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SIMPLIFIED
HANDBOOK

to
CONTRACT BRIDGE BIDDING

Simplified Hand Book
TO
CONTRACT *BRIDGE BIDDING*

A DIGEST OF
The New Standardized
Official System of Contract Bridge
Including the One-Over-One

The Coordinated Theories of Sixteen Experts

Sponsored and Approved by Bridge Headquarters

ARRANGED BY
EARLE F. BRIDGES



HARLOW PUBLISHING COMPANY

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FOREWORD

When, toward the end of the year 1931, there appeared a book on Contract Bridge bidding sponsored by a large group of foremost authorities, the writer prepared for his own use a digest of that book.

Many requests for a copy of the digest were made by those who saw it. Bridge headquarters approved it and granted permission for its copyright and distribution.

This digest of the New Standardized Official System of Contract Bridge including the One-Over-One, published in the fall of 1932, briefs for instant reference the text of that work except as follows:

1. Sequence of subjects is slightly different, adhering to the arrangement in the 1931 book.

2. As the digest is arranged primarily for instant reference on bidding, the writer omitted those parts of the book devoted to The Psychological Factor of Bridge, Duplicate in the Home, The Laws of Contract Bridge and Glossary of terms used in contract bridge.

3. Page 13, Penalty Double—The last two lines under this head are those of the writer and are not found in the text.

4. Page 16, shows a Justifiable Overbidding Table worked out by the writer and based on the scoring of the new laws of contract, effective November 1, 1932. It is not the table shown in the text.

5. Page 25, shows certain Defensive Code matter not found in the text.

6. Page 26, Scoring—while the new laws of contract have little to do with a bidding system, except in the matter of justifiable overbidding, (see change noted on Page 16), it is of course necessary for this digest to show, as it does, the New Scoring, effective Nov. 1, 1932, instead of the old scoring shown in the text published a few weeks before the new laws of contract became effective.

Otherwise the digest is faithful to the text.

No matter what bidding system you prefer, remember that this digest covers the coordinated theories of many experts.

The text lists as authors who have contributed to the Official System the following: (arranged in alphabetical order).

CHARLES TRUE ADAMS—SHEPARD BARCLAY—R. M. BRANNON
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WILBUR C. WHITEHEAD—EDWARD C. WOLFE—MILTON C. WORK
WALTER F. WYMAN.

Acquiring the information it contains will probably improve your game and add immeasurably to your own and your partners pleasure in playing. It may also help to make you a desirable partner for good players.

November 5, 1932

Earle F. Bridges

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Abbreviations: HCT=High Card (Honor) Tricks. LCT=Low Card (end Card) tricks.
 PT=Probable (Playing) tricks equals HCT+LCT(+ruffed tr. in assist hd.)

SUIT BIDS—VALUES

Original Bidding Hand

A-K-Q	3 HCT
A-K-J	2½ "
A-K	} 2 "
A-Q-J	
K-Q-J	
A-Q	} 1½ "
K-Q-10	
A-J-10	
A	} 1 "
K-Q	
K-J-10	
K & Q of different suits	
K-x	} ½ "
Q-J-x	
2 Guarded Q's	
Each card of bid suit in excess of three	1 LCT
For each card in excess of 3 in bid-dable side suit of 5 or more provided there is 3½ HCT in hand—count for each one	1 LCT

SUIT BIDS—VALUES

Assisting Hand

(1) Values in Bid Suit:

A, K or Q, each	1 HCT
x-x-x-x-x or more	1 PT
If 5 or more, Ace Top, in add.	½ PT
If 5 or more with 2 or 3 top Hn.	1 PT
J-10-x or x-x-x-x	½ PT

(2) Values in side Suits:

Same HCT value as in original hand, except:

A-Q-J	2½ HCT
K-J-10	1½ "
K-Q-x	
K-J-x	1 "

(3) Ruffing Values:

Holding 3 cards of bid suit count,

Void	2 PT
Singleton	1 "
Doubleton	½ "

Holding 4 or more of bid suit add ½ PT to these values.

NO TRUMP BIDS

Bidding Hand Values:

A-4, K-3, Q-2, J-1; (two 10's 1, except on Slam bids and only when shading hand).

Assisting Hand Values:

Same as for bidding hand values, except add 1 PT for each one of three top honors of five card suit. However this additional value should not be counted when bidding slam.

BIDDING TO THE SCORE: (Always watch it)

1. With part score:

- (a) less than game bid must be as sound as if there were no part score.
- (b) bid of exactly enough for game indicates effort to get game as cheaply as possible.
- (c) bid of more than enough for game means *only* an invitation for slam.
- (d) any bid above 1 should unhesitatingly be made.

2. When Adversaries have part score:

- (a) Original bids of 1 should be with values slightly above minimums.
- (b) Original bids of 1 by 3rd or 4th hands should be with strong defense values.
- (c) 4th hand holding minimum defense values, if he bids at all, should be able to rebid if adversaries enter the bidding.
- (d) 4th hand holding $1\frac{1}{2}$ HCT and 4 PT should overcall uncontested dealers bid of enough for game. If holding 5 to 6 PT may even overcall bid of 3.
- (e) 4th hand should be careful about bidding after uncontested less than game bid by dealer.

OPENING SUIT BID OF ONE—1st or 2nd Hand:

- (a) 4 card suit with $1\frac{1}{2}$ HCT in bid suit—total $2\frac{1}{2}$ HCT and 4 PT in all.
- (b) 5 card suit with $\frac{1}{2}$ HCT in bid suit—total $2\frac{1}{2}$ HCT and 4 PT in all.
- (c) 5 card or more with No HCT in bid suit—total $4\frac{1}{2}$ HCT (**RARE**)

OPENING SUIT BID OF ONE—3rd or 4th Hand:

Minimum holdings are, with strength in at least two suits with no short and weak Major—3 HCT with a total of 5 PT.

OPENING BID OF ONE NO TRUMP:

- (a) No singleton or worthless doubleton, except possibly an Ace singleton or with 3 Aces and a King in other three suits.
- (b) Hand should contain no sound Major bid.
- (c) Stoppers in at least 3 suits. Then,
 - Dealer bids One counting 13
 - 2nd Hd bids One counting 12
 - 3rd Hd bids One counting 14
 - 4th Hd bids One counting 15, *only* with protection in both Majors.

CHOICE OF TWO BIDDABLE SUITS:

- (a) Suits of equal length or 5-4 distribution—Bid very strong 4 card suit or Minor in preference to weaker 5 card suit or Major.
- (b) With 6-4 distribution—Bid the longer suit.

CHOICE OF SUIT OR NO TRUMP:

Strong 5 card biddable suit or sufficient No Trump count, bid the suit.

OPENING SUIT BID OF TWO—INVITATIONAL—ANY HAND:

6 PT with 4 or more HCT } Bid 2 on a hand on which you would bid 2 NT
6½ PT with 3½ HCT } or except for the fact that a suit bid seems better.
7 to 8 PT with 3 HCT } Such hand will contain 5 HCT.

OPENING NO TRUMP BID OF TWO—INVITATIONAL—ANY HAND:

Requires count of 17 with all 4 suits stopped. (Hazardous)

May bid with count of 19 and only 3 suits stopped provided unstopped suit has minimum of J-x or x-x-x.

Choice: If hand contains good biddable suit and required NT count, usually better to bid the suit.

OPENING SUIT BID OF THREE—ANY HAND: (*Rare*)

- (a) Must have long strong preferred trump suit with at least five sure trump tricks.
- (b) Must have some outside honor strength, preferably an Ace or A-K, and
- (c) There should be at least 8 PT in the hand.

Note: Minor bid of three should indicate a solid trump suit and extends invitation to partner to bid No Trump. (*Rare*)

OPENING NO TRUMP BID OF THREE—POSSIBLE SLAM INVITATION:

Requires minimum count of 21 with all 4 suits stopped.

OPENING SUIT BID OF FOUR PRE-EMPTIVE—Major or Minor—Requires 8 PT.

OPENING SUIT BID OF FIVE PRE-EMPTIVE—Minor —Requires 9 PT.

Note:—Pre-emptive bids suited to hands with no defensive value.

Requirements are flexible subject to score and temperaments.

They are strategic bids.

OVERCALLS—DEFENSIVE:**Overcall with suit bid of One holding,**

- (a) biddable 4 card suit, $4\frac{1}{2}$ PT with 2 HCT
- (b) biddable 5 card suit, 4 PT with $1\frac{1}{2}$ HCT

Overcall with suit bid of Two holding,

- (a) *Not Vulnerable*, fair 5 card suit, 4 to 5 PT with 2 HCT.
- (b) *If Vulnerable*, suit must be strong, like A-Q-J-8-6.

Overcall with suit bid of Three holding,

- (a) *Not Vulnerable*, about 6 PT.
- (b) *If Vulnerable*, about 7 PT. (*Hazardous*).

Note: With Vul. adversaries, shade above requirements for a possible loss.

OVERCALLS—ATTACKING (Note six kinds).**1. Informative Double:**

- (Definition of)
- (a) made at first opportunity to double.
 - (b) Must not double more than 3 in suit or 1 No Trump.
 - (c) Partner must not have bid or doubled.

May double 1 of suit bid or No Trump holding $3\frac{1}{2}$ HCT or count of 15.

May double 2 of suit bid holding 4 HCT.

May double 3 of suit bid holding $4\frac{1}{2}$ HCT.

2. Overcalling in opponents suit bid—Is a Game Demand with slam possible.

On subsequent round of bidding, shows strong suit you are willing to play.

Should contain at least 4 HCT together with absolute control of opponents suit; may be a void in the suit, a singleton Ace, A-K or A-Q. It is a colossal informative double calling for partner's best suit.

Bidding must be kept open until at least a game bid is reached.

(continued on P. 6.)

OVERCALLS—ATTACKING: (Continued from P. 5)

3. **Jump Overcall** (One more than necessary)

Note—*Do Not* confuse with Jump Shift Take-out.

Make a Jump Overcall holding, 7 PT with 3 HCT or
6½ PT with 3½ HCT or
6 PT with 4 HCT

4. **Overcall with Bid of One No Trump:**

- (a) against suit bid if holding two stoppers in the bid suit and with at least as much No Trump count as would be necessary for original bid of One No Trump at that table position.
- (b) Overcall of 4 No Trump over pre-emptive 4 bid by opponents is a colossal informative double. Guarantees support in other three suits and No Trump count of 21 in three balanced suits.
- (c) Overcall of 3 No Trump over opponents opening suit bid of 3 is an informative double requiring partner to bid his best suit.
Guarantees support in other three suits with No Trump count of 21 in three balanced suits.

5. **4th hand overcall of,**

- (a) less than game bid by dealer after passes by 2nd and 3rd hand tells partner that hand is strong enough to prevent opponents game.
Should contain strength in at least two suits, no short and weak Major, and 5 to 6 PT, with 3½ HCT.
- (b) 4th hand overcall of original One No Trump by dealer requires slightly less strength than if suit had been bid—about 5 PT with 3 HCT.

6. **Pre-emptive overcall of Four and Five:**

Must hold same strength as is required for original pre-emptive bids.

P. 7 **RESPONSES TO ORIGINAL BIDS OF ONE:**

Note—Inadequate Support = a Void; a Singleton; a Doubleton without high Honor.
Neutral Support = A-x; K-x; Q-J; or x-x-x.
Adequate Support = A-x-x; K-x-x; Q-x-x; or x-x-x-x.

ASSIST OF SUIT BIDS:

Do Not assist on inadequate support unless it be an original bid of 4 or 5, or unless after a second rebid. With no intervening bid refuse a first round assist if lacking adequate support.

WITH ADEQUATE SUPPORT:

Raise <i>One</i> with $3\frac{1}{2}$ PT, even without any HCT	} May make these raises on neutral support only if original bidder has rebid his suit.
Raise <i>One</i> with 3 PT, including 1 HCT	
Raise <i>One</i> with only $2\frac{1}{2}$ HCT	
Raise <i>Two</i> holding 4 PT	
Raise <i>Three</i> holding 5 PT	
Raise <i>Four</i> holding 6 PT, Minor only.	

ASSIST OF NO TRUMP BIDS:

Bid 2 No Trump with combined count of 22.

Bid 3 No Trump with combined count of 24.

Count	}	Dealer, 13—partner with 9 bids 2 NT; with 11 bids 3 NT.
		2nd Hd, 12—partner with 10 bids 2 NT; with 12 bids 3 NT.
		3rd Hd, 14—partner with 8 bids 2 NT; with 10 bids 3 NT.
		4th Hd, 15—partner with 7 bids 2 NT; with 9 bids 3 NT.

TAKE-OUTS OF SUIT BID WITH ANOTHER SUIT BID:

(a) with no intervening bid and lacking adequate support, take-out with a 4 card biddable suit and 2 HCT; 5 card biddable suit with $1\frac{1}{2}$ HCT; with a suit of 6 or more cards, not necessarily biddable, with 1 HCT.

(b) with an intervening bid do not be afraid to bid according to values in your hand.

Note—with adequate support, frequently an assist is better than take-out.

(continued P. 8)

RESPONSES TO ORIGINAL BIDS OF ONE: (Continued from P. 7)

TAKE-OUTS OF ORIGINAL NO TRUMP BID OF ONE WITH SUIT BID OF TWO:

- (a) with biddable 5 card Major holding $1\frac{1}{2}$ HCT or comb. NT count of 22.
- (b) with Any 6 card Major
- (c) with Any 5 card Minor with all strength in that suit if holding $1\frac{1}{2}$ HCT.
- (d) with Any 7 card Minor (see "Rebidding" for response to these take-outs)

TAKE-OUTS OF SUIT BID OF ONE WITH A NO TRUMP BID—No Intervening Bid:

- Bid 1 NT with count of 6 and 3 suits stopped or count of 7 and 2 suits stopped.
- Bid 2 NT with count of 11 and 3 suits stopped or count of 13 and 2 suits stopped.
- Bid 3 NT with count of 15 and 3 suits stopped or count of 17 and 2 suits stopped.

With Intervening Bid:

Should have two stoppers in adverse suit. If holding only one stopper must have added strength in two or more suits.

GAME DEMAND—TAKE-OUTS:

- (a) Must hold a biddable suit.
- (b) With adequate trump support must hold $2\frac{1}{2}$ HCT in two suits other than bid suit. Otherwise hold $3\frac{1}{2}$ HCT.
- (c) If in response to original bid of 1 No Trump, hand must supply holdings for a combined No Trump count of 24.

P. 9 RESPONSES TO ORIGINAL BIDS OF TWO:

ASSIST IN SUIT BIDS:

- (a) Raise to 3 with 2 PT or with $1\frac{1}{2}$ PT, if with 1HCT.
- (b) Hold one additional PT for each additional raise.
- (c) Ordinarily do not raise from 2 to 4 unless assisting original suit bid, as partner will rebid.

ASSIST IN NO TRUMP BIDS:

- (a) Raise to 3 with an Ace and any other count.
- (b) Raise to 3 with a King and Queen in same or different suits.
- (c) Raise to 3 with any count of 6.

TAKE-OUTS OF SUIT BID TO ANOTHER SUIT BID:

With a biddable suit and $1\frac{1}{2}$ HCT.

Note—Shade slightly if necessary to keep bidding open.
Ordinarily, assist with adequate support.

TAKE-OUT OF SUIT BID WITH TWO NO TRUMP:

Lacking an assist or biddable suit but holding a count of 6 in at least two suits.

TAKE-OUT OF ORIGINAL TWO NO TRUMP BID:

Bid 3 holding any 6 card suit or 5 card Major if topped by at least $1\frac{1}{2}$ HCT.

Note—Lacking a 6 card suit or such 5 card Major, but with a No Trump count of 6 in at least two suits, assist the No Trump rather than take-out with a weak 5 card suit.

RESPONSES TO ORIGINAL BIDS OF THREE:

ASSISTS:

Raise a Major bid to 4 with 1 PT, with or without trump support.

RESPONSES TO OPENING BID OF THREE NO TRUMP:

ASSISTS:

- (a) Without counting two tens as 1 and without counting extra for top honors in 5 card suits, if hand contains a count of 9, or more, bid 4 No Trump—(*Slam Invitation*)

TAKE-OUTS OF OPENING BID OF THREE NO TRUMP: (Rare)

- (a) Bid 4 in Major suit of 6 or more cards.
- (b) Bid 5 in Minor suit of 7 or more cards.

RESPONSES TO PRE-EMPTIVE BIDS OF FOUR AND FIVE:

- (a) Raise from 4 to 5 in Minor with 3 PT.
- (b) Raise from 4 to 5 in Major (only if adversaries overcall) with 3 PT.

P. 11 RESPONSES TO INFORMATORY DOUBLE—(No intervening bid):

MINIMUM RESPONSES:

- (a) Best bid is usually lowest possible in longest suit—Bid 4 card Major rather than 5 card Minor.
- (b) With 2 stoppers in suit bid, call 1 No Trump.

STRENGTH RESPONSES—(No intervening bid):

- (a) Make Jump bid holding 4 card suit and $2\frac{1}{2}$ HCT.
- (b) Make Jump bid holding 5 card suit and 2 HCT.
- (c) With 2 stoppers in adverse suit and count of 8, bid 2 No Trump.

REACTION OF THIRD HAND TO DOUBLE:

- (a) Holding fair strength, should cut in with a bid.
- (b) Holding at least $2\frac{1}{2}$ HCT, third hand should Re-Double.

RESPONSE TO INFORMATORY DOUBLE AFTER RE-DOUBLE BY 3rd HAND:

Bid any biddable 4 or 5 card suit, or lacking these, any 6 card suit.
Lacking any such, *Pass*, and let partner rescue himself.

RESPONSE AFTER INTERVENING BID:

4th hand should bid a strong unbid suit—Otherwise, *Pass*.

REBIDS—SUIT:

(a) After Assist from Partner:

- (1) Revalue tenace honor holdings, counting support value.
- (2) Rebid once for each trick in excess of requirements for original bid.
Bid extra $\frac{1}{2}$ trick as if it were 1 trick.
Do Not rebid 4 card suit unless partner shows adequate support.

(b) After No Assist from Partner:

Do Not rebid original suit with less than 6 PT.
If holding another suit to show, it may be bid on shaded requirements.

(c) After Take-out by Partner:

- (1) Rebid original suit only if holding very strong 5 card suit, or better.
- (2) Show any other strong biddable suit, especially a Major.
- (3) Holding trump support for take-out, raise one for each trick in hand in excess of number of tricks required for original bid.
- (4) Without intervening bid must respond to Jump-Shift Take-out.
Should always respond if possible after intervening bid.

(d) Game-Demand Rebid (one more than needed to overcall partner's bid):

May be in suit bid originally, or an unbid suit. Requires strength of about 5 to 6 PT; just under requirements for original bid of 2.

REBIDS—NO TRUMP:

- (a) After assist from partner, bid 3 NT with excess count of 2.
- (b) With no assist from partner and adverse bid, *Pass*.
- (c) After take-out by partner:
 - (1) May rebid 2 No Trump with excess count of 2, or
 - (2) May support take-out.
 - (3) Must not rebid a second time in NT if partner rebids his take-out.
That ends the bidding.

PENALTY DOUBLE:

- Definition (1) Any double of 2 No Trump or 4 of a suit bid.
 (2) Any double after partner has bid or doubled.
 (3) Any double after a pass or bid when partner had opportunity to double.

Do Not make only when advantage in score is probable.

Note—Rubber = approximately 1000.

Part score worth about 100 more than actual score.

1st Game of Rubber = Approximately 450.

2nd Game of Rubber = Approximately 550.

Safest when you and partner are both bidding. Count only quick tricks for defensive values, as A-K, 2; A-Q, $1\frac{1}{2}$; Ace, 1; K-Q, 1; K-x, $\frac{1}{2}$.

Each HCT held will probably take one actual trick.

At No Trump, doubler should hold count of four plus for each needed trick.

S O S RE-DOUBLE:

This follows a Penalty Pass by partner of doubler. It is made by the original bidder who is doubled by adversary and calls for partner to bid his best suit. *Thus, heavy loss may be averted if partner holds a 5 card suit.*

PENALTY PASS:

Is made by partner of informative doubler when holding a hand so powerful that a greater gain can be made by defeating opponents contract than would be possible from playing the hand at any declaration.

SLAM BIDDING:

1. Important to know how to *Value—Bid* and *Play* hands.
2. Small slam should be bid only with even chance to win, and especially when *Vulnerable* and adversaries are not *Vulnerable*.
3. With both sides *Vulnerable—Do Not* bid slams unless almost certain to win.
4. When bidding for Slam give careful consideration to hand values and especially,
5. Supporting hand must note 1st and 2nd round values—A; A-K; A-Q; K-Q; K-x.
6. There must be adequate support for bid suit. Distribution very important. Voids are powerful—Singletons valuable when holding adequate trump support.
7. Worthless doubletons and tripletons are a great hazard.
8. At No Trump combined count required is 35 for small and 38 for grand slam, without counting 2 tens, 1 and without extra count for 3 top Honors in 5 card suit.
9. A small Slam is probable if both hands contain in all about 7.1 HCT.
10. Only about 20% of small Slams made are biddable—some will be bid and lost.
11. Slams may follow; (a) Game-Demand Take-out; (b) Opening bid of 2, suit or No Trump; (c) Two Club Convention Bid; (d) Opening bid of 3 NT; (e) strength Take-out of Informative Double; (f) Bidding adversaries suit; (g) Jump Overcall of adverse Opening bid; (h) Game-Demand Rebid.

PSYCHIC BIDDING:

1. They are interference or nuisance bids with strength not shown by bid, or with no strength at all. They deceive partner as well as opponents.
2. They are not recommended by Advisory Council—but are used by experts.
3. Certain losers with novices and even with unpractised good players.
4. Psychics must always have available a rescue, or rebid, as partner has been deceived.
5. A Psychic made when *Vulnerable* is liable to incur tremendous penalty—Best made when adversaries are *Vulnerable* and you are not.
6. Repeat—Better not bid a psychic unless you are an expert.

P. 15 TWO CLUB CONVENTION:

1. Applies only as original bid.
2. Conversely, carries ordinary meaning if adversaries or partner have bid.
3. Also, carries ordinary meaning if bidders score is 60 to 75.
4. Bid is used when:
 - (a) Holding two long strong suits and desire partner's preference. Requires 8 PT if 2 Majors or $8\frac{1}{2}$ PT if a Major and a Minor.
 - (b) Holding strong NT with one suit unstopped or insecure and desire partner's preference between NT or bidder's best suit, and want to know if partner has stoppers in unsafe suit—Requires count of 21 in No Trump and 8 PT in the suit.
 - (c) Holding long strong suit with some outside HC strength and wanting to know if partner holds an Ace and King or 2 Aces, in which case, bids Slam.
5. If adversary interposes a bid, partner may pass or make normal bid.
6. Responses:
 - (a) Partner's first response, holding an Ace and K, or 2 Aces, is 2 NT.
 - (b) Unless with such top honors, one of them heads a 5 card Major (not a Minor); then response is two in that Major suit.
 - (c) Holding neither of these, bids conventional 2 Diamonds.
7. *Rebids of Two Club Bidder* after response of 2 Diamonds:
 - (a) When offering choice of Two Suits:
 - 1st rebid is 2 in best suit—partner responds with conventional 2 NT;
 - 2nd rebid is 3 in 2nd suit—partner with trickless hand then bids 3 in 1st suit if preferring that suit; with 1 PT bids 4 in 1st suit if he prefers that suit—Otherwise partner bids 4 in 2nd suit.
 - (b) When offering choice between No Trump and best suit:
 - 1st rebid 2NT—partner then bids 3 in Spades, Hearts or Diamonds if suit is strong. Otherwise, bids artificial convention of 3 Clubs.
 - 2nd rebid, if partner shows stoppers in his weakness, is 3 NT.
 - 2nd rebid, if partner's response was 3 Clubs, is 3 in his best suit; thus, giving partner choice between that suit and No Trump.

(continued P. 16)

TWO CLUB CONVENTION: (continued from P. 15)

8. Rebids of Two Club bidder after response of 2 NT or 2 in Major:
 Rebids Three No Trump or goes on with suit offering partner further choices with probability of ultimate Slam declaration.

JUSTIFIABLE OVERBIDDING: By E. F. B.—Scoring effective Nov. 1, 1932

(a) When adversaries can make game, but YOU CANNOT:	Their Gain if made	Overbid	To Lose if doubled
Neither side Vulnerable	450 or more	3	450
You are VUL.—They are Not VUL.	450 "	1	200
You are Not VUL.—They are VUL.	800 "	4	700
Both sides VUL.	600 "	2	500
(b) When you can make game, but THEY CANNOT:	You Could Gain	Penalize them	To Make
Neither side Vulnerable	450 or more	4	700
You are VUL.—They are Not VUL.	800 "	5	1000
You are Not VUL.—They are VUL.	450 "	3	900
Both sides VUL.	600 "	3	900
(c) To Prevent a certain Small Slam:	Their Gain if made	Overbid	To Lose if doubled
Neither side Vulnerable	950 or more	4	700
You are VUL.—They are Not VUL.	950 "	2	500
You are Not VUL.—They are VUL.	1550 "	5	1000
Both sides VUL.	1350 "	3	900
(d) To Prevent probable Grand Slam:	Their Gain if made	Overbid	To Lose if doubled
Neither side Vulnerable	1950 or more	5	1000
You are VUL.—They are Not VUL.	1950 "	3	900
You are Not VUL.—They are VUL.	3050 "	4	1400
Both sides VUL.	2850 "	4	1400

P. 17 FORCING TWO BID: Optional as advocated by CULBERTSON—

Make opening bid of Two holding,

1. $4\frac{1}{2}$ HCT showing 8 PT with either Major as trumps; or 9 PT if there is a choice between a Major and a Minor, or
2. $6\frac{1}{2}$ HCT if there is a possibility of the final contract being 3 NT.

Note—exception,

Such as 6 or 7 card two suitors may be bid with A-K or A-Q only as tops of such suits.

RESPONSES—FORCING BID OF TWO:

1. May raise suit bid with adequate support plus 1 HCT. Bid full strength in support.
With $2\frac{1}{2}$ to 3 HCT raise to 5—Slam invitation.
With $3\frac{1}{2}$ to 4 HCT bid the Slam.
2. Without adequate support for suit bid should take-out with any biddable 5 card suit if holding at least 1 HCT. Make a minimum take-out.
3. Lacking adequate trump support and biddable 5 card suit take-out with 3 NT, if holding $1\frac{1}{2}$ HCT.
4. With a bust, viz., less than 1 HCT, take-out with 2 NT, even if holding adequate support for suit bid.

SUBSEQUENT BIDDING:

- Opening bidder may —
1. Assist the take-out, or
 2. Rebid own suit, or
 3. Show another suit, or
 4. Make minimum No Trump response.

Note—Bidding must absolutely continue until game bid is reached.

EFFECT OF FORCING BID OF TWO ON THE OPENING BID OF ONE:

(1) Responding hand:

- (a) Holding less than a sound assist, take-out or denial, should keep bidding open when holding approximately 1 PT.
- (b) With adequate support, keep bidding open with about $\frac{1}{2}$ PT. plus.

(2) Raised requirements for opening bid of One:

- (a) Opening bidder must hold at least $\frac{1}{2}$ PT. outside of bid suit.
- (b) Must remember that partner may have kept bidding open on low minimums, but should rebid his suit with as low as $4\frac{1}{2}$ PT, following No Trump take-out of his opening bid of One.
- (c) Opening bidder with 2 rebids, should not bid full holding on second bid.

(3) Responding hand:

If first assist was sound, should again assist after rebid by opening bidder.

ONE-OVER-ONE CONVENTIONS:**1. Non-forcing—Advocated by Culbertson:**

Means that a bid of one in a higher ranking suit is an urgent invitation for partner to bid again, and that such response denies holding of unusual strength, such as would be indicated by the Jump-Shift bid. Partner not compelled to bid on insufficient holdings.

II. Forcing One-Over-One Convention used with Forcing Two Bid:

Definitions—

In absence of adverse bids, any and each succeeding suit bid of 1 is forcing.

Note—Convention cannot function if opening bid is 1 Spade; nor is any response of 2 a forcing bid.

(1) One-Over-One used with forcing Two Bid:

- (a) Opening bidder must hold $4\frac{1}{2}$ PT of which $2\frac{1}{2}$ must be quick tricks, and must have rebid possibility in hand.
- (b) Minimum response requirements are:
 - (1) Give One-Over-One response with biddable 4 card suit if hand contains 2 HCT.
 - (2) With biddable 5 card suit if holding 1 HCT.
 - (3) With suit of 6 or more cards if holding about 1 HCT.
- (c) Opening bidder's minimum responses to One-Over-One take-out—in order of their importance:
 - (1) Name 2nd biddable suit even though hand contains no more strength than indicated by original bid.
If this is a One-Over-One response, further rebid by partner is demanded. If not, it is strong invitational inference.
 - (2) Support a Major take-out—Fair invitational inference unless jumped; then it is strong—Give full extent of raises.

(continued P. 20)

- (3) Rebid suit as strong as A-Q and 3, K-Q and 3, K-J-10 and 2, or A-J-10 and 2.
Mildly invitational inference unless jumped—then it is very strong.
 - (4) Support Minor take-out.
Mildly invitational inference unless jumped.
 - (5) Bid 1 No Trump to indicate hand lacking any of above possibilities and denying additional strength.
Such is the "Sign-Off" signal.
- (d) Opening bidders strength responses to One-Over-One take-out:
- (1) Make Jump-Shift rebid holding $\frac{1}{2}$ to 1 PT less than would be required for opening forcing bid of 2.
This is a game-demand.
 - (2) With NT count of 18 and double stoppers in 2 unbid suits, bid 2 NT.

III. Forcing One-Over-One Convention used with Intermediate Two Bid—same as when used with Forcing Two Bid except:

- (1) Not necessary to strengthen opening bid beyond recommended requirements of Official System.
 - (2) Not necessary to give One-Over-One response without sound minimum take-out values.
 - (3) Responding hand may shade 4 card suit bids because a rebid is guaranteed.
- Note—Thus light responses are eliminated, partnership morale is built up and misunderstandings reduced to a minimum.

P. 21 LEADS AGAINST NO TRUMP, PARTNER NOT HAVING BID:

(a) Open 4th best of longest suit, *Unless* holding three or more honors, two of which are in sequence, then nearly always lead the highest of the *Touching Honors*.

Order of preference for blind leads is as follows:

1. Ace— from 6 or more headed by A-K-Q; 7 or more with A-K with probable re-entry; without probable re-entry 4th best; 8 or more with A-K; 8 or more with A-Q-J, with a re-entry—without a re-entry lead the Q.
2. King— from A-K-Q-x or x-x; A-K-J-x or more; K-Q-J-x or more; K-Q-10-x-x or more; K-Q-10-9 or more.
3. Queen— from A-Q-J-x or more; Q-J-10-x or more.
4. Jack— from A-J-10-x or more; K-J-10-x or more; J-10-9-x or more.
5. Ten— from A-10-9-x or more; K-10-9-x or more; Q-10-9-x or more; 10-9-8-x or more.
6. Fourth best—from 4 or more card suit not headed by any of the above honor combinations.

Short Suit Leads:

Are frequently better if leader's long suits have been bid by opponents and short suit has not been mentioned.

Perhaps leader's partner will hold length and strength in such suit.

LEADS AGAINST A SUIT BID, PARTNER NOT HAVING BID:

P. 22

I. Good Leads—The Sequence Leads:

K from A-K-Q or more; A-K-x or more; K-Q-J or more; K-Q-10-x or more.

Q from Q-J-10-x or more.

J from J-10-9-x or more.

Exceptions to Sequence leads are:

Lead small from Q-J-x-x or more—J-10-x-x or more.

II. Indifferent leads are:

4th best from any 4 or more card suits not headed by an Ace, King or tenace, such as J-10-x-x; Q-x-x-x; J-x-x-x; or x-x-x-x.

III. Poor Leads, in order of their preference are:

(1) K from K-Q-x- or more; (2) Q from Q-J-9; (3) J from J-10-8; (4) Ten from K-10-9 or Q-10-9; (5) Low doubleton; (6) 4th best from K-x-x-x; (7) 3rd best from K-x-x; Q-x-x; or J-x-x; (8) Ace from Ace and others; (9) Top of a low card tripleton.

IV. Bad Opening Leads are:

Singleton King, Queen or Jack.

Also a card of any suit headed by a high tenace (like A-Q; A-J-10; K-J-10; K-J)

V. Lead of a Short Suit, Singleton or Doubleton:

Lead of short suit is poor because (a) it is apt to jeopardize an honor in partner's hand and (b) may set up a long suit for opponents.

Important—Short suits should rarely be led when holding 4 or more trumps.

VI. Lead of a Trump: (Usually a losing lead)

Lead a trump only when (a) holding only tenace suits which should be protected. (b) with normal distribution and killing cards in other 3 suits. (c) when high contract has been reached and both opponents have shown length in trumps. (d) when each adversary has bid a suit and final declaration is a compromise—which may result in a cross-ruff situation.

21-22

23-24

25-26

LEADS AGAINST NO TRUMP, PARTNER HAVING BID:

1. Generally best to open partner's suit. (See No. 6 below)
2. Lead a Singleton in partner's suit.
3. Lead higher of doubleton in partner's suit.
4. Triplet Leads:
 - (a) holding 3 headed by ten or smaller, lead the top.
 - (b) holding A-x-x; K-x-x or Q-x-x, lead the lowest.
 - (c) holding 2 honors in sequence and one or more, lead the higher of the 2 honors.
 - (d) holding J-x-x—makes little difference whether lead be highest or lowest.
5. Lead of 4th best of Partner's suit:

Holding 4 or more of partner's suit lead 4th best unless suit is headed by honors in sequence; then lead the top.

Important Exception—to leading 4th best or 3rd best from an honor of partner's suit is when Declarer's No Trump bid has been assisted—Then lead highest in partner's suit, as this will probably be a lead through dummies strength.
6. Opening Own Suit Justified:
 - (a) When it may be set up in one round, and when holding in addition a sure or very probably re-entry card, or
 - (b) When you can surely say, "Partner, regardless, mine is the better suit to establish".



Open Partner's suit as Follows:

1. Holding 4 or more cards (without Ace or touching honors) Lead 4th best.
2. Holding Ace, without King, (any number of cards) lead the Ace.
3. Holding touching honors (any number) lead top, except with A-K, lead the King.
4. Holding A-K alone of another suit, lead the Ace, then the King, and then open partner's suit.
5. Holding side suit headed by A-K or K-Q-J, lead the King of such suit, then lead partner's suit.
6. When Partner has Bid No Trump:
 - (a) Leader may lead away from a King.
 - (b) May lead an unsupported honor.
 - (c) May lead a doubleton.
 - (d) Lacking a good opening, an Ace or King may be underled if suit is one of not more than 4 cards.
 - (e) May violate many prohibitions against blind openings on assumption that partner holds at least 1 honor in each side suit.

THE CODE OF THE DEFENSE—UNIVERSAL LANGUAGE OF WHIST:

1. **Lead of the 4th best and the Rule of Eleven:** When 1st player leads his 4th best, the denomination of the card led subtracted from 11 gives as a remainder the number of cards higher than the card led that are held in the other three hands.
2. **The Encouraging Card** played by partner of leader is apparently one higher than necessary, usually a 7 or better, and invites him to continue leading the suit.
3. **The Discouraging Card** played by partner of leader is lowest held in the suit and tells partner that he can take no tricks in that suit.
4. **The Echo, or Hi-Lo** is the play of a higher card in the suit led followed by play of a lower card; at No Trump, simply shows strength or length in that suit; at Suit may indicate shortness and ability to ruff next lead.
5. **Play the lower of Touching Honors** when following suit to a lead of a higher honor in that suit. Partner than knows you have the intermediate honor.
6. **Signalling with Discards:**
 - (a) **The Weakness Discard** play lowest you have and continue to play lowest. It tells partner that the suit is worthless and at the same time prevents weakening a strong suit to be protected.
 - (b) **The Strength Discard** same as the encouraging card when following suit, usually a 7 or better. This tells partner to lead that suit at first opportunity.
7. **Rule of Eight**—always remember that the average HCT strength in all hands is about 8 in every deal.

ODD TRICKS BID AND WON:

	Undoubled	Doubled	Redoubled
Clubs or Diamonds, each.....	20	40	80
Hearts or Spades, each.....	30	60	120
No Trump:			
1st, 3rd, 5th and 7th.....	30	60	120
2nd, 4th and 6th.....	40	80	160

OVERTRICKS:	Not Vulnerable			Vulnerable		
	Undoub. Tr. Value	Doub. 100	Redoub. 200	Undoub. Tr. Value	Doub. 200	Redoub. 400
Each.....						

SLAMS BID AND WON:

	Not Vulnerable	Vulnerable
Little.....	500	750
Grand.....	1,500	2,250

RUBBER, Two game.....700
 Three game.....500
 Unfinished, One game.....300

HONORS IN ONE HAND:

All honors.....150
 Four trump honors.....100

PENALTIES FOR UNDERTRICKS:

	Not Vul. Undoub.	Not Vulner. Doubled & Vulnerable Undoub.	Not Vulner. Redoubled & Vulnerable Doub.	Vulnerable Redoub.
One trick down.....	50 (x2) =	100 (x2) =	200 (x2) =	400
Two tricks down.....	100 (x2½) =	250 (x2) =	500 (x2) =	1000
Three tricks down.....	150 (x3) =	450 (x2) =	900 (x2) =	1800
Four tricks down.....	200 (x3½) =	700 (x2) =	1400 (x2) =	2800
Five tricks down.....	250 (x4) =	1000 (x2) =	2000 (x2) =	4000
Six tricks down.....	300 (x4½) =	1350 (x2) =	2700 (x2) =	5400
Seven tricks down.....	350 (x5) =	1750 (x2) =	3500 (x2) =	7000

Increase similarly each successive undertrick.

Patent Pending on Mechanical Arrangement

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