small card and you finesse the queen from ace-queen, the king not being in dummy, the queen is thrown away if the king is with the declarer. If your partner has the king it does not matter which card you play, so you should play the ace.

In addition to the finesses made by the declarer in suits that he leads himself, there are second-hand finesses in suits led through him. A small card led, dummy being second hand with ace queen, might finesse the queen, hoping the leader had the king of that suit.

When a finesse can be taken in either hand, such as when one hand holds ace jack, the other king ten, the decision as to which side to take it on usually depends on some outside consideration, such as keeping a certain adversary out of the lead, or retaining the command in a certain hand. In many cases it is not wise to finesse until the second round, if at all.

To lead the queen from one hand to the ace in the other is not a finesse. If those two cards are divided, and the suit must be led, lead a small card from the ace to the queen. The hope is that the king is on the left of the ace. It is

equally bad play to lead the jack to the ace queen, without the ten in either hand. Lead a small card and finesse the queen, or lead a small card from the ace-queen hand to the jack.

Establishing the small cards of a suit being more important at no-trumps than with a trump, we shall leave that part of the subject until we come to playing no-trumpers, and turn our attention first to the management of the trump suit in itself.

DECLARER'S TRUMP MANAGEMENT

The majority of the mistakes made in trump management are in leading trumps too soon. The natural tendency of the beginner is to get out the adversaries' trumps at the first opportunity, but there are six distinct situations in which this would be bad play. They are as follow:

1. With no good suit to protect, to exhaust the trumps would only clear the field for the free play of the high cards in plain suits in the hands of the opponents.

2. When dummy can ruff your losing cards with his small trumps, which you would exhaust if you led trumps.

3. When there are losing cards in either hand that can be discarded to advantage, it is often better to get rid of them before leading trumps, especially if the adversaries can stop the trump lead and lead the suit you wish to discard.

4. When there is a sure cross-ruff between the two hands, it is usually better to make the trumps separately.

5. When the lead is in the wrong hand for a finesse in the trump suit, it may be necessary to arrange first to get the other hand in the lead in some one of several ways.

6. When it is necessary to establish a suit by ruffing it out; that is, by leading one or two winning cards and then trumping the adversaries' commanding cards in that suit, this must often be done before trumps are led.

Keeping these principles in view, lay out the following hands, the upper of which is dummy's, the lower your own, and hearts are trumps, there having been no other bid. The opening lead is indicated under each hand.

No. 121	No. 122	No. 123
♥ x x x x	♥ x x x	♥ x x x
♣ x x x x	♣ x	♣ x x
♦ A J x x	♦ A Q x x x	♦ 10 x x x
♠ x	♠ x x x x	♠ K x x x
—————	—————	—————
♥ A Q J x x	♥ A K Q x x x	♥ A K Q x x
♣ K x	♣ A x x	♣ A Q J x x
♦ 10 x	♦ x x	♦ x
♠ A 10 x x	♠ x x	♠ x x
♦ K LED	♣ K LED	♠ A-Q LED

Make a note of the manner in which you would manage the trump suit in each of these, before consulting the key. Then lay out the following:

No. 124		No. 125		No. 126	
♥	x x x	♥	A J 9	♥	x x x
♣	A K Q x	♣	A Q x x x	♣	K x x x
♦	x x x	♦	K x x x x	♦	x x
♠	K Q x	♠	—	♠	K x x x
<hr/>		<hr/>		<hr/>	
♥	A K 10 x x	♥	K Q 10 8 x x	♥	A Q J x x
♣	x	♣	x x x	♣	J x
♦	A x x	♦	—	♦	A x x x
♠	x x x x	♠	x x x x	♠	x x
♦ K LED		♣ 10 LED		♦ K LED	

A careful study of these examples will give one a very good idea of the various ways in which trumps must be handled in connection with the plain suit.

DECLARER'S PLAY SECOND HAND

Before taking up the no-trumpers, there are a few points about the declarer's play when he or dummy is second hand that apply equally to trump contracts and no-trumpers. The difference between the declarer's second-hand play and that of his adversaries is that he sees both hands. The following situations should be carefully

studied. Which hand holds the combination given does not matter, dummy or declarer.

With Q x in one hand, A x x in the other, if the ace is led through, let it go up to the queen; but if the queen is led through, the better chance for two tricks in the suit is to play the singly-guarded queen, which must fall to the king on the second round. The same is true of Q x in one hand and K x x in the other; but if the ten is with the ace or the king, never play the singly-guarded queen second hand, as two tricks are a certainty by letting the lead come up to the A 10 x, or K 10 x. The same holds with J x in one hand, K x x in the other. The only chance for two tricks is to put on the jack second hand.

In playing no-trumpers, allowance must be made for the fact that small cards are led from suits which would be high-card leads if there were a trump. With Q x in the dummy, nothing above the nine in your hand, the only chance is to put up the queen second hand, hoping the adversary is leading away from an ace-king suit.

As a general rule, do not play a high card second hand if you have an equally high card fourth hand, and have three of the suit in each. For instance, with Q x x in one hand; K x x in the other, play small second hand. When both cards are winners, such as ace in one hand, king in the other, the decision depends on which hand needs the high card for some purpose later on, such as re-entry for a suit.

Although the eleven rule is used chiefly by the adversaries, the declarer must be on the alert to avail himself of the information it conveys, and protect himself by putting on high or intermediate cards from dummy. Suppose the seven is led and dummy lays down J 9 5 3, you holding 6 2 only. If dummy plays a small card, the third hand will duck the seven, as he can count, by the eleven rule, that you cannot beat it. By putting on the nine from dummy, you are sure to make the jack, as there are only three of the suit on your right, two of which are higher than the seven.

DECLARER'S PLAY AT NO-TRUMP

The success of all no-trump play depends on a preliminary survey of the two hands, and the laying out of a definite plan upon which they shall be played. The importance of counting up the sure tricks and seeing how many more will have to be won by the skillful use of finessing, and establishing small cards, or making re-entries, has already been pointed out. The next, and probably the most important thing in the game, is to eliminate from consideration all suits in which nothing can be accomplished, no matter how you play them. Beginners waste a great deal of time and thought on things over which they have no control, instead of concentrating their attention on that part of the hand which they can manipulate to advantage.

Here are two examples of this principle of elimination:

No. 127	No. 128
♥ A K	♥ A J x
♣ A K Q x x	♣ K Q x x
♦ A J x x	♦ A J 10 x
♠ x x	♠ K x

Both these are no-trumpers. In No. 127 the king of diamonds is the opening, evidently from K Q 10 and others. Dummy has nothing at all. There is nothing to think about in hearts, clubs,

or spades. Those suits must be left to play themselves; but if the diamond king is allowed to win, and another diamond is led, you make two tricks in that suit, this is called the Bath coup. Then, if the clubs drop, it is a game hand. If they do not drop, nothing will win the game. This saves a great deal of thinking, and enables one to play the hand with confidence and dispatch.

In No. 128 the opening is the eight of hearts. Dummy has nothing but the A J x in clubs, and four diamonds to the nine eight. You win the queen, played fourth hand, with the ace of hearts. There is nothing to think about in this hand except to prevent the player on your right from leading through your jack of hearts, or king of spades. Unless you see this danger, he might do either or both.

To prevent such a play, in so far as possible, put dummy in with a club, and lead the nine of diamonds, passing it up if it is not covered. It does not matter how often the player on your left gets into the lead, unless he tries a spade, and the ace is on your right; but that is something over which you have no control. Attend to the part of the hand that you can control.

A very useful rule in selecting a suit to go for at no-trump, is to count up the cards in each, and to play for the suit in which you have the greatest number of cards, taking both dummy's and your own altogether. If they are equal, take the one that has the greater number in one hand, a

suit that lies five and three being better than one that lies four and four.

In playing such suits, be careful to play the high cards from the hand that is shorter in the suit, if there are equals, so as to get out of the way of the longer holding. This is called "unblocking." With A Q x in one hand, K J x x x in the other, for instance, lead ace and then queen and then small.

In bringing long suits into play, re-entry cards are very important, and if there is a choice of suits it is better to go for the one that has re-entries in the same hand, to get the lead with, after the last of the adversaries' high cards is gone. Re-entry cards have often to be played for from the first trick, if the necessity for them is foreseen. Holding ace and king of a suit in different hands, which to play first may depend on which is wanted later for a re-entry. If the only re-entry is in the suit itself, it may be necessary to "duck" the first round.

Leading from the weak hand to the strong is very important. Never lead away from a king when you have nothing in the other hand unless you cannot avoid it. If you foresee that you will have to lead that suit sometime, lead it to the king while you have the opportunity. All finessing is done by leading from the weak hand to the strong.

It is usually well to hold up the command of suits you are afraid of until the adversary who is shorter in that suit is exhausted, especially if you can finesse against his partner in other suits.

If you give up the command too soon, no matter which adversary gets in, they make their suit.

As nothing better impresses principles on the memory than practice, the reader is advised to lay out the following hands and study their characteristics, with a view to determining how they should be played. They are all no-trumpers, the upper hand being dummy's, the lower hand yours, and the lead indicated.

	No. 129		No. 130		No. 131
♥	Q x x x	♥	x x	♥	Q x x
♣	K x x	♣	10 x x x x	♣	x
♦	x x x	♦	10 9 x	♦	K J x x x x
♠	K x x	♠	Q x x	♠	K Q J
<hr/>			<hr/>		
♥	10 x	♥	A Q	♥	J x x x
♣	A Q x x	♣	A K x	♣	A J x x x
♦	J 10 x x	♦	K Q x x x x	♦	A x
♠	A x	♠	J x	♠	A x
	SPADE LED		HEART LED		SPADE LED
	No. 132		No. 133		No. 134
♥	x x	♥	Q x x	♥	x x
♣	A K x x x x	♣	K 10 x	♣	A J x x x x
♦	x x x	♦	Q J x x	♦	x x
♠	x x	♠	K x x	♠	x x x
<hr/>			<hr/>		
♥	A Q x	♥	J x x x	♥	A K x x
♣	x x	♣	A x	♣	Q x
♦	A Q x x	♦	A 10 x x	♦	A x x
♠	A K x x	♠	A x x	♠	K Q x x
	HEART LED		CLUB 8 LED		DIAMOND K LED

No. 135

♥	K Q x x
♣	A x x
♦	K x x
♠	x x x

♥	A J
♣	K Q J x
♦	x x x x
♠	A x x

SPADE K LED

No. 136

♥	Q x x
♣	A Q x x
♦	x x x
♠	A x x

♥	A x x
♣	K J x x
♦	A K x
♠	Q x x

DIAMOND LED

No. 137

♥	x x x x
♣	10 x x
♦	A Q J
♠	x x x

♥	A J 10
♣	A x x x
♦	x x x
♠	A Q x

SPADE LED

No. 138

♥	Q J
♣	A x
♦	A J 10 x x x
♠	x x x

♥	A K x
♣	Q x x x x
♦	A Q
♠	A 10 x x

HEART LED

No. 139

♥	K J x
♣	x x x
♦	J x x
♠	x x x x

♥	A 10 x
♣	A J 10 x x
♦	A Q x
♠	K x

HEART 7 LED

No. 140

♥	x x x x
♣	A
♦	x x x x x x
♠	x x

♥	K x
♣	K Q J 10 x
♦	K x
♠	K 10 9 x

SPADE A-Q LED

These should be studied carefully before consulting the key, making notes not only of the play, but of the reasons for it.

KEY TO THE EXERCISES

No. 31. No-trump, with three suits good enough to go back to no-trumps if the partner calls hearts. This is a border-line no-trumper.

No. 32. Pass. Not long enough in the major suits.

No. 33. A diamond. The hearts are a secondary bid.

No. 34. A heart, with spades as a secondary bid of the partner denies the hearts, or goes no-trump.

No. 35. Pass. Not strong enough in hearts.

No. 36. A spade; not no-trump.

No. 37. A spade, the higher ranking suit first.

No. 38. Pass. The hearts are not up to standard, and there is nothing outside to support them.

No. 39. Pass. There is not strength enough in high cards in diamonds, nor length enough in spades. Good secondary bid.

No. 40. A spade, the higher ranking suit.

No. 41. A spade, the higher ranking suit.

No. 42. A diamond, the higher ranking suit. A sporty no-trumper could not be seriously objected to on such hands as this, although the club suit is not technically "solid."

No. 60. Bid no-trump.

No. 61. Pass. Never go into a minor suit while you have average assistance for the partner's suit.

No. 62. Bid the hearts. If the dealer denies them, go back to the diamonds.

No. 63. Pass.

No. 64. Bid two clubs, to reopen the bidding.

No. 65. Pass. You are not asked to deny the hearts.

No. 66. No-trump, so as to have the advantage of getting the minor suits led up to, instead of exposing them on the table to be led through.

No. 67. Pass, or bid no-trumps. The 100 aces look tempting, but they might not win the game at no-trumps, whereas it should be a certainty in spades.

No. 68. No trump. If the dealer holds ace-king of clubs this should be a game hand.

No. 106. Lead the king of clubs and then the top heart.

No. 107. Lead the king of diamonds, and if the queen is not in dummy, it may be advisable to shift suits.

No. 108. Lead the king of clubs and then the ace queen of diamonds.

No. 109. Lead the top trump.

No. 110. Lead the singleton diamond.

No. 111. Lead the jack of clubs.

No. 112. Lead the king of clubs to see what falls and what dummy holds.

No. 113. Lead the fourth-best spade; your own suit.

No. 114. Lead the king of clubs and then the singleton diamond. This being the deuce, you cannot have any more.

No. 115. Lead the queen of clubs, not the spade.

No. 116. Lead ace and jack of spades. Let your partner lead the hearts, in which you hold tenace.

No. 117. Lead the suit first named, spades. Although the declarer must have both suits stopped, he would not risk no-trumps on the first round of the bids.

No. 121. Win the first trick with dummy's ace, and finesse the jack of trumps. If that holds, trump the second round of spades and lead another trump from dummy, finessing the queen. Let dummy trump another spade, and then lead a small diamond, which must drive the queen, as you have the ten.

No. 122. Win the club with the ace and return the suit, letting dummy trump it. Put yourself in with a trump lead, and let dummy trump another club. Then lead a spade, and let them develop the diamonds.

No. 123. Dummy wins the second round of spades. Lead the clubs, while dummy is in, as he can never get in again, and finesse the jack. If

that holds, lay down the ace and let dummy trump the third round if the king does not fall. This is an example of "ruffing out a suit." Then lead trumps.

No. 124. Win the trick with the ace and lead clubs three times, so as to get discards of those two losing diamonds. Then two rounds of trumps. If the queen does not fall, lead a spade, from the weak hand to the strong. If the ace is on your left you make both king and queen.

No. 125. If the lead is from K J 10, the queen will win the first trick, but do not risk it. Play the ace. Lead a small diamond and trump it. Then let dummy trump a spade. It is impossible for either adversary to over-trump you until you have made nine trumps separately, which, with the ace of clubs, wins the game. To finesse the queen of clubs on the first trick would show a want of care in counting up the possible tricks in this hand.

No. 126. Win the trick with the ace, and return the suit, instead of risking killing dummy's kings. Let the adversaries develop the hand and do the guessing.

No. 129. Win the first trick with the king in dummy, so as to lead twice from that hand for the A-J-10 finesse in diamonds. The other re-entry is the king of clubs.

No. 130. Play for the suit that is longest between the two hands. There are 5 spades, 8 clubs,

and 9 diamonds. In leading the diamonds, be careful to play the high cards from the hand that is short in the suit. The king and queen must be led, and at the same time, dummy must give up the ten and nine.

No. 131. Overtake dummy's trick with the ace, and lead three rounds of diamonds, playing the king on the second round, without risking the finesse. If both adversaries follow suit to the second round, even if the queen does not fall, it is a game hand. The spades are re-entries.

No. 132. Winning the first heart lead, play a small club and "duck" it. You cannot catch the Q J 10 in two leads, but unless one adversary has four of the suit, you will drop all the clubs in the next two rounds. You cannot lead more than twice. This is a case of the only re-entry being in the suit itself.

No. 133. By the eleven rule, play the club ten second hand from dummy. Then lead the queen of diamonds. If the king is on your right, it is a game hand, not otherwise. This is an example of the one thing to be done.

No. 134. Let the diamonds run three times, to exhaust the player on your right, as you are going to finesse the clubs, and expect the player on your right to win a club trick.

No. 135. After winning the spade king with the ace, to make sure of four heart tricks and game, you must lead the ace and jack of hearts, letting them both win, before you start the clubs.

No. 136. After winning the first diamond trick with the king, lead a small heart from the ace to the queen; and the small spade from dummy to your queen. If either of the two queens wins a trick, it is a game hand, not otherwise.

No. 137. After winning the first trick, lead diamonds to dummy for the A-Q-J finesse, and play to lead hearts from dummy to your own hand for the A-J-10 finesse. If the first diamond finesse holds, the hearts may drop and you will make the long heart in dummy.

No. 138. Overtake the jack of hearts with the king, so as to make the queen a re-entry in the dummy, in addition to the ace of clubs, because dummy requires two re-entries; one to clear the diamonds by getting the king out of the way, and the other to bring the diamonds into play. Use the heart re-entry first, as you still control that suit, instead of giving up the command of the clubs.

No. 139. As it will be necessary to lead clubs twice for the A-J-10 finesse, play the jack of hearts second hand, instead of letting the lead come up to the ace ten. If the seven is a fourth-best, the jack will hold. If the second finesse in clubs holds, you win the game by making two diamonds, or a diamond and a spade, before losing control of the adversaries' heart suit.

No. 140. By winning the second round of spades with the king and at once returning one of your equals, the ten, you drive the jack, and at

the same time get rid of the ace of clubs in the dummy. Now whatever is led next, you get in, and run down the clubs, with the spade nine to the good.

Many examples might be given of playing hands according to the bidding and doubling that has preceded the final call, but such would be rather too complicated for a work of this kind, so much of the average bidding being either unsound or bluff. As a general rule, however, one may finesse freely over a player who has bid a suit originally, if one can lead that suit through him; and may safely take finesses against a player who has bid no-trumps, and abandoned it.

All such refinements are matters of long practice at the card table. The object of the foregoing pages is to give the average player a foundation upon which to build up a sound and dependable game; to teach him how to bid right and to lead right, which is more than one in a thousand can do to-day.

GLOSSARY OF TECHNICAL TERMS

Adversaries.—The eldest hand and his partner; the opponents of the declarer.

Answer.—The cards laid down by the dummy.

Bath Coup.—Holding up the A-J when the king is led by the player on your left. Usually at no-trumps.

Blocking.—Keeping the highest card of a suit which is longer in the hand of another player.

Book.—The first six tricks won by the declarer, which do not count; or the difference between the contract and seven, which is the adversaries' book.

Bringing in.—Getting into the lead and making tricks with the dregs of a suit, after the higher cards have been forced out of the way.

By cards.—The number of tricks over the book. For the declarer, eight tricks would be two by cards.

Command.—The best card of a suit, the power to stop that suit, no matter who leads it.

Conventional.—Any method of bidding or play that has been established by custom, either to give information or to comply with certain conditions.

Coup.—A master stroke, or brilliant piece of strategy.

Covering.—Playing a higher card than the one led or played, but not the best of the suit.

Cross ruff.—The partners alternately trumping two different suits.

Cutting.—Drawing a card from a pack spread face downward, or separating the pack before the deal.

Deschappelles Coup.—Sacrificing a high card in one hand in order to make an inferior card in the partner's hand good for re-entry.

Discarding.—Throwing away a card of a suit other than the suit led, but not a trump.

Doubling.—Increasing the value of the trick points; or, a conventional way of asking the partner to bid his hand.

Doubtful cards.—Cards that are not the best of the suit, but which might hold the trick if not covered.

Drive.—To play a card that forces out a higher card that is wanted out of the way.

Ducking.—Refusing to win a trick when well able to do so.

Dummy.—The declarer's partner, after his cards are laid down.

Duplicate.—Any method in which the same hands are played more than once by different partners.

Echo.—Playing a higher card before a lower; either to show the number held in the suit, or to indicate protection or strength in that suit.

Eldest hand.—The leader to the first trick.

Eleven Rule.—Deducting the spots on the card led from eleven, the remainder being the number in that suit which are higher than the card led, and which are *not* in the leader's hand.

- Established suits.*—A suit in which every card is good for a trick, no matter who leads it.
- Equal cards.*—Cards that are equally good for any purpose, such as the queen and jack of a suit.
- Exposed cards.*—Cards that must be left on the table face up, and liable to be called, on account of some irregularity.
- Exit cards.*—Cards with which one can get rid of the lead, or throw it into a certain hand.
- False cards.*—Cards so played as to deceive the other players as to the true holding in the suit.
- Finesse.*—Any attempt to win a trick with a card which is not the best held in that suit, nor in sequence with it.
- Follow suit.*—To play a card of the suit led.
- Forced bids.*—Bids necessary to overcall previous bids.
- Forcing.*—Obliging a player to trump a suit when he does not wish to do so; as distinguished from ruffing.
- Forcing discards.*—Obliging an opponent to discard from suits other than the one led.
- Fourchette.*—The combination in one hand of the cards immediately above and below the card led.
- Fourth-best.*—The fourth card from the top of any suit, counting those held in the hand.
- Free bids.*—Bids that do not overcall previous bids.
- Going back.*—Redoubling.
- Going over.*—Obsolete for doubling.
- Going up.*—The same as covering a card led.
- Grand coup.*—Trumping the partner's winning card, or throwing away a small trump when there is already a higher trump on the trick.
- Grand slam.*—One side winning thirteen tricks.

Guarded cards.—High cards, but not the best of the suit, which have enough small cards with them not to be easily caught. Usually cards that are good for tricks if led up to.

Hand.—The thirteen cards held by one player, sometimes used to denote the entire fifty-two cards as dealt and played.

Holding up.—Keeping the command of a suit until one of the opponents is out of it.

Honors.—The A K Q J 10 of a trump suit, or the four aces at no-trump.

Imperfect fourchette.—The combination in one hand of the card above and the next but one below the one led, such as Q 9 over a J led.

Imperfect pack.—A pack in which any card is missing, torn, duplicated, or so marked that it can be recognized by the back.

Indifferent cards.—Equals, so that it does not matter much which one is played.

Irregular leads.—Leads which are not from any of the regular high-card combinations and are not fourth-best.

Kicking it.—Colloquial for doubling.

Leading.—Playing the first card to any trick.

Leading away from.—Playing a small card from any combination of higher cards that would be much better if led up to, such as leading away from an ace-queen suit.

Leading through.—Putting the second player on any trick at a disadvantage, such as leading queen and jack through a king in the dummy, when the third hand holds the ace.

Leading up to.—Leading to a suit in the fourth hand, such as leading through the declarer up to the dummy.

- Little slam.*—The same partners winning twelve out of the thirteen tricks.
- Long suits.*—Any suit of four or more cards. The longest suit in the player's hand.
- Long trump.*—The last trump in play.
- Losing cards.*—Cards that cannot possibly win a trick, and which will be won by the adversaries if they are not got rid of early.
- Losing trumps.*—Trumps that can be picked up by the opponents if they get the lead.
- Love-all.*—Nothing scored on either side.
- Lillies.*—An obsolete name for the spade suit.
- Make.*—The declaration is sometimes erroneously called the make.
- Master card.*—The best left in play of any suit that has already been led.
- Misdeal.*—Any failure in the proper distribution of the cards.
- Missing suits.*—Suits which a player has none of.
- Odd trick.*—The seventh won by the declarer.
- Opening lead.*—The selection of suit and card for the first lead.
- Original bid.*—A bid made on the first round.
- Passing.*—Refusing to bid or overcall.
- Passing tricks.*—Letting the opponents win tricks with cards which are not the best of the suit; or, refusing to trump when able to do so.
- Plain suits.*—Those which are not trumps.
- Quick tricks.*—Cards that will win the first or second round of a suit.

Redoubling.—Doubling again, after the opponents have doubled.

Re-entry cards.—Cards that will bring another suit into play.

Renounce.—Failure to follow suit, having none.

Revoke.—Failure to follow suit when able to do so, or neglect to comply with a performable penalty when demanded.

Rubber.—The first two games (out of three) won by the same partners.

Ruffing.—Trumping plain suits. Also leading a suit for the deliberate purpose of letting the partner trump it.

Second hand.—The second bidder, on the dealer's left; and in the play, the second player on any card led.

Secondary Bid.—One not made at the first opportunity.

See-saw.—The same as a cross-ruff, q. v.

Sequence.—Three or more cards next in value to one another, such as Q J 10.

Shift.—Bidding one suit and then changing to another.

Short suits.—Suits of less than four cards.

Shut-out bids.—Any bid of such magnitude that it is intended to preclude the opponents from overcalling it.

Shouting.—Overbidding a suit, so as to indicate that it is unusually strong.

Singleton.—Only one card of a suit dealt to any player.

Slams.—Winning all thirteen tricks is a grand slam; winning twelve is a little slam.

Sneak.—A singleton which is led to get a ruff on the second round of the suit.

Split.—A suit equally divided between the opponents.

Still pack.—The pack that is not in play.

Stings.—Points scored on contracts that fail.

- Solid suit.*—One that will win every trick, no matter by whom led. One that needs no establishing.
- Stopper.*—Any card that will stop the run of an adverse suit soon or later.
- Strong suits.*—Suits in which it is possible to win a number of tricks.
- Supporting cards.*—Cards that are led for the purpose of helping the partner, but which are unlikely to win tricks in the hand of the leader.
- Tenace.*—The combination in one hand of the best and third-best of a suit, such as ace queen. The minor tenace is king and jack.
- Third hand.*—The third bidder, counting the dealer as the first; also, the third player to any trick.
- Throwing the lead.*—Putting an opponent in, so as to make him lead to his disadvantage, usually by giving him a trick that he must win in any case.
- Tops.*—The winning cards at the head of a suit, the combinations of high cards essential to a sound free bid.
- Touching honors.*—Two honors that are next to each other in value, such as ace and king.
- Unblocking.*—Getting out of the way of a suit that is longer in another hand.
- Underplay.*—Leading or playing any card which is not the best of the suit in hand, when the higher card would be the natural lead.
- Weak suits.*—Suits that are not worth much at no-trumps.
- Yarborough.*—A hand that contains no cards as high as a ten. The odds against it are 1826 to 1.

THE LAWS *of*
ROYAL AUCTION BRIDGE

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FRAMED BY THE CARD COMMITTEE OF THE PORTLAND CLUB,
WITH THE CO-OPERATION OF A REPRESENTATIVE OF EACH
OF THE FOLLOWING CLUBS: THE BALDWIN, THE BATH,
THE ST. JAMES', THE TURF AND WHITE'S

Finally Approved and Adopted by
the Committee of the Portland Club (May, 1914).

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THE RUBBER

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING

2. A game consists of thirty points, obtained by tricks alone, which are scored below the line. This is exclusive of any points counted for Honours, Chicane, Slam, Bonus, or Under-tricks, all of which are scored above the line.

3. Every hand is played out, and any points in excess of the thirty points necessary for the game are counted.

4. When the declarer (*vide* Law 50) makes good his declaration by winning at least as many tricks as he declared to win, each trick above 6 counts:—

6	points	when	Clubs	are	trumps.
7	“	“	Diamonds	“	“
8	“	“	Hearts	“	“
9	“	“	Spades (Royal)	are	trumps.
10	“	“	there are	No	Trumps.

These values become respectively 12, 14, 16, 18, and 20 when the declaration has been doubled; and 24, 28, 32, 36, and 40 when the declaration has been re-doubled (*vide* Law 56).

5. Honours consist of ace, king, queen, knave, and ten of the trump suit. When there are no trumps they consist of the four aces.

6. Honours in trump suits are thus reckoned:—If a player and his partner conjointly hold—

- I. The five honours of the trump suit, they score for honours five times the value of the trump suit trick.
- II. Any four honours of the trump suit, they score for honours four times the value of the trump suit trick.
- III. Any three honours of the trump suit, they score for honours twice the value of the trump suit trick.

If a player in his own hand holds—

- I. The five honours of the trump suit, he and his partner score for honours ten times the value of the trump suit trick.
- II. Any four honours of the trump suit, he and his partner score for honours eight times the value of the trump suit trick; and if his partner holds the fifth honour, nine times the value of the trump suit trick.

The value of the trump suit referred to in this law is its original value—*e.g.*, six points in clubs and seven points in diamonds; the value of honours is in no way affected by any doubling or re-doubling.

7. Honours, when there are no trumps, are thus reckoned:—If a player and his partner conjointly hold—

- I. The four aces, they score for honours forty points.
- II. Any three aces, they score for honours thirty points.

If a player in his own hand holds—

The four aces, he and his partner score for honours one hundred points.

These values are in no way affected by doubling or re-doubling.

8. CHICANE is thus reckoned:—

If a player holds no trump, he and his partner score for Chicane twice the value of the trump suit trick. The

value of Chicane is in no way affected by any doubling or re-doubling.

9. **SLAM** is thus reckoned:—

If a player and his partner make, independently of any tricks taken for the revoke penalty—

I. All thirteen tricks, they score for Grand Slam one hundred points.

II. Twelve tricks, they score for Little Slam fifty points.

10. Honours, Chicane, Slam, Bonus, and points for Under-tricks are reckoned in the score at the end of the rubber.

11. At the end of the rubber, the total scores for Tricks, Honours, Chicane, Slam, Bonus, and Under-tricks obtained by each player and his partner are added up, two hundred and fifty points are added to the score of the winners of the rubber, and the difference between the two scores is the number of points won, or lost, by the winners of the rubber.

12. If an erroneous score affecting Tricks, Bonus, or Under-tricks be proved, such mistake may be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the last card of the following deal has been dealt, or, in the case of the last game of the rubber, until the score has been made up and agreed.

13. If an erroneous score affecting Honours, Chicane, and Slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed.

14. When a rubber is started with the agreement that the play shall terminate (*i.e.*, no new deal shall commence) at a specified time, and the rubber is then unfinished, the score is made up as it stands, 125 points being added to the score of the winners of a game. A deal, if started, must be finished.

CUTTING

15. The ace is the lowest card.

16. In all cases, every player must cut from the same pack.

17. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE.

18. If there are more than four candidates, the players are selected by cutting, the first six in the room having the right of belonging to the table, which is complete with six players. The candidates who cut the next lowest cards have a prior right to any after-comer to enter the table.

19. The four who cut the lowest cards play the first rubber; they cut again for partners, and the two lowest play against the two highest. The player cutting the lowest card deals first, and has choice of cards and seats, and, having once made his selection, must abide by it.

20. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

21. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

CUTTING OUT

22. At the end of a rubber, should admission be claimed by one, or two candidates, the player who has, or the players who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the out-goers; the highest are out.

ENTRY AND RE-ENTRY

23. A candidate, whether he has played or not, can join a table which is not complete by declaring in at any time prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

24. In the formation of fresh tables, the candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

25. Any one quitting a table prior to the conclusion of a rubber may, with consent of the other three players, appoint a substitute in his absence during that rubber.

26. A player joining one table, whilst belonging to another, loses his right of re-entry into the latter, and takes his chance of cutting in, as if he were a fresh candidate.

27. If any one break up a table, the remaining players have the prior right to him of entry into any other; and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING

28. The pack must neither be shuffled below the table nor so that the face of any card can be seen.

29. The pack must not be shuffled during the play of the hand.

30. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table.

31. Each player has a right to shuffle once only (except as provided by Law 34) prior to a deal, after a false cut, or when a new deal has occurred.

32. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

33. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

34. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL

35. Each player deals in his turn; the order of dealing goes to the left.

36. The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards or a

doubt as to the exact place in which the pack was divided, there must be a fresh cut.

37. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his cut; moreover, he can neither re-shuffle nor re-cut the cards.

38. After the pack has been cut, should the dealer shuffle the cards, the pack must be cut again.

39. The fifty-two cards shall be dealt face downwards. The deal is not completed until the last card has been dealt face downwards. There is no misdeal.

A NEW DEAL

40. There must be a new deal—

I. If, during a deal, or during the play of a hand, the pack be proved to be incorrect or imperfect.

II. If, during a deal, any card be faced in the pack, or in any way exposed on, above, or below the table.

III. Unless the cards are dealt into four packets, one at a time and in regular rotation, beginning at the player to the dealer's left.

IV. Should the last card not come in its regular order to the dealer.

V. Should a player have more than thirteen cards, and any one or more of the others less than thirteen cards.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that card, the dealer can, by altering the position of one card only, rectify such error, he may do so.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error prior to the last card being dealt, and before looking at their cards.

41. A player may not look at any of his cards until the deal has been completed; should he do so, and a card be afterwards exposed, the adversary on his left shall have the option of allowing the deal to stand or not.

42. If the dealer, before he has dealt fifty-one cards, look at any card, his adversaries have a right to see it, and may exact a new deal.

43. Should three players have their right number of cards, and the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is answerable for any revoke he may have made, as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

44. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void, and the dealer must deal again.

45. Any one dealing out of turn, or with the adversaries' cards, may be stopped before the last card is dealt, otherwise the deal stands good, and the game must proceed as if no mistake has been made.

46. A player can neither shuffle, cut, nor deal for his partner without the permission of his opponents.

DECLARING TRUMPS

47. The dealer, having examined his hand, may either pass or may declare to win at least the odd trick, but he may declare to win more. Should he make a declaration, he must state whether the hand shall be played with or without trumps; in the former case, he must name which suit shall be trumps. The lowest declaration he can make is "One Club"—*i.e.*, he declares to win at least one odd trick, clubs being trumps.

48. After the dealer, each player in turn, commencing with the player on the dealer's left, has the right to pass or to make a declaration higher than has yet been made, or to double the last declaration, or to re-double a declaration which has been doubled, subject to the provisions of Law 56. A declaration of a greater number of tricks in a suit of lower value, which equals the last declaration in value of points, shall be considered a higher declaration—*e.g.*, a declaration of "Three Clubs" is a higher declaration than "Two Spades" (Royal), and "Four Clubs" is

higher than "Three Hearts." If all the players pass, the hand is abandoned, and the deal passes to the next player.

49. A player, in his turn, may overbid previous declarations any number of times, and may also overbid his partner, but he cannot overbid his own declaration which has been passed by the other three players. When the *final declaration* has been made—*i.e.*, when the last declaration has been *passed* by the other three players—the player who made such declaration (or in the case where both partners have made declarations in the same suit, or of "No Trumps," the player who made the first of such declarations) shall play the combined hands of himself and of his partner, the latter becoming Dummy.

50. When the player of the two hands (hereinafter termed "the declarer") wins at least as many tricks as he declared to do, he scores the full value of the tricks won (*see* Laws 2 and 4). When he fails, his adversaries score fifty points for each under-trick—*i.e.*, each trick short of the number declared; or, if the declaration has been doubled, or re-doubled, one hundred or two hundred respectively for each under-trick; neither the declarer nor his adversaries score anything towards the game.

51. If a player make an illegal declaration, such as declaring an impossible number of tricks, the adversary on his left may demand a new deal, may treat such declaration as not made or may permit it to stand. The player in error cannot be penalized for more than Grand Slam.

52. If a player make a declaration (other than passing) out of turn, the adversary on his left may demand a new deal, or may allow the declaration so made to stand, or he may refer it to his partner, whose decision must be final. Should the declaration be allowed to stand, the bidding shall continue as if the declaration had been in order.

53. If a player, in bidding, fail to declare a sufficient number of tricks to overbid the previous declaration, he shall be considered to have declared the requisite number of tricks in the bid which he has made provided that the number of tricks shall not exceed seven; and his partner shall be debarred from making any further declaration, unless either of his adversaries make a

higher declaration or double. If however, such insufficient declaration be accepted by the next player passing it, or doubling it, or by making a higher declaration, no rectification can be made.

54. After the final declaration has been made, a player is not entitled to give his partner any information as to a previous declaration, whether made by himself or by either adversary; but a player is entitled to inquire, at any time during the play of the hand what was the final declaration.

DOUBLING AND RE-DOUBLING

55. The effect of doubling and re-doubling is that the value of each trick over six is doubled or quadrupled, as provided in Law 4; but it does not alter the value of a declaration—*e.g.*, a declaration of "Two Clubs" is higher than "One Heart," although the heart declaration has been doubled.

56. Any declaration can be doubled and re-doubled once, but not more; a player cannot double his partner's declaration, or re-double his partner's double, but he may re-double a declaration of his partner's which has been doubled by his adversaries.

57. The act of doubling, or re-doubling, re-opens the bidding. When a declaration has been doubled, or re-doubled, any player, including the player whose declaration has been doubled, or whose double has been re-doubled, can in his proper turn make a further declaration of higher value.

58. When a player whose declaration has been double, makes good his declaration by winning at least the declared number of tricks, he scores a bonus which consists of 50 points for winning the number of tricks declared, and 50 points for each additional trick he may win. If he or his partner have re-doubled, the bonus for winning the number of tricks declared and for each additional trick is doubled.

59. If a player double out of turn, the adversary on his left may demand a new deal.

60. When the final declaration has been made (*see* Law 49), the play shall begin, and the player on the left of the declarer shall lead.

61. A declaration once made cannot be altered, except as provided by Law 53, but if a declaration is obviously a misnomer, and is amended practically in the same breath, it stands as corrected.

DUMMY

62. As soon as a card is led by the eldest hand, *i.e.*, the player on the left of the declarer, the declarer's partner shall place his cards face upwards on the table, and the duty of playing the cards from that hand, which is called Dummy, and of claiming and enforcing any penalties arising during the hand, shall devolve upon the declarer, unassisted by his partner.

63. Before placing his cards upon the table, the declarer's partner has all the rights of a player, but after so doing shall take no part whatever in the play, except that he has the right:—

- (a) To ask the declarer whether he has any of a suit which he may have renounced;
- (b) To call the declarer's attention to the fact that too many or too few cards have been played to a trick;
- (c) To correct the claim of either adversary to a penalty to which the latter is not entitled;
- (d) To call attention to the fact that a trick has been wrongly gathered by either side;
- (e) To participate in the discussion of any disputed question of fact, or of law; †
- (f) To correct an erroneous score.

If he call attention to any other incident in the play of the hand, in respect of which any penalty might be exacted, the fact that he has done so shall deprive the declarer of the right of exacting such penalty against his adversaries.

64. If the declarer's partner, by touching a card, or otherwise, suggest the play of a card from Dummy, either of the adversaries may, but without consulting with his partner, call upon the declarer to play or not to play the card suggested.

65. If the declarer's partner call the attention of the declarer to the fact that he is about to lead from the wrong hand, the adversary on the left of the declarer may require that the lead be made from that hand.

66. When the declarer draws a card, either from his own hand or from Dummy, such card is not considered as played until actually quitted.

67. A card once played, or named by the declarer as to be played from his own hand or from Dummy, cannot be taken back, except to save a revoke.

68. The declarer's partner may not look over his adversaries' hands, nor leave his seat for the purpose of watching his partner's play.

69. Dummy is not liable to any penalty for a revoke, as his adversaries see his cards. Should he revoke, and the error not be discovered until the trick is turned and quitted, the trick stands good.

70. The declarer is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, without incurring any penalty.

EXPOSED CARDS

71. If all the cards have been dealt, and before the final declaration has been made, any player expose a card from his hand, the adversary on his left may demand a new deal. If the deal be allowed to stand, the exposed card may be taken up and cannot be called.

72. If, after the final declaration has been made, and before a card is led, the partner of the player who has to lead to the first trick exposes a card from his hand, the declarer may, instead of calling the card, require the leader not to lead the suit of the exposed card.

CARDS LIABLE TO BE CALLED

73. All cards exposed by the declarer's adversaries are liable to be called, and must be left face upwards on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

74. The following are exposed cards:—

I. Two or more cards played at once.

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

75. If either of the declarer's adversaries play to an imperfect trick the best card on the table, or lead one which is a winning card as against the declarer and his partner, and then lead again, without waiting for his partner to play, or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

76. Should the declarer indicate that all or any of the remaining tricks are his, he may be required to place his cards face upwards on the table: but they cannot be called. The declarer is not then allowed to call any cards which his adversaries may have exposed, nor to take any finesse unless he announces it when making his claim.

77. If either of the declarer's adversaries throws his cards on the table face upwards, such cards are exposed, and liable to be called by the declarer.

78. If all the players throw their cards on the table face upwards, the hands are abandoned, and the score must be left as claimed and admitted. The hands may be examined for the purpose of establishing a revoke, but for no other purpose.

79. A card detached from the rest of the hand of either of the declarer's adversaries so as to be named, is liable to be called; but should the declarer name a wrong card, he is liable to have a suit called when first he or his partner have the lead.

80. If a player, who has rendered himself liable to have the highest or lowest of a suit called, or to win or not to win a trick, fail to play as desired, though able to do so, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

81. If either of the declarer's adversaries lead out of turn, the declarer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led.

82. If the declarer lead out of turn, either from his own hand or

from Dummy, he incurs no penalty; but he may not rectify the error after the second hand has played, unless called upon by either adversary to do so.

83. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, can be taken back; and there is no penalty against any one, excepting the original offender, and then only when he is one of the declarer's adversaries.

84. In no case can a player be compelled to play a card which would oblige him to revoke.

85. The call of a card may be repeated until such card has been played.

86. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK

87. Should the fourth hand play before the second, the latter (not being Dummy or his partner) may be called on to win, or not to win, the trick, or to discard from a suit specified by the declarer (subject to Law 84).

88. If any one (not being Dummy) omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stands good, or should Dummy have omitted to play to a former trick, and such error be not discovered till he shall have played to the next, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

89. If any one play two cards to the same trick, or mix a card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he (not being Dummy) is answerable for all consequent revokes he may have made. If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be

the case they may be searched, and the card restored; the player (not being Dummy) is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE

90. Is when a player (other than Dummy), holding one or more cards of the suit led, plays a card of a different suit.

91. The penalty for each revoke shall be:—

- (a) When the declarer revokes, his adversaries shall score 150 points in addition to any penalty which he may have incurred for not making good his declaration.
- (b) When either of the adversaries revoke, the declarer may score 150 points, or may take three tricks from his opponents and add them to his own. Such tricks taken as a penalty may assist the declarer to make good his declaration, but they shall not entitle him to score any bonus in the case of the declaration having been doubled or re-doubled.

The penalty of 150 points is not affected by doubling or re-doubling.

In no circumstances can partners score anything except for honours or Chicane on a hand in which one of them has revoked.

92. A revoke is established, if the trick in which it occurs has been turned and quitted—*i.e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

93. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

94. At the end of the hand, the claimants of a revoke may search all the tricks.

95. If a player discover his mistake in time to save a revoke, any player or players who have played after him may withdraw their cards and substitute others, and their cards withdrawn are not liable to be called. If the player in fault be one of the declarer's adversaries, the declarer may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced.

96. If the player in fault be the declarer, the eldest hand may require him to play the highest or lowest card of the suit in which he has renounced, provided both of the declarer's adversaries have played to the current trick; but this penalty cannot be exacted from the declarer when he is fourth in hand, nor can it be enforced at all from Dummy.

97. After a revoke has been claimed, if the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established.

98. A revoke cannot be claimed after the cards have been cut for the following deal.

99. If a revoke occur, be claimed and proved, bets on the odd trick, or on the amount of the score, must be decided by the actual state of the score after the penalty is paid.

100. Should both sides subject themselves to the penalty for a revoke, neither side can score anything except for honours or Chicane; should either or both sides revoke more than once, the side making the fewest revokes scores 150 points for each extra revoke.

CALLING FOR NEW CARDS

101. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES

102. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

103. If either of the declarer's adversaries, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the declarer may require that opponent's partner to play his highest or lowest of the suit then led, or to win or not to win the trick.

104. Should the partner of the player, solely entitled to exact a penalty, suggest or demand the enforcement of it, no penalty can be enforced, but he is entitled to call his partner's attention to the fact that an offence has been committed (subject to Law 63). Should any player claim a penalty to which he is not entitled, he loses his right to exact any penalty.

105. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

106. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

107. Bets on the result of a rubber are won by the winners on points. If a rubber is concluded under Law 14, bets made on that rubber are annulled.

108. A bystander, by agreement among the players, may decide any question.

109. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

110. Once a trick is complete, turned, and quitted, it must not be looked at (except under Law 89) until the end of the hand.

THREE-HANDED ROYAL AUCTION BRIDGE

The Laws are the same as those of Royal Auction Bridge, except as varied by the following:—

I. The game is played by three players, all against all; the table being complete with four players.

II. The player who cuts the lowest card has the first deal; the player cutting the next lowest card sits on the dealer's left, and the remaining player on the dealer's right. The cards are dealt as at Royal Auction Bridge, but the cards dealt to Dummy are not taken up until after the final declaration has been made. If whilst dealing a card be exposed, there must be a new deal.

III. The dealer makes his declaration or passes, and the bidding continues as at Royal Auction Bridge.

IV. If, after the deal has been completed, and before a card is led, any player expose a card from his hand, he shall forfeit 100 points to each of the other players; and the declarer—if he be not the offender—may call upon the eldest hand not to lead from the suit of the exposed card. If he does not exercise this right, the card must be left on the table as an exposed card. If the card be exposed by the declarer, after the final declaration has been made, there is no penalty.

V. If a player double out of turn, he forfeits 100 points to each of his adversaries, and the player whose declaration has been so doubled shall have the right to say whether or not the double shall stand. The bidding is then resumed; but if the double has been disallowed, the said declaration cannot be doubled by the player on the right of the offender.

VI. The rubber consists of four games; but when two games have been won by the same player, the other, or others, are not played.

VII. When the declarer makes good his declaration, he scores as at Royal Auction Bridge; when he fails to do so, he loses to each of his adversaries.

VIII. The scoring is the same as at Royal Auction Bridge, except with regard to honours, which are scored by each player

severally—*i.e.*, each player who has one honour in clubs scores six; each player having two honours in clubs scores twelve; a player holding three honours in clubs scores eighteen; a player holding four honours scores forty-eight; and a player holding five honours in clubs scores sixty; and similarly for the other suits. In a “No Trump” declaration, aces count ten each; and if all four be held by one player, one hundred.

IX. One hundred points are scored by each player for every game he wins, and the winner of the rubber adds a further two hundred and fifty points to his score.

X. At the conclusion of the rubber, the total scores obtained by each player are added up separately, and each player wins from, or loses to, each other player the difference between his score and that of the said other player.

ETIQUETTE OF ROYAL AUCTION BRIDGE

The following rules belong to the established Etiquette of Royal Auction Bridge. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

It is unfair to purposely make a declaration which is insufficient to overbid the previous one.

Any one, having the lead and one or more winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

A player who has looked at his cards, ought not to give any indication by word or gesture as to the nature of his hand, or call the attention of his partner to the score of the game.

A player who desires the cards to be placed should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander, who professes himself uninterested in the game and able to decide, a disputed question of facts, as to who played any particular card, whether honours were claimed though not scored, or *vice versa*—etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

