ADVANCED
AUCTION BRIDGE

by

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[LATE BRIDGE EDITOR OF THE "ILLUSTRATED SPORTING AND DRAMATIC NEWS,"
AND AUTHOR OF "THE RULES AND PRINCIPLES OF AUCTION
BRIDGE," "ROYAL AUCTION BRIDGE," ETC.]

*With the latest Portland Club Rules (1914) and
Numerous Illustrative Hands*

NEW EDITION

Made in Great Britain

PREFACE

When the last edition of this book was exhausted the introduction of Contract Bridge in place of Auction seemed to me so imminent that I advised its then publishers, Messrs. Thomas De La Rue & Co., not to bring out another, which might at any moment become unsaleable, but to stay their hands and await the turn of events. How completely this anticipation of mine has been falsified—in this country, if not abroad—is doubtless known to the reader, and, as a consequence, while the book which I was prepared to write, should Contract become popular, has never been written, my Advanced Auction Bridge has for the last year or two been out of print.

That this has proved any great deprivation to the card-playing public, who for years past have been overwhelmed with books on Auction Bridge, many of them of a nature to do them considerably more harm

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than good, I do not for a moment suggest. But, still, as this little book of mine happened to contain as lucid an account as I was able to give of my considered opinions on the game, and I do not suppose that I shall ever write another, I was loth to let it drop out altogether, and so I made arrangements with its present publishers, Messrs. Longmans, Green & Co., by whom my other books on Bridge have been issued, for its re-appearance.

I have done my best in re-editing to bring Advanced Auction Bridge up-to-date, and to give all necessary information as to the conventions of the game as it is played to-day; but I do not claim that I have been entirely successful, because there are points in connection with Auction Bridge upon which few people are in complete agreement. The opinions I express, it should be understood, are my own opinions, based on my own personal experience as a card-player, and not anyone else's; for, though in matters of convention—the meaning to be attributed to certain bids, the leads, and so on—I am at all times ready to go with the majority, in matters of tactical principle I am adamant, and insist on striking out the line which commends itself to my own judgment, no matter what anyone may have to say on the opposite side of the argument.

I am considered by my friends, I believe, to be a somewhat forward caller, and in the following pages I make so bold as to recommend to my readers just the kind of calls that I would make myself in actual play.

These may offend against certain principles which have been laid down by other writers ; but I am convinced, nevertheless, that in the long run they will prove profitable, and enable one to win a majority of one's rubbers at the expense only of being thought a little unorthodox, which after all is not very serious. For instance, it is a belief of mine, founded on years of experience with all sorts of partners and against all sorts of opponents, that you should always make a first-round call when you can, not wait for the opportunity of saying something later, and that you may call pretty well anything *provided only that you do not overcall the general strength of your hand.* This, in my opinion, is a great Auction principle, which will carry the player who acts consistently upon it through all sorts of difficulties.

One hears a lot about " quick tricks," the necessity of holding top honours in the declared suit, and so on, but in my view the vital question which the Auction player has to ask himself is : " Is my hand worth any tricks at all ? " If it is, then it follows almost inevitably that

there must be some call which he can reasonably make, and he need not bother very much whether his tricks are quick or slow ones.   If it is not, then he has a collection of rubbish about which he cannot keep too quiet.

" BASCULE."

London, *September*, 1922.

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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.

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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, 250 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.

Note. If each side has won a game it is, of course, superfluous to make any addition to the score of either. (*Vide* Law 107 as to bets on the rubber.)

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.

Note. These rules have been re-worded more than once, and their meaning is now very much clearer than it used to be. Their effect may be best explained by the two following cases: (1) A, B, and C are waiting in the card-room, when three other players, D, E, and F, come in together. All six players must cut to decide which of them are to play in the first rubber, and the four who cut the lowest cards then cut again for partners. At the end of the rubber the four who have played cut again to see who are out; and the two who cut the higher cards make room for the two who have been looking on. An after-comer has no right at all to enter the

table until one of the six players definitely retires from it. (2) A, B, and C are waiting, when four other players, D, E, F, and G, come in together.   A, B, and C are entitled to belong to the first table made up, but not necessarily to play in the first rubber.   D, E, F, and G must cut among themselves, and the three who cut the lowest cards belong to, and complete, the table.

In some clubs it is customary to allow the first-comers always to play in the first rubber, but this is not in strict accordance with the rules.

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 outgoers ; the highest are out.

Note. Under no circumstances can more than two players claim to be admitted at the same time. For instance, A, B, C, and D have just finished a rubber, and E, F, and G are looking on. A and B have played a greater number of consecutive rubbers than C and D, so it is their turn to go out, and C announces his intention of retiring from the table. This does not entitle all three onlookers to come in. Only two of them may do so, and A and B cut to see which of them must go out with C.

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.

Note. When a player finishes a rubber as substitute for some one else, this does not affect his right of coming into the table like a fresh player at the end of the 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.

Note. The latter part of Section II. of this rule is new (1914). Formerly, a card exposed by either side during the deal gave the other the right to claim a new deal, if they pleased; though if a card were faced in the pack there had always to be one. Now exposed cards and faced cards are treated on the same footing, and it is to be noted that the definition of an exposed card under this rule is somewhat wider than that given in Laws 73 and 74, for the exposure may be made below the table.

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.

Note. If any one deals with the adversaries' cards, and the deal is completed so as to "stand good" under this

rule, he and his partner must continue to deal with those cards for the remainder of the rubber.

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.

Note. When a player passes the previous bid he should simply say "No," or "Content"; never "Pass," or "I Pass," as these expressions are liable to be mistaken for "Hearts".

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.

Note. If a player bids " one no-trump " or " one heart," say, and an opponent subsequently overbids him with "two no-trumps " or " two hearts," as the case may be, the latter, of course, becomes the " declarer " (*vide* next rule), and plays the double hand, if his bid is accepted.

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 redoubled, 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.

Note. Other illegal declarations are :—
  (1) A double of a call already doubled.
  (2) A double of partner's call.
  (3) A re-double of partner's double.
  (4) A call after partner has made an under-call, and
  (5) A re-double of a call which has already been re-doubled.

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.

Note. Under the old rule, if a player made any bid, other than passing, out of turn, the player on his left was entitled to accept the irregular bid or to call for a fresh deal, as he pleased. This was hardly an adequate penalty, because his partner might have a roaring hand, and, if so, it would not help him very much to have a fresh deal ; in fact, the penalty might very well fall upon the wrong party, while the true culprit escaped. Under the new rule, the player on the irregular caller's left has a further and very valuable option, for instead of deciding whether there shall be a new deal himself, he may refer the matter to his partner, who must then make the final decision.

This option adds very much to the weight of the penalty, which, in its new form, some people may consider to be almost too severe, because when the right of claiming a fresh deal is referred by the one partner to the other, the latter

is able to make a pretty shrewd guess as to the nature of the former's hand. Indeed, the mere fact of the right being referred amounts almost to a consultation between them, which is hardly in accord with the spirit of the game.

Let me show by an illustration how the thing works out in practice. Z, the dealer, is considering what his first bid shall be, when A, his left-hand neighbour, thinking that it is his turn to bid, declares "one no-trump". Now the player on A's left, Y, has three courses open to him : He can accept A's bid by passing, doubling, or over-calling ; he can claim a fresh deal ; or he can refer the matter to his partner. If he has a good hand he will certainly accept A's bid ; if he has a bad one he will ask for a fresh deal ; and if he has merely a moderate hand he will refer the matter to his partner, and if he adopts the last of these alternatives Z's course is, or should be, perfectly clear to him. If he has a really good hand he should let the deal stand, but if only a moderate or a bad one he should call for a fresh deal, as he knows that he and his partner have not much to hope for from this one.

Either adversary may call attention to the fact of the de_claration being out of turn.

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.

Note. Either adversary may call attention to the insufficiency of the declaration, when it is at once automatically raised, and cannot be accepted by the next player.

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.

Note. This rule impliedly authorises a player to inform his partner as to the previous bids *before* the final declaration has been made ; and it has always been the practice to give such information to friend and foe alike, when asked for, but not, of course, after the bidding is closed.

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 doubled 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.

Note. This rule applies, also, to a re-double out of turn.

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.

Note. A player is not entitled to ask, during the play of the hand, which of the opponents doubled.

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.

Note. The words from "but if a declaration" onwards are new, but do not effect any change in the law, as they merely embody a principle which has always been acted upon in the leading Bridge clubs, *viz.*, that a player ought not to be held to a mere slip of the tongue. That is what is meant by the expression "misnomer". Should a player call "one heart" under the impression that he has five to the ace, for instance, and immediately afterwards discover that the card which he thought to be the ace of hearts is the ace of diamonds, he cannot properly amend his declaration under this rule.

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.

Note. If the player on the declarer's right lead to the first trick instead of his partner, Dummy must pause, and give the declarer an opportunity of calling a lead from the eldest hand. Should Dummy expose his cards at once it has been decided by the Committee of the Portland Club that this penalty cannot be exacted; in fact, the rule has been altered expressly to prevent the declarer calling a lead after he has had the somewhat unfair advantage of seeing his partner's hand.

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.

Note. If the declarer play twice from his own hand to a trick, and omit playing from Dummy, it has been decided by the Committee of the Portland Club that Dummy may call attention to the error.

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.

Note. This is somewhat similar to a rule introduced by the New York Whist Club in November, 1913.

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.

Note. One sometimes sees the declarer play a card from his own hand or Dummy, and then pick it up again, and substitute another. Except in the case of a lead from the wrong hand, when he may withdraw his card before the second hand has played, but not after (*vide* Rule 81), he has no more right to do this than his adversaries have.

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.

Note. One of the declarer's adversaries accidentally places his whole hand upon the table face upwards, but in a packet, with only the top card showing. It was held by the late James Clay, when a similar case arose at whist, that all the thirteen cards were technically exposed, and could be called ; but the Committee of the Portland Club have decided that only the card of which the face is visible can be called.

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.

Note. The latter part of this rule is new, and imposes a prohibition upon the declarer which was formerly left to his good feeling and sense of fairness. The question what is, and what is not, a "finesse" might, in certain circumstances, lead to a peculiarly acrimonious discussion, I am afraid. Suppose, for instance, that Dummy holds the first-and-third-

best cards of a suit in which the adversary upon his left has failed, so that he is marked with a tenace over the eldest hand. Does this rule disentitle the declarer from playing the lower card of the tenace on the next round of the suit, unless he has announced this as a " finesse " when making his claim ? Probably not ; but there is something to be said upon the other side of the question, because he may have forgotten that his right-hand adversary has shown void.

The corresponding American rule forbids the declarer to take a finesse "not previously proven a winner" unless he has announced it when making his claim.

When the rule has been brought into operation it will sometimes pay one of the declarer's adversaries to deliberately expose his cards, which cannot be called, as a means of showing his partner what suit to lead ; though, of course, if the latter remembers exactly what cards are out he should be in no difficulty. I do not think that such a deliberate exposure of the hand would, in the circumstances, be unfair.

Observe the expression " all or any ".

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.

Note. This rule is very clumsily and ungrammatically worded, but its meaning is tolerably clear.

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.

Note. If, when it is the turn of one of them to lead, the declarer's adversaries lead simultaneously, a suit cannot be called, but the wrongful leader's card is exposed.

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).

Note. Under the old rule there was no penalty if the third hand had played, and the second hand could only be called upon to win or not to win the trick. The power to call upon him to discard from a specified suit is no doubt of considerable value, but it does not go so far as the penalty provided by the corresponding American rule, under which he can be called upon to play his highest or lowest card of the suit led, or, if void of it, to play his highest card of any designated suit.

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.

Note. Upon a declaration of "one no-trump," the declarer makes six tricks only, losing the odd, and his adversaries revoke twice.   He may take three of their tricks from them for one revoke, thereby fulfilling his contract and winning the game, and add 150 points to his score for the other.

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It should be noted that the expression "partners" in the last paragraph of this rule refers to the declarer and his partner, as well as to their opponents, although, as a matter of fact, there is no penalty if Dummy revokes (*vide* Rule 68), and the hand must be scored in the usual way.

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.

Note. If a player renounces in a suit of which he holds one or more cards, and then, before the trick is turned and quitted, throws the rest of his hand upon the table, this is an act of play equivalent to playing to the following trick, and establishes the revoke.

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.

Note. The effect of this and the preceding rule is to establish the three following propositions as to the time at which a revoke is complete and irremediable :—

(1) Leading or playing to the next trick *always* establishes a revoke, whether the trick in which it occurred has been turned and quitted or not.

(2) Turning and quitting the trick establishes a revoke unless the question has been previously asked and has not been answered in the negative. The question, in fact, suspends the ordinary application of the rule, and prolongs the revoking player's *locus penitentiæ*, until the negative answer is given; always provided that neither he nor his partner has led or played to the following trick.

(3) Answering the question in the negative establishes a revoke only when the trick in which it occurred has first been turned and quitted.

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.

Note. If the pack has been cut to the dealer without his consent—that is to say, without his having presented it to be cut, it is too late for the player who cut or his partner to claim a revoke in the previous hand, but not for their adversaries.

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.

Note. A player called upon to win a trick to which he is unable to follow suit must trump it, if he can.

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.

Note. The words " but he is entitled to call his partner's attention to the fact that an offence has been committed (subject to Law 63) " are new.

It was decided by the Committee of the Portland Club that the last clause of this rule did not apply to a case where

the declarer's adversaries claimed to take three tricks from him for a revoke (a penalty to which they are not entitled), so as to extinguish their right to enforce the appropriate 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.

Note. I have never yet seen this rule enforced, but it is a most salutary one. A bystander ought never to call attention to any incident in the game, or intervene in any way, unless he is called upon to decide a disputed question of fact or law by the general consent of the players (*vide* Law 108).

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, 100.

IX. One hundred points are scored by each player for every game he wins, and the winner of the rubber adds a further 250 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 versâ*— 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.

ADVANCED AUCTION BRIDGE.

PART I.

THE BIDDING.

I. General Principles.

The first general principle involved in the bidding at Auction Bridge is that the player must keep before his eyes two distinct objects, and realise with exactness their relative importance. The first of these objects is to secure the declaration for himself or his partner, and either win the game or, at all events, prevent the other side winning it; and the second is to push the opponents into a contract which they cannot fulfil, and so gain penalties from them. Sometimes the one is the proper mark to aim at, and sometimes the other. It all depends upon the contents of the player's hand, the state of the score, and the indications afforded by his partner's bids. I have heard people say: "I always take the game when I can get it;" but this is quite contrary to the true theory of Auction. It is a good

thing to win the game, certainly, and particularly if it happens to be the third, and consequently the deciding, game of the rubber. But, on the other hand, a double which will bring you in 400 points above the line is worth more than any game, and, conversely, no game is worth the loss of so many points to save it.

However, there are occasions upon which both objects can be pursued at the same time—that is to say, a player may begin the bidding with the idea of gaining the declaration, and, as it proceeds, see that this objective is unattainable, and drop it. Indeed this is quite the normal course of events, it being rarely the case that one perceives an opportunity for pursuing luring-on tactics, and laying a trap for the enemy, as it were, from the very start, though opportunities of this sort do arise, and when they do, can be taken full advantage of. But in the ordinary way your first bid is, or should be, made with the idea of securing the trump declaration for yourself or partner, and all thoughts of doubling are postponed until the adversaries have committed themselves.

Now, having got thus far in the theory of the game —and I think that nobody will dispute anything which I have said hitherto—let us consider what are the principles upon which the first bid should be made,

having regard to the object I have indicated. With a hand which is securely guarded in at least three suits, and is yet not so strong in any of them as to make a bid in that suit desirable, you should declare no-trumps. And here I must pause to remark that if you are really desirous of being left in with a no-trump declaration, and have a hand which justifies you in doing so, it is advisable to bid " two no-trumps " rather than " one no-trump," as this will make it more difficult for the adversaries to overcall you.

Suppose, for instance, that you are first bidder, and hold the following hand :—

        Hearts,   K Q x
        Diamonds,   K J x
        Clubs,   K 10 x
        Spades,   10 x x x
        ("x" denotes a small card.)

This, though it does not contain an ace, is quite good enough for a bid of " one no-trump " at Auction Bridge. It totals up to 19 points according to the well-known Robertson Rule, and this is about the minimum standard at which no-trumps is a paying proposition, I have found ; although many people consider that the call can be made upon practically nothing at all. It can, of course, but there is a certain amount of risk attached

to these ultra-light no-trumpers, and no corresponding advantage, I believe, so for my own part I do not feel enthusiastic about them.

If, however, you open the bidding with " one no-trump," which is the utmost you can do on the above hand, it is very easy for the adversaries to overcall you, and this they will certainly do if it suits their book. It is true that you put them to the necessity of entering upon an eight-tricks contract right away, but nobody is scared by such a modest undertaking as this nowadays, and, consequently, they will probably carry on the bidding and show each other their suits, while if either of them has a mind to play the hand, as declarer, without trumps, he will very likely bid " two no-trumps " over you. This will not distress you at all, of course, because you could not possibly have declared " two no-trumps " upon so poor a hand, but with a somewhat stronger one you might have done so, and it is chiefly as a means of preventing this particular counterstroke that an original bid of " two no-trumps " is sometimes desirable.

However, this is a topic upon which I shall have something to say later on, so I will pass on from it to the consideration of other matters.

Supposing that you are unable to declare no-trumps,

the next question you will have to ask yourself is, " Am I strong enough to make a bid in any suit ? " If you have a suit worth showing you should show it, quite apart from any consideration as to the probability of your becoming the ultimate declarer, because it will help your partner both in the bidding and in the play of the hand, and *it may be your last chance of doing so*. This is a very important thing to remember, because one often thinks to oneself that one will postpone showing one's suit until the second round, and then, when the bidding comes back to one, it has reached a stage at which one dares not chip in.

So all that you have to make up your mind about is whether your suit is worth naming, and, if it is, you proceed to name it. But you must realise, too, that in the words of that clever American writer, Miss Irwin, " your bid must be a make "—that is to say, you must not name a suit unless you are prepared to be left in to play the hand with that suit for trumps. And so the first essential is that you should hold at least five cards in it, or four with three honours, shall we say. The only exception to this rule is to be found in the bid of " one club," which is still used as more or less of an invitation to no-trumps, though, as there is no onus upon your partner to take you out unless it suits his

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hand to do so, you may quite possibly be left in to play the hand with clubs for trumps.

And in considering whether your suit is worth naming, you will also have to remember that if you do name it your partner will lead it to you, should the adversary upon your left overcall you and become the declarer. This, too, is an important factor in the case, because if your suit is below a certain strength, and particularly when it is unaccompanied by entry cards in other suits, it will probably serve your interests better if your partner is left to play his own game.

Thus, it will be seen that there are both strategic and tactical reasons for not declaring a weak suit, for it is bad strategy to land yourself with a contract which you cannot fulfil, and bad tactics to mislead your partner into opening the hand at a disadvantage. If things turn out in one way you will be punished by the loss of so many 50's or 100's above the line, probably, and if they turn out in the other you may throw away the game, in both instances through a bad initial call. So it behoves you to walk warily, and not to mislead your partner, if you can help it.

II. HEARTS AND SPADES.

What is the precise strength which justifies the dealer, and first bidder, at Auction Bridge, in making a

suit bid? What cards must he hold in order that he may, without any impropriety, open the bidding with "one heart" or "one spade," say? (I will consider the case of clubs and diamonds separately.)

Now this is a question upon which, I am bound to admit, a good deal of confusion appears to have arisen, and the text-books I have read on the game have done very little to allay it. For they one and all treat the problem as though it depended entirely upon what the player holds in hearts or spades, as the case may be, without taking into consideration the rest of his hand. That this is entirely wrong I am absolutely convinced, and, moreover, I am fortified in this opinion by the practice of nearly all the good players I know.

The fact is, the question can only be answered in a satisfactory way if you take into account not only the player's strength in his proposed trump suit, but his strength in other suits as well, and this is a point of such extreme importance that I feel it is impossible to lay too much emphasis upon it. Its full realisation is necessary before anyone can be said to have mastered the merest elements of Auction Bridge, and so I am very anxious that the reader should not allow it to escape him, or to be only half comprehended. Most writers upon the game tell us that we must not make a

one-trick bid unless we hold either the ace or king of
our declared suit, while some say that we must hold
a certain trick in it, and so forth. Now all this is
quite true if it is assumed that we have no other cards
of value in our hand, but when we have the makings
of a trick or two outside the suits whose pretensions
we are considering, it not only ceases to be true, but
becomes utterly untrue.

And so, in order to arrive at a just conclusion, we
must divide the question at the beginning of this section
into two separate, water-tight compartments, as it were,
and consider it (1) when the bidder's strength is entirely
confined to his proposed trump suit, and (2) when he
has strength in other suits as well, but not sufficient
all-round strength, of course, to justify him in declaring
no-trumps. In fact, two perfectly distinct questions
are involved, and I will designate them, for convenience,
Questions (1) and (2).

Now as regards Question (1), I have very little com-
plaint to make with what has been written by the
general body of authorities upon this subject. In so
far as they agree with one another, I should say that
they are correct, and the one piece of common ground
which it will be found upon analysis that they all share
is the assertion that you must not make an original bid

of one trick in a suit of which you hold small cards only. Mere numerical strength, I agree, is not to be looked upon as justification for a bid of this nature, when the conditions I have attached to Question (1) apply. Orthodoxy demands that you must hold something better than that, and what that something better is I will endeavour to show by a few examples.

A bid of "one heart" or "one spade" is quite in order when you hold a suit of hearts or spades consisting of :—

        (*a*) Ace, Queen, x, x, x
        (*b*) King, Queen, x, x, x
        (*c*) Ace, Knave, 10, x, x
        (*d*) King, Knave, 10, x, x
        (*e*) Ace, King, Knave, x
        (*f*) King, Queen, Knave, 10

These are suits of minimum strength for the bid when your hand, as regards all other suits, is, in the words of the play-book, "A blank, my lord." Ace and four small ones, king and four small ones, may be pressed into the service in an emergency, as when your opponents have a score of 20 or more in the third game of the rubber, but it is making them do a duty for which they are not really qualified. The temptation to strain a point in favour of a suit of this calibre may sometimes

prove too much for one, but when the reader makes this kind of bid he must realise that he is sailing rather nearer to the wind than he has any business to, and if things go wrong he must be prepared to take the consequences. I will be no party to his rash act, though candour compels me to confess that I have been guilty of the same sort of immoral conduct on more than one occasion.

Question (2), on the other hand, admits of an entirely different answer. It must be so, for if suits *a* to *f*, above, are good enough for a bid of " one heart " or " one spade " when you have not the vestige of a trick outside your proposed trump suit—if it can be said that with a hand of this description you have a reasonable prospect of fulfilling the contract, should your bid be accepted—surely it follows that a somewhat weaker suit of hearts or spades will do when you have one or two cards of entry to support it? Obviously the trick-making value of the hand may be just as great or greater, and if this is so it does seem rather a pity, does it not? that you should feel compelled to open the bidding with a discouraging " No."

For the chief objections to calling a suit in which you do not hold high cards are : (*a*) that your partner will lead it in preference to his own suit, if the opponent on

your left becomes the declarer, which may somewhat compromise your chances if the hand is played without trumps, and (β) that he will look to you to guard the suit you have named, and probably to take two or three tricks in it, if *he* launches into no-trumps, and becomes the declarer. But if, in addition to your long suit, whatever it may consist of, you have one or two cards of entry with which to bring it in, objection (α) cannot apply; for what harm can there be in your suit being led to you? It is just what you would wish. And in the same way objection (β) does not apply, because if your partner declares no-trumps he will not care what suit your high cards are in, so long as you have one or two with which to help him out. He may express some surprise when your hand goes down on the table, perhaps, but you may treat this with a lofty indifference. Your bid will have scared the opponents off leading your supposed strong suit, and in any case your length will prevent them doing you much damage in it.

So, having regard to these considerations, I adhere absolutely to the statement made in my book on Royal Auction Bridge, which was first published in the spring of 1913, shortly after the new scoring came in, in which I wrote : " If you hold six small spades or hearts, say, *and strength in other suits as well*, then there can be

no reason why you should not call spades or hearts at once." I do not say that this describes the ideal hand for the bid, as an original one, but the question is, Can you afford to pass on it, and risk being shut out from naming your best suit at a later stage? My experience of the game, as played with advanced players of the American school, who make a very free use of pre-emptive bids, tells me that the answer to this question must be an emphatic "No," and that my early conception of the matter was a sound one. In fact, the whole theory of the game has had to be modified to meet these bids.

Assuming, then, that strength in other suits will justify a bid of "one heart" or "one spade" on something less than the minimum hands when the strength is confined to the declared suit only, the question remains, What degree of strength in other suits is necessary, and how weak may the hearts or spades be? This is a difficult question to answer, but nothing can be simpler than to give instances of hands upon which the bid is, in my opinion, justifiable, and to leave the reader to judge other hands by comparison with them. With this object I have extracted from the text-book mentioned above, the four following hands, upon each of which an original bid of "one heart" would be quite

justifiable, while if the hearts and spades were inter-
changed the bid would be "one spade" of course :—

<div align="center">

(i)

Hearts,	K 10 x x x
Diamonds,	K x x
Clubs,	x x
Spades,	Q J x

(ii)

Hearts,	Q 9 x x x
Diamonds,	K Q x
Clubs,	x x x
Spades,	K x

(iii)

Hearts,	J 10 x x x
Diamonds,	A x x
Clubs,	x x
Spades,	A x x

(iv)

Hearts,	A x x x x
Diamonds,	x x
Clubs,	Q J x x
Spades,	x x

</div>

It will be seen that in all the above hands the strength
of the heart suit falls considerably below the standard I
have prescribed as necessary when the rest of the hand
is void of tricks. Still, they are heart hands, and "one
heart" should be bid upon them, and upon all

hands of equivalent strength, if the player by whom they are held does not want to be left out of the bidding altogether, which would be a pity. Hand (iv) is the only doubtful customer, the collateral strength outside hearts being of a somewhat meagre description. I think, however, that it is just worthy of its place as a minimum hand for the bid.

III. Clubs and Diamonds.

I will now turn my attention to the two lower-valued suits, and define, if I can, the sort of hand which justifies a bid of "one club" or "one diamond."

In most cases, of course, a hand which would be good enough to declare "one heart" upon, would be good enough to declare "one diamond" upon, if the diamonds and hearts were interchanged. But this is not invariably so, I think, for hearts and diamonds do not stand upon quite the same footing, and the distinction is even more marked when one comes down to clubs. The time may come, perhaps, when all four suits are treated indiscriminately in the bidding, but we have not reached this stage in the development of Auction Bridge yet, and the traditions of the earlier form of the game, in which there were wider gaps between the values of the suits, still cling to the club de-

claration, which is supposed only to be made use of as an invitation to one's partner to call something higher. And I cannot counsel anyone to break away from these traditions altogether.

Actually, of course, the gap between clubs and diamonds on the one side, and hearts and spades on the other, is a very small one. In the two former suits five by-tricks are needed to take the caller out, if his score is at love, and in the two latter only four. But this is not the whole difference, because there is this further point : that, however good your clubs or diamonds may be, you will generally find that the adversaries can take the declaration away from you, if they please.

Take, for example, the case of a player holding a long suit of clubs, not headed by any of the top honours. Naturally he would like to play the hand with clubs for trumps, if possible ; but it is practically hopeless for him to try and achieve this result. For there are three higher suits for the adversaries to call in, and unless all the high cards in these are held by his partner (in which case the latter can safely be left to take charge of the bidding) it is almost certain that they will outbid him.

In fact, when you are left to play a hand with clubs for trumps it is nearly always on sufferance, and the

same thing is true, though in a less degree, of diamonds. When the bidding takes its normal course the final declaration is generally in hearts, spades, or no-trumps, as the following statistics, which have been compiled for me by a friend who has kept the record of over 5000 hands, prove :—

Declaration.						No. of Hands Played.	Percentage.
No-trumps	.	.	.	.	.	1725	34·3
Spades	.	.	.	.	.	1417	28·1
Hearts	.	.	.	.	.	1084	21·5
Diamonds	.	.	.	.	.	571	11·3
Clubs	.	.	.	.	.	224	4·6
Pass	.	.	.	.	.	12	0·24
	Totals	.	.	.	.	5033	100·04

Note.—These statistics were compiled before pre-emptive bids were quite so popular as they are to-day, which perhaps may make a difference.

These figures are very instructive. They show that only four hands out of every hundred are played in clubs, and eleven in diamonds ; so that there is really very little chance of securing the declaration in either suit. All you can use them for is to push the other side up, and to egg your partner on to some higher call, *e.g.*, no-trumps. And even no-trumps, though it still heads the list, is not played nearly so often as was the case under the old count. Then nearly all the preliminary bidding was made with a view to building up

an impregnable position for one's partner as the caller
of no-trumps. He was to be shown what suits you
guarded, and so on, in order that he might clinch
matters with a bold "two no-trumps," which it was
very difficult for the adversaries to overbid. Now,
practically half the hands are played in either hearts or
spades, and all this elaborate preparation for the no-
trump declaration is rendered nugatory.

But, still, there are two very useful purposes which
a bid in clubs or diamonds may serve, and these are
(i) to tell one's partner what to lead, and (ii) to enable
him, when the propitious moment arrives, to double.
And for each of these purposes it is far more important
that you should hold high cards than numerical strength.

Let us suppose, for instance, that you are the dealer,
and open the bidding with "one club." Your partner
will conclude that you are good for at least one trick in
clubs, that you are inviting him to make no-trumps,
and that a club will be the best thing for him to lead if
the player on his right should become the declarer. If
in any one of these inferences he is at fault, you have
put him on a wrong track, and, while the consequences
may be serious, you have not the same excuse as
would have been open to you had you made a call in
hearts or spades. In that case you could have pleaded

that, as you wished to play the hand in your best suit, you took an early opportunity of naming it; but it would be absurd to pretend that you anticipated playing the hand in clubs (*vide* the above table). And the inferences will be very similar if, instead of "one club," your original bid is "one diamond."

And hence it follows that it is wrong to call either "one club" or "one diamond" on mere numerical strength. You must have one or two high cards at the head of your suit, or you have no business to name it on the first round of the bidding. You must wait until the second round, when you can make a bid of "two clubs" or "two diamonds," if you please, as your partner will know from this—if he understands anything at all about the game—that your call is a "pushing" one, and that he must be chary of supporting it.

But I trust that the reader will not take this statement as a general prohibition against making an original call in clubs or diamonds except upon overwhelming strength, for nothing can be further from what I intend. On the contrary, I am all in favour of naming any suit which is worth naming at the first opportunity, and particularly so when the rest of the hand is not over-strong. For when you have strength in

two or three suits—an embryo no-trumper, in fact—
you need have little fear of your adversaries going out;
but when your strength is all in one suit you want the
declaration in that suit, if possible. And so, in order
that I may not be misunderstood, I will conclude with
some examples of hands upon which I would not hesi-
tate to call "one diamond" originally, or "one club"
if the diamonds were replaced by clubs, and *vice
versá* :—

(i)

Hearts,   x x x
Diamonds, A Q x x x
Clubs,   K J x
Spades,   x x

(ii)

Hearts,   x x
Diamonds, K J x x x
Clubs,   A Q
Spades,   x x x x

(iii)

Hearts,   x x x
Diamonds, K Q 10 9
Clubs,   A J 10
Spades,   x x x

(iv)

Hearts,   A x x
Diamonds, Q J x x x
Clubs,   x x
Spades,   A x x

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IV. The Effect of Tradition.

Although the new Auction Bridge is played on very different principles from the original form of Auction Bridge, in which the suit-values were, as in Ordinary Bridge, 2, 4, 6, 8, and 12, respectively, there are, nevertheless, certain traditional understandings—you can hardly call them " conventions "—which have been handed on to us from this earlier phase of the game, and from which we have not entirely escaped. For instance, there is the tradition mentioned in the last section that a bid of " one club " is an invitation to one's partner to declare no-trumps. I really do not know how much force is to be attributed to this conception nowadays, when it is possible to go game upon a declaration of clubs from love, but it is so far recognised that the experienced player never declares " one club " on numerical strength alone. Unless he has a certain trick in the suit, he will not name it on the first round of the bidding, for fear of misleading his partner, who may think that he is " shouting " for no-trumps.

And there are many other traditions of a kindred nature by which we are somewhat hampered, I think, though until they finally die out it would be a mistake to ignore them. For although they may have ceased

to be of any real service, the fact has not been generally appreciated, and, consequently, there is a danger about treating them as though they did not exist. Whatever one's private opinion of their merits may be, it is necessary to remember that they are still held in a certain degree of respect by other people, and that allowance must be made for this fact. It is an element which cannot be overlooked, and, this being so, I propose to touch upon these traditions one by one, and shall endeavour to make an estimate of their present value.

If you take up almost any book on Auction Bridge you will see the injunction laid upon the novice that he is not to bid one of a suit unless he holds either the ace or king of it, and that " come what come may " he must be good for at least one trick in that suit. Now this is a relic of the tradition I have just referred to, which was originally supposed to apply not only to clubs but to every suit in the pack. It would have been good advice in the days of the old count, perhaps, but, as I have already shown, it is now an entirely exploded theory, and can be relegated to the rubbish heap.

And, generally speaking, I am convinced that all these inelastic precepts and prohibitions, which are so recklessly laid upon the beginner, are just the very

worst kind of food for him to assimilate. He is told
that he must not call this and must not call that, and
threatened with all sorts of dire consequences if he
disobeys, until he is frightened almost out of his life,
whereas what he really needs to be told is what he *may*
call. And the important piece of advice is too often
withheld from him, that, whatever this may happen to
be, the sooner he calls it the better.

But this, again, is contrary to a tradition of the early
days of Auction Bridge in this country, which was to
the effect that it was an exceedingly clever thing to
hang back in the bidding, wait for the opponents to
commit themselves, and then chip in with a successful
double. This theory was all very well on paper, I
found, but quite impracticable at the card table, for if
you do not bid them up, how are your opponents to
be made to commit themselves? And, if you take
a prominent part in the bidding, how are you to con-
ceal the strength of your hand?

However, there is no good in whipping a dead
horse, and this notion of lying low and allowing your
adversaries to make fools of themselves has long since
been discarded by every one who understands the true
principles of the game. The only quarrel I have with
this defunct theory now is that its remnants have

served to obscure the truth of its direct converse, *viz.*, the very important principle that you should call up to the full value of your hand at once. This, and the principle that you should never, in any circumstances, make a call which is calculated to mislead your partner, are in my view the two most vital principles of the modern game.

And from the rule that you were never to bid " one " in a suit unless you held the head cards of it, and some backing for a no-trump bid—against the merits of which, as applicable to the old form of Auction Bridge, I have nothing to urge—there arose the convention that when you wanted to name a suit of which you did *not* hold the head cards you made a bid of " two " in it. This was to be taken as a warning to your partner that you were declaring simply on numerical strength, and that he was not, therefore, to branch to no-trumps, nor to look to you for any tricks if another suit were declared, but to leave you to your own devices unless he had a very exceptional hand. Bids of this kind were always rather questionable in their policy, because they proclaimed your weakness not only to your partner, but to the other side as well, and many excellent judges, Mr. Archibald Dunn amongst them, set their faces against them from the very first. But, still, the tradition of

them has not entirely vanished, and I can conceive circumstances in which they may even now be usefully employed.

Suppose, for instance, that as dealer and first bidder you hold a suit of six diamonds to the king and queen, with not another card of value in your hand. If you open the bidding with "one diamond" your partner will credit you with support for a no-trumper, and will consider himself entitled to go up to at least "two no-trumps," if strongly guarded in the other suits, and may double the opponents, if they should overcall him, with the idea that he will get material help from your hand. Obviously, it will never do to mislead him in this way. But if you pass, the second hand may jump in with a bid of "three hearts" or "three spades," and all chance of saying anything about your diamonds will be irrevocably gone; which would be a pity. And so you quite properly fall back upon the convention I have referred to and call "two diamonds," the meaning of which your partner, if he understands all the niceties of the game, will fully appreciate.

V. The Supporting Hand.

In the last few sections I have endeavoured to describe the sort of hand upon which a bid of one

trick in a suit declaration is permissible. I shall now pass to the consideration of the hand upon which such a bid can properly be supported by the bidder's partner, supposing that it is overcalled by one of the adversaries.

But I can imagine the experienced reader saying: "Stop; you are wasting your time, for every one knows the type of hand you are referring to, and can recognise it in a moment. There can be no two opinions on the subject." So one might suppose, but that this is not the case I shall presently prove.

In the first place, let me state as positively as I can that, in order to support your partner's bid of "one heart" (or whatever it may be), and to carry the bidding to "two hearts" for him, you must have a certain degree of strength *in hearts*. Three hearts to one of the major honours (ace, king, or queen), or even four small ones, will do, provided that you hold a trick or two in other suits as well. And I may add that the value of your two or three small hearts will be very much enhanced if there is a gap in your hand, so that if your partner is left with the declaration he will be in a position to ruff the missing suit. But with only one probable trick in hearts and none outside you have not a supporting hand, nor would it be right to advance the bidding in hearts on side strength alone.

That this is a true proposition I am absolutely convinced; in fact, I am prepared that my pretensions as a writer upon Auction Bridge shall be judged solely by the above paragraph, and if any part of it can be proved to be incorrect, or fail to commend itself to a jury of advanced players as a sound exposition of the theory of the game, I will consent to my books and other writings on the subject being burned by the public hangman.

But that it does not commend itself to everybody is shown by the following extract from a well-known treatise on Auction Bridge, to which my attention was recently called by a correspondent, who asked me to reconcile it, if I could, with my own expressed views on the subject (an impossible task) :—

" When the dealer has opened with a suit declaration, . . . and the second player has overcalled him in another suit, the third player should always back his partner up, if he can support him at all. It is not necessary to have strength in the declared suit, provided that he has a fairly good hand outside that. Three probable tricks is quite a good enough hand to support a partner on, and many players do it on considerably less strength than that."

Now the writer of the above passage is a gentleman whose views are entitled to the greatest respect. They

are not to be lightly brushed aside, and, speaking for myself, I generally find, even when I cannot go all the way with him, that there is a good bit of common ground between us, and, as a rule, I am able to see that there is something to be said upon his side of the argument. But for once I am fain to confess that I utterly disagree with him.

For the danger of supporting your partner in a suit of which you hold no strength at all is perfectly obvious. In the first place, it is calculated to mislead him—though this would not be so, of course, if the proposition I am contesting were generally accepted—and, secondly, if you have three probable tricks in the suits not called by your partner, surely it must be better to declare no-trumps? The only objection can be that you have no guard in the suit called by your right-hand adversary, which you are afraid will be led originally; but of the two dangers I prefer this to the other.

And, again, if your partner opens the bidding in a suit of which you are practically void, this leaves an abnormal quantity of the suit to be held by the other side, which adds greatly to the danger of a double. According to my system of calling, when an original bid of "one heart" is raised by the caller's partner to "two hearts," it may be virtually taken for granted

that the two partners hold not less than eight hearts between them, which leaves only five for their opponents. But according to the contrary system the original caller and his partner may hold only five hearts between them, which leaves eight for the other side, and *they may all lie in one hand*. Imagine what a very effective double might be brought off if this should be the case, though in all probability the holder of the eight hearts would adopt the more subtle plan of accepting the bid, being satisfied with his penalties at 50 a trick.

But I agree that your hand should be worth approximately three tricks to justify you in supporting a one-trick bid, and two of those tricks, if you please, can be outside the proposed trump suit. Suppose, for instance, that your partner opens the bidding with " one heart," and that you hold the following cards :—

> Hearts,   K x x
> Diamonds, A x x x
> Clubs,   K x x x
> Spades,   x x

This is a typical hand for supporting a heart declaration, and if the second player overcalls your partner you should certainly take the bidding to " two hearts " in preference to going into " no-trumps." But suppose the second hand passes ; what are you to do then ?

Now it may seem superfluous to say anything except
"no," because you want the hand to be played in
hearts, and hearts have been called already. But you
have to consider the possibility of a pre-emptive bid by
the fourth player, who is quite likely to be strong in
spades—your own weakest suit. Suppose, for instance,
that you pass, and that he "butts" in with a bid of
"three spades." Your partner, having received no
signal of help from you, may be quite unable to declare
"four hearts" on his own, so to speak, and it is obvious
that you cannot, without grave risk, carry the bidding
to "four hearts" for him.

So, in order to meet this possible contingency, you
show your strength at once by bidding "two hearts"
before the fourth player gets his say. If he passes,
your partner gets another chance, and may possibly,
having regard to the presumed weakness of both your
opponents, branch to "two no-trumps," in which you
can give him the most valuable assistance. Or, if the
fourth hand goes into spades, he will have to call very
high indeed to keep your partner out, and the latter
will, at all events, know that he can safely lead you a
heart if you have to play the hand upon an adversary's
declaration.

These voluntary increases of the original bid, I know,

appear to a great many players fanciful and unneces-
sary, but they are absolutely essential as a defence
against the tactics of the pre-emptive bidder, a gentle-
man who is very much to the fore in these days, and
must not be allowed to have things too much his own
way. The reader may be certain that he would not
dash into the big contracts in which he indulges unless
it paid him to do so, his object being, of course, to
prevent one partner coming to the assistance of another
or to shut out the mention of a suit altogether. And
the only way to frustrate him is to forestall him ; it is
much safer, and in the long run more profitable, than
waiting for him to make his shut-out bid, and then
attempting to overcall it. And so, when you can help
your partner in the suit which he calls originally, you
should let him know this at once, and not postpone the
announcement until your lips have been automatically
closed. This is a very important point in the tactics of
the modern game.

VI. The Obligation to Support.

When you make an original bid which is overcalled
by the other side, and your partner does not support
you, you are bound to assume that he has not a sup-
porting hand. And so, unless your own hand is an

exceptionally strong one, you must not proceed any farther with your declaration, whatever it may be, but simply leave your opponents in. It is no use hoping against hope that if you are left to play the double hand you will find in your dummy just the cards which you would like to find, because, by accepting the adverse bid, your partner has told you definitely that they are not there ; and, if he is a reliable player, it is your duty to take his word for it.

But, of course, it is just possible that he may be withholding his support because he feels confident of defeating the adverse call, and is afraid that if he advances the bidding the opponents may branch to a declaration which will not suit his hand so well. Let us suppose, for example, that you open the bidding with "one heart," and the adversary on your left overcalls this with "one no-trump." If your partner should hold the following hand—

<div style="text-align:center">

Hearts,   K x x
Diamonds,   A Q x x
Clubs,   K J x x
Spades,   x x

</div>

he would probably not advance the bidding to "two hearts," although quite strong enough to do so, for fear of a branch to "spades," in which he holds nothing at all.

Cases of this kind form practically the only exception to the rule that you should always support your partner in the bidding when you can, and it is obvious that they do not in the least affect the general principle that it is unwise to push on with a declaration when your partner's support is withheld. To do this you must hold, as I have said, an exceptionally strong hand, and then you can ignore the implied warning with impunity. So when anyone opens the bidding with " one heart," and, in spite of his partner's refusal to support him, advances it to " two hearts," this is an indication of great strength, and signifies considerably more than an original declaration of " two-hearts," which has, in fact, rather the opposite meaning.

And hence it follows that when a player increases his bid in this way, and is again overcalled, very little strength need be held by his partner to justify the latter in supporting him this time. A couple of likely tricks, one of which must be in the trump suit, I consider sufficient, though with four cards of the opponents' suit it may be worth while to sit tight, on the chance of getting them down. In fact, the longer one plays Auction Bridge the more one realises the truth of the old saying, that " fools rush in where angels fear to tread ; " and I am inclined to think the worst fault of

the mediocre player is that he is, as a rule, so desperately afraid of leaving the opponents with the declaration.

However, the point which I wish to impress upon the reader is that between the partners at Auction Bridge there should be the most perfect confidence and mutual trust. For A and B to play together successfully, A must never make a bid which will mislead B, and B must know that he will never make one ; B must (subject to the exception referred to above) always support A when he can, and A must know that he will always do so. One sometimes has the misfortune to cut with a partner whose main idea seems to be that he is the proper person to play the double hand, and so when one opens the bidding with hearts he will branch to spades or no-trumps, even though he holds four hearts to two honours. This is very demoralising, for, having been caught once or twice with his selfish tricks, you probably make up your mind to look after your own interests, and the result is that you and he are at cross purposes for ever afterwards.

It cannot be too strongly emphasised that one partner should never take another out of a suit in which he can render substantial support, except to go into one in which fewer tricks are needed to win the game, and

that a sound declaration of hearts or spades is better than a shaky no-trumps, any day.

But all this is quite elementary, and the reader may well ask why I am "dinning" principles with which he is probably quite as familiar as I am. My reason is that these principles are continually being ignored and infringed, and it is necessary to state them clearly both for that reason and as a preliminary to calling attention to certain exceptional cases, to which the principles do not apply.

At the beginning of this section I have stated it as a general rule that you should always support your partner's bid when you can, but this rule only applies when he has made an original or voluntary bid, and must not be extended to the case of a forced one. And in order that the distinction to which I am referring may be thoroughly grasped, I must call attention to the difference between a bid made on the first round of the bidding and one made on the second, *when the player has passed on the first.*

The words I have italicised are very important, because when they are applicable it is to be inferred that the bid is in no sense a voluntary one, as I will proceed to explain.

When Auction Bridge first came in it was thought

very clever to hang back in the bidding on the first round, and so throw the onus upon your opponents, and compel them to break the ice for you. But this is now quite an exploded theory, and although there may be exceptional cases when a strategic advantage is to be gained by lying low, the general practice is for the dealer, and the other players in their turn, to make the highest declarations open to them at once. Indeed, so far from hanging back, and luring the opponents on, the modern tendency is for the player who has a really strong hand to dash in at the first opportunity with a pre-emptive bid, and thus silence all opposition if he can.

And so when a player passes upon the first round of the bidding—and particularly if he is the first caller, or the players in front of him have passed, which comes to the same thing—it is to be taken by his partner as an indication that there is no bid which he can properly make, and *nothing which he afterwards says must be regarded as displacing this inference*. (Once more I am driven to the use of italics, as a means of emphasising my point, but I will not indulge in any more for a long time.) And, consequently, a bid of "two hearts," say, made on the second round of the bidding, when none has been made on the first, is indicative simply of a

desire to push the other side up, or to take the partner out of a more dangerous declaration, and must not be supported as though it implied pronounced strength in hearts.

Now, strange as it may seem, this very simple proposition is one which the indifferent Auction-player never seems to grasp. Although you have told him definitely by your initial pass that you have not a heart hand, upon your subsequently naming the suit he pricks up his ears and dashes in with his support, as though he had discovered a veritable El Dorado. And before you know where you are he has put you up to "three hearts," and then "four hearts," with the inevitable result of a double and 400 or 500 to the other side.

And it is part of the perversity of human nature that the self-same player who lands you into a fix of this sort will, when you want his support, studiously withhold it. It is a curious manifestation of his psychology, apparently, that he can only be bold at the wrong time : but, of course, what principally leads him wrong is that he has no conception of there being any difference between forced calls and voluntary ones. He never stops to ask himself why, if you have a good hand of hearts, you should risk a general pass by not calling them at once, but tumbles headlong into the trap, and, when

the catastrophe has happened, will probably reproach
you for misleading him.

VII. The Shut-out Bid.

Practically the only debatable point in connection
with the theory of the bidding in Auction Bridge left for
me to discuss, is the question : To what extent does it
pay to make what are known as pre-emptive, or "shut-
out," bids ? These bids are so described because they
are made with the intention of shutting out a declar-
ation which you fear one of the adversaries may make
if you give them the chance. They are probably quite
familiar to the reader, and I have no doubt that he has
employed them himself upon many occasions.

Suppose, for instance, that the dealer holds a long
suit of hearts, some collateral strength in diamonds
and clubs, but no spades. This is the kind of hand
which he would like to play with hearts for trumps, if
it can be managed, and above all things he is anxious
that it should not be played with spades for trumps.
So, instead of opening the bidding with "one heart,"
which he anticipates will be promptly overcalled with
"one spade," or with "two hearts," which in all prob-
ability would be equally ineffective in shutting out
the latter suit, he starts right away with a bid of

6 *

"three hearts," in the hope that neither of his opponents may be strong enough to go "three spades" on his own, so to speak. This is called by American players a "pre-emptive" bid, and the term is certainly an expressive one.

Now, like everything else, these pre-emptive bids are horribly overdone. They are of great service when used judiciously, but there is a certain type of bad Auction-player who thinks himself entitled to use them habitually, and does so, to the great inconvenience of his partners and to the detriment of his and their joint interests, for, of course, if you shut your opponents out you must shut your partner out as well.

And so my advice to the reader is that he should employ these pre-emptive bids somewhat sparingly, and not take the responsibility of cutting his partner out of the bidding—for that is what it comes to— unless he has a definite object in view, and knows that it is worth going for. If, for instance, he is very strong in clubs, he must not think that he can shut out the three higher-valued suits by opening the bidding with "three clubs," because that is hardly to be anticipated. But with a big suit of spades or hearts, and a gap in the hand, it is a different matter, particularly if there

are reasons for not wishing his partner to go into
no-trumps.

And when he does indulge in a pre-emptive bid it is
just as well to do the thing thoroughly. Only the
other day I lost a rubber which, as it had been a very
hotly contested one, I was most anxious to win, by not
going high enough with my first bid. I was dealer
and first caller in the third game of the rubber, and
was fortunate enough to hold a suit of eight spades to
four honours, ace, king, queen, and 10, with no other
card of value in my hand. My original bid should
have been at least "three spades," if not "four spades,"
but thinking that it would not make any difference, as
I supposed that I could overcall my opponents later
if I pleased, I opened with only "two spades." The
next player called "three diamonds," my partner made
a bid of "three hearts," I think, and the fourth hand
made it "four diamonds." I now called "four spades,"
of course, but it was too late, for upon the bidding
coming round to the fourth hand again he went to
"six diamonds," which I could not very well overcall.
I was bound to leave it to my partner to exercise his
discretion, which he did by doubling. Result: We
put them down one, winning 100 points, less 28 for
honours, whereas we should have won the game and

rubber if I had called "four spades" at once, to say nothing of 72 above the line. I could have made "four spades," but not five, as it turned out, so it was just as well I did not embark upon the overbid.

VIII. The Value of the Side Cards.

A common phase of the game is as follows : Z, the dealer, has a big suit of hearts, and one of his opponents—A, we will say—a big suit of spades. A and Z can, and will, run each other up to an almost unlimited extent in the bidding, because each knows that h's long suit will be valueless if the other's declaration is accepted. In the end, the issue, whether the dec'arer's contract is fulfilled or not, is decided mainly by the side cards, *i.e.*, the honours in diamonds and clubs. If Z's partner, Y, holds the majority of these trick-takers, Z will be all right ; but if B holds them, Z will be all wrong, and his contract will be defeated.

The possessor of these high cards, then, in the undeclared suits, as a rule holds the key to the situation. He can probably see enough tricks in his own hand to be fairly well confident that the game, at all events, will not be lost if the adverse declaration is allowed to stand ; and, on the other hand, he has

some very useful support for his partner which the latter knows nothing about, for it has not been disclosed by the bidding. In other words, he is in a position of considerable power, both for attack and defence, and the question is : How is this to be utilised to the fullest possible extent?

Now, in a general way, it will probably be better to take his chance of defeating the opponent's contract than to support his partner. He should not necessarily double, unless from the state of the score the double is a free one, because this adds so much to the risk of losing game ; and, moreover, there is the further disadvantage attached to doubling that the player who is doubled, on being made aware of his danger, may branch to a fresh suit. But one need never be afraid of leaving an opponent in when one is confident that he cannot run to game, and if one is fortunate enough to defeat the contract so much the better. If there is any doubt in the matter one should certainly be satisfied with penalties at 50 a trick, plus comparative safety. The position is a simple one, and the experienced player, when he is fortunate enough to hold the invaluable side cards, has little difficulty in turning it to the best account.

So much for this particular phase of the game.

Quite another—and a more uncommon one—arises when Y and Z hold all the hearts and diamonds, let us say, between them, and A and B all the spades and clubs. In these circumstances it is quite likely that whichever side is left with the contract can practically slam the other, or, at all events, win the game. This position leads to very furious bidding, since each party is afraid to leave the other in. To accept the adversaries' bid, in fact, becomes like signing one's own death warrant, and this is fully recognised all round. So on these occasions it is quite ordinary, and indeed justifiable, to go very high in the bidding; but, of course, one must judge the situation properly. This is the time when a bold pre-emptive bid pays. By calling "four hearts" at once, for example, you may secure the declaration at "four hearts," whereas if you had started the bidding with "one heart," or even with "two hearts," you might have been ultimately pushed up to "five" or "six hearts." To the cautious-minded reader it may seem absurd to talk about a bid of six by cards as a feasible proposition, but as a matter of fact these high bids are sometimes made, and rightly so. The bidder knows pretty well that he must almost win the little slam if only his declaration is accepted, whereas if his opponents have

the last word, they probably will win a little slam against him. This is the excuse for his seeming rashness.

And yet another phase arises when the dealer, Z, has a grand no-trumper, barring one particular suit, of which he is practically blank. He starts with "one no-trump," probably, as it would obviously be very dangerous to call "two no-trumps" on a hand of this description, and is overcalled by one of his opponents with a bid of two in his unguarded suit. What he wants, of course, is to get the other side up to three in order that he may double, and the problem is : How is he to do this without great risk to himself? Let us suppose, for example, that Z holds the following hand :—

Hearts,	A Q x
Diamonds,	x x x
Clubs,	K Q 10 x
Spades,	A K x

His opening bid of "one no-trump" is overcalled by an opponent with "two-diamonds." If it is his left-hand opponent, A, he may be pretty sure that the latter does not hold the diamonds solid, because if he did he would probably have accepted Z's bid and, in these circumstances, therefore, he will not incur any excessive danger by declaring two "no-trumps." Indeed, A

may be bluffed by this bid into not leading diamonds at all. But, if the "two-diamonds" bid comes from his right-hand opponent, B, no inference of this sort can be drawn, and Z's best chance of pushing B up will be to overcall him with "three clubs." If this bid is doubled, and Y does not take him out, he can, if he chooses, fall back on "two no-trumps." But what he would prefer, of course, is that the opponents should go on in diamonds (for, though weak in the suit, he is strong enough to put them down with his side cards alone), and this they are far more likely to do over a bid of "three clubs" than "two no-trumps." The latter would probably frighten them out of the auction altogether.

IX. Doubling.

As Auction Bridge is now played, there is considerably less doubling of the opponents' contracts than there used to be. Or, at least, this is so when every one at the table understands the game and does not indulge in reckless calling, because the personal element has, of course, something to do with it. Some players still go in for the dangerous practice of keeping the flag flying, as it is termed, by making bids which they cannot possibly fulfil, and so afford ample opportunities for

doubling; but the more wary amongst us have long
since realised that these tactics are only to be resorted
to in the final game of a rubber, and even then are to
be used sparingly. And so our bids are generally
treated with a certain amount of respect. It is realised
that we do not offer to make "four hearts," for instance,
unless we have approximately a "four hearts" hand,
and that, consequently, if an opponent is relying upon a
big suit of clubs, say, together with an honour in hearts
and a couple of tricks in spades and diamonds, to put
us down, the chances are that his clubs will be ruffed
on the very first round. In fact, you have to bear in
mind nowadays that your adversaries are not exactly
beginners, and that they would not make a bid of this
description, probably, unless they had calculated the
matter out pretty carefully beforehand.

And another thing which has contributed to diminish
the amount of doubling is the introduction of the new
suit-values. This has had the effect of making it very
much easier to branch from one contract to another,
the values being much nearer to each other than was
formerly the case; and, as it is useless to double an
opponent's bid unless you are able to double any higher
contract to which he may branch, you must not only
have strength in his declared suit, but in the other suits

as well. In fact, you must have an exceptionally fine hand if you are able to double a call of "two hearts," say, which can be overcalled with "two spades," or three in clubs or diamonds, and a hand of this description will generally be put to a better use in winning you the game in no-trumps.

So, having regard to these considerations, it is easily seen that a double of a two-tricks contract can very seldom be a profitable one. It is better to wait until you have got the opponents up to a three-, or, if possible, a four-tricks contract before you spring your mine, so to speak, because there can then be little chance of their branching to a fresh suit, and there will certainly be a better chance of your defeating them. And if there is any doubt about the matter, it is wise to be satisfied with your 50 points a trick, because there can be nothing more disastrous than a double which does not come off. Indeed, to the incautious doubler I feel that I cannot do better than quote the opinion of a very astute friend of mine, who asserts that he looks upon his double as a bad one unless he succeeds in putting the enemy two tricks under their contract. If they are only one down he considers that he has sailed too close to the wind, as it was not worth taking the risk of letting his opponents out for the sake of an extra 50 points.

When, however, the double is what is called a "free" one, the contract being such that, if it be fulfilled, the declarer will go game, whether he has been doubled or not, there is rather less need for circumspection, and a sporting risk may be taken. If, for instance, an opponent has the temerity to call "four spades" over your "four hearts," he leaves you hardly any option but to double him. For you cannot bid "four-no-trumps" with, presumably, a prodigious suit of spades against you, and "five hearts" is too slender a plank for even the most intrepid feet to walk upon. So if you have a trick or two in clubs and diamonds, you cannot take much harm by doubling the declaration, but you must, as I have already pointed out, reckon with your hearts being ruffed at once.

The great mischief of doubling when you have not a true doubling hand is that you mislead your partner, and may prevent him from saving the situation, as he otherwise would, with an overbid. So my advice to the reader is that he should not shut his eyes to the reasonable prospects of the case, and should not altogether ignore the chances of failure, even when a "free" double is open to him. In fact, I am inclined to think that there is a great deal too much talk about the "free" double in Auction Bridge, because it gives people the

idea that when the opponents' contract will take them
out you have everything to gain and nothing to lose by
doubling, which is hardly the case. Suppose, for in-
stance, that, without considering the matter very care-
fully, you double a declaration of "four hearts," just
because it is a free double, and you want to show your
appreciation of the fact. If the declarer fulfils his con-
tract, you lose an extra 82 points, if he is one over his
contract you lose an extra 140 points, and so on ; so
that, after all, you are venturing a substantial stake on
your side, and it is well to see that you are justified in
doing so by your prospective gain.

X. General Policy.

Speaking in a general way, the policy which the
player of Auction Bridge should pursue, if he wishes
to win—and this, I am afraid, is the mental attitude of
most of us, whether we admit it or not—is to wait
patiently for the good hands which are bound to come
sooner or later. It is the greatest mistake in the
world to try and force the game upon the bad ones,
because this leads to the loss of those excessive penal-
ties which must at all costs be avoided. What you
have to realise is that you cannot possibly hope to win
all your rubbers. It is unreasonable to expect anything

of the kind, and so when you see that the game is going hopelessly against you, you should refrain from all frantic endeavours to save the situation, and wait resignedly for the turn of the tide.

The mistake which the inexperienced player invariably makes is that he is bold at the wrong time, *i.e.*, when the weight of the cards is against him, instead of lying low and allowing his opponents to win a small rubber from him, if they can. What in effect he does is to buy them off, as it were, at the cost of an expensive double, and naturally they are quite willing to forgo winning a game, even if it be the rubber game, when they see their way to picking up 400 or so for penalties. This is what they are out for quite as much as for winning rubbers, and the only way to frustrate them is to let them have the declaration and do their worst with it.

But I do not say, of course, that it is never right to make a risky call, as a means of saving a game or rubber. Everything must depend upon the circumstances of the case, the degree of risk incurred, and so forth. To be precise, a game is worth exactly 125 points to the side which wins it, if it be the first or second game of the rubber, while the third and last game is worth 250. And hence it follows that if you

see your way to saving one of the earlier games of a
rubber by incurring a loss of not more than 125 points,
you are justified in doing so, while in the final game—
provided that it is necessarily the final game—you may
jettison anything up to 250, but not more, with the
same object in view. This is a very important point in
the theory of Auction Bridge, which must not be lost
sight of; but, at the same time, it is generally so im-
possible to assess the amount of your prospective losses
beforehand that it cannot be said to afford much en-
couragement to deliberate overcalling.

Closing the Bidding.

And another thing to remember is that the player
who is in the position to close the bidding, by accepting
an adverse bid, and thereby making it the final one, and
re-opens the auction with a doubtful bid or ill-considered
double, incurs a serious responsibility. Suppose, for in-
stance, that the first three players pass, and that the
fourth and last bidder has only a moderate hand. He
should pass, too; because it is quite evident that some-
one is lying low, and the odds are two to one that it is
not his partner. Or, again, suppose the fourth bidder
has the chance of leaving his opponents in with a de-
claration in one of the lower-valued suits, diamonds or

clubs, in which he knows pretty well that they cannot win the game, whereas if he overcalls them there is a possibility of their branching to hearts, say, in which he is entirely unprotected. In these circumstances it will generally be right to quietly close the bidding; because nothing can be more galling than to feel afterwards that you have given your enemies the impulse they were in need of to drive them on to victory.

And, similarly, when your partner is doubled and you have so much support for him that, in spite of the double, you feel confident he will fulfil his contract, there is no occasion to warn your opponents of the fact by a re-double. If you are the last bidder you should certainly close the bidding, but if the double proceeds from the opponent on your right, so that the bidding comes to you before it reaches your partner, it may be worth re-doubling as a means of letting him know that he is quite safe, and need not branch. The only other excuse for re-doubling is that you are able to double any higher call by the adversaries, in case they reconsider their position and retreat from it, and can win more that way; but when it is remembered that a doubled contract fulfilled nearly always carries with it the game (value 125 points at least, *vide supra*), it is easy to see that this can seldom be the case.

And, above all, you should not frighten an opponent out of a light no-trumper by disclosing a great suit with which you can, at all events, save the game, and may, with a little luck, get him under his contract. This is more particularly the case when you are pronouncedly weak in a more valuable suit, which your partner has not called, and which, therefore, there is every likelihood that one or other of your opponents can branch to. If you are to have the first lead, which is essential to the manœuvre I am describing, it follows that the original no-trump bid must have proceeded from the player on your right, but, still, the final one may come from his partner, and, if this is the case, you should close the bidding by accepting it.

To illustrate this, let us suppose that Z, the dealer opens with "one no-trump," and A, the player on his left, has the following hand :—

Hearts,   Q x x
Diamonds,   K Q J x x x
Clubs,   A x x
Spades,   x

A should not frighten the opponents out of no-trumps with a call in diamonds, but say "no," it being more than probable that he and his partner between

them can defeat the contract. Y, too, says "no"; B
calls "two hearts"; Z "no"; A "no" again; and
Y "two no-trumps," showing a guard in hearts. If
this bid is accepted by B and Z, it should be accepted
by A as well, the thing to be feared being a branch by
Y or Z to spades.

XI. SOME FURTHER POINTS ABOUT THE BIDDING.

Although the experienced player has no liking for
those ridiculously high contracts in which the tyro
freely indulges, such as "five clubs," "six hearts," and
so forth, you will generally find, nevertheless, that he
is a difficult person to take the declaration away from,
and that, somehow or other, when you are most anxious
to secure it, he is always ready with an overbid. Now,
how does he manage it? How is it that, without in-
curring too great a risk (which would be quite foreign
to his policy, one may be sure) he is, on nearly every
occasion, able to put up a strong opposition at the
auction, and to drive you into contracts which, in the
result, you find it impossible to fulfil? What is the
explanation; for it would be absurd to suppose that he
holds better cards than other people?

Well, the explanation is that he knows exactly how
close he can sail to the wind with safety; or perhaps

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I had better say with comparative safety, because, when there is a game to be saved, or the chance of pushing an opponent into an unprofitable contract, the modern Auction-player thinks very little about the danger of being one, or even two, down. And, moreover, it frequently happens that he is emboldened by the fact of there being more than one string to his bow, so that if you double him in one suit he can branch to another, and if that will not do be off to a third, and so on. Indeed, with the type of *rusé* player I have in mind, his system of bidding is so amazing and intricate that it is impossible to know when you have really got him. He is as slippery as an eel, and as hard to hold on to as a rope of sand.

But his *modus operandi* is by no means so mysterious as it seems, what the player of limited experience fails to realise being that an apparently dangerous call can be made with comparative impunity provided there is a means of escape if one is doubled. When a burglar breaks into a house the first thing he does, I have heard, is to throw open the back door, so that, should the police arrive unexpectedly, he may be able to run out that way, and this is the principle upon which some of the so-called "mad" bids are made by players whose intelligence and skill is beyond dispute. They

are not really so mad as they seem, because the player
who makes them has secured his means of retreat.

Let me cite the following suppositious case as an
illustration :—

Z deals, we will say, and picks up the following
hand :—

> Hearts,   Q 2
> Diamonds,   Q 10 7 6 5
> Clubs,   A K Q 9 8 7
> Spades,   None

Z's first bid is obviously " one club." The next
player, A, says " no "; Y declares " one heart "; and B
"three spades," showing great strength in the suit.
Z cannot very well overcall this with " five clubs," nor
is he strong enough to put Y up to four in hearts; but
nothing has been said by the other side about diamonds,
and, as he holds numerical strength in the suit, backed
by his big suit of clubs and his partner's hearts, he may
call " four diamonds." If this lands him in a double
there will at least be several ways out, for it will be
open to him or his partner to fall back on either clubs
or hearts, while the latter may possibly, but not very
probably, be able to declare " three no-trumps."

And, dangerous as the diamond call may seem in
the above illustration, there are just two points about

it to which I should like to draw the reader's attention.
The first is that it cannot mislead Y, because Z has
shown by his original bid in clubs that this is the suit
in which he holds the greater strength, if not length;
and the second is that it only just goes over B's bid
by one pip, and so leaves the door open as wide as it
can be left for a further call.   This is important when
you anticipate a hostile double, and wish your partner
to use his discretion as to taking you out.

And, generally speaking, it is as well to choose the
overbid which involves making the lowest number of
tricks.   Suppose, for example, that Z deals and opens
the bidding with " one no-trump " on the following
hand :—

> Hearts,   A K J 3 2
> Diamonds, Q 10 7
> Clubs,   K 6 5
> Spades,   A 7

A and Y both pass, and B calls " two clubs." Z's
next bid is obviously " two hearts."   A overcalls this
with " three clubs," showing that the whole suit is not
with B, and Y and B pass.   Z should now bid " two
no-trumps," which involves making only eight tricks
to fulfil the contract, and leaves it open to Y to branch
to three in diamonds or spades.   He has practically
told the latter that he is only singly guarded in clubs,

so there should be no danger of his being run up to " three no-trumps." The back-door is wide open, and it is the burglars' own fault if they are caught.

And, of course, it is impossible to overrate the advantage of giving your partner a choice of suits in which to support you, but you must make him clearly understand that when you open the bidding with " no " you have a poor hand, and that no bid which you may make later in the auction must be taken as withdrawing this intimation.

But why should you enter the arena at all on a poor hand, it may be asked—why not leave all the bidding to the other players ?—and I agree that this is generally the most prudent course to adopt. But circumstances alter cases, and it is possible when your partner has shown great strength, to come in with excellent effect on a seemingly worthless hand. Suppose, for instance, that you hold five spades to the queen and knave, and no other card worth mentioning. This is not a hand upon which you could, without grave risk, call " one spade " originally. But if your partner were to bid " two no-trumps," and be over-called with " three hearts," it would be quite right to call " three spades," and you might reasonably hope to make both contract and game.

And another use of these bids upon numerical strength—the anathema of the old-fashioned player— is that they often have the effect of pushing the opponents into a bid which your partner can double. But you must warn him that when you open the bidding with a pass he is to double only on the contents of his own hand. He will be aware of this, of course, if he is an enlightened player, but as I find that in most card-rooms this type of person is in a minority, I am afraid I must say that the warning will not as a rule be superfluous.

I do not say that you should start every rubber with a short lecture on the conventions of Auction Bridge, because that would be resented, and properly so, by most partners ; but there are less aggressive and equally effective ways of letting people know the principles upon which you propose to bid. And if you can establish the kind of understanding I have indicated you will be in a position to get the full value out of your bad hands, which is a decided advantage. If you cannot, you must treat them as waste-paper, and reserve your efforts until a more favourable occasion presents itself.

XII. THE BOGUS CALL.

Very likely the reader has never met with that curious Auction Bridge anomaly, the bogus call; because the great majority of players very properly play by rule, only making such bids as the cards warrant, so that in no circumstances can their partners be misled. Should this be the case, however, he has still something to learn about the game, and, to complete his education, I will do my best to enlighten him as to this peculiar phase of it.

By the expression " bogus " call I mean a call which is justified by nothing but the exigencies of the occasion on which it is made, and the effect which it may be hoped to have in misleading the adversaries. It infringes every rule of the game, in fact, except the rule of self-preservation, which is a principle innate in all of us, and which, in time of stress, naturally asserts itself. I will give some illustrations.

Your opponents have a score of 20 or more in the third game of the rubber; your partner passes; and the opponent on your right declares " one no-trump." Now suppose that you have six clubs to the king, queen, knave, the ace to four hearts, and queen to three spades. What are you to do? If you allow the no-trump contract to stand it will probably be fulfilled, and you will

lose game and rubber ; and if, on the other hand, you
overcall it with " two clubs," the opponents will prob-
ably branch to diamonds, and the same result will
follow.   So you harden your heart, throw prudence to
the winds, and declare " two diamonds," which, wild
as it may seem, is not such a bad call in the circum-
stances.   For if you are left in with your contract you
will at all events save the rubber ; if you are doubled
you can branch to clubs ; and if your opponents go to
" two no-trumps," you will lead your clubs and probably
get them down.   This last is, of course, your objective,
but it may not materialise.   Your opponents may like
the diamond call too well to disturb it, or they may go
into hearts or spades, but then you will be able to push
them up to a three-tricks contract with your clubs ; and
there will at least be a chance of getting them down.

The chief danger is, of course, that your partner may
take up the tale in diamonds, and push things too far
for you ; but as no-trumps has been declared against
you he should have the good sense not to go to more
than " three diamonds," which you can take out with
" four clubs."   So that really the risk involved in this
particular call is not so great as it seems.   It is a mis-
leading one, certainly, but then you are in a position to
take control of the situation and insist on the hand

being played in clubs. All I say is, don't make these calls if you don't like them, but don't be utterly dumb-founded when they are made against you.

And another instance of the bogus call is the original call of "two" in a suit of which the caller is void. This, on the face of it may seem an absurdity; but it is nevertheless a well-established ruse amongst players of the forward school, the object being to prevent the unprotected suit being led against a subsequent de-claration of no-trumps. Suppose, for instance, you are very strong in hearts, spades, and clubs, but have no diamonds. If you start the bidding with "two dia-monds," there is a reasonable chance of your being either doubled or overcalled, when you branch to "two no-trumps," and it will require very astute opponents to know that the one thing you fear is a diamond lead.

So when you play with a certain type of partner you must beware of putting him back into a suit from which he persists in branching. This is the great difficulty which the bogus caller has to contend with—the fact that an unimaginative partner may refuse to believe that he cannot stand having the hand played in what is apparently his best suit. And, having regard to the dangers of being put up to "four" in a suit of which

you are void, it may be doubted whether these calls are worth making.

Still, they add very much to the colour and variety of the game, and my own experience is that when employed judiciously they are often fruitful of good results.

PART II.

THE PLAY OF THE HAND.

IT is a difficult matter to estimate the relative import-
ance of the bidding for the declaration and the actual
play of the hand, and I am inclined to think that this
is not a very fruitful subject of inquiry. Some writers
go so far as to assert that the bidding is everything and
the play nothing, and that when the final declaration
has been made, a card is led, and dummy's hand goes
down upon the table, the interest ceases. But, whilst
I am ready to admit that on the whole you are likely to
lose more by faulty calling than by faulty play, I am
bound to say that I do not take this extreme view
of the matter. On the contrary, my experience is that
there is often plenty of scope for skill in the play of the
cards, and it is here, of course, that the scientific card-
player has his principal advantage over mediocrity.

Indeed, Auction Bridge would be a very poor game
if this were not the case. It would be nothing more
nor less than an amplified kind of Poker, in which game,
as the reader is no doubt aware, the cards are never

played at all, but the coup turns upon a mere comparison of the hands, after the players—or as many of them as may remain " in "—have each agreed to wager a level stake upon their holding the best at the table. It is quite true, probably, that Auction is rather less scientific, and a less favourable game for the first-class card-player, than ordinary Bridge ; but this is not to say that it is a game in which the play of the cards goes for nothing, and that the skill which some of us have acquired by a long, laborious apprenticeship at Bridge and Whist is wholly at a discount. If this were so, I, for my part, would have nothing to do with it. But, as a matter of fact, there is, as I have already stated, plenty of scope for skill in the play of the cards ; and, although it is true that a certain percentage of the hands can almost be said to play themselves, there are, nevertheless, frequent occasions when the most interesting problems present themselves.

I. The Original Lead.

Take, for instance, the question of the original, or blind, lead, before dummy's cards are exposed to view. This, it must be admitted, is often reduced to a matter of certainty by the bidding for the declaration. For the leader's partner may have shown great strength in

a particular suit during the auction, and in these circumstances it would be little short of a crime not to lead it to him.   And, generally speaking, it may be taken as axiomatic that it is better to lead your partner's suit—since he would not declare it at all, probably, unless he wished it to be led—than your own, unless he has supported you in the latter.   But in these days of pre-emptive bids there will be many occasions upon which your partner will have had no chance of showing a suit at all, and even when a suit has been shown during the bidding it does not *necessarily* follow that it should be led originally.

A fairly common case in which I, personally, do not think myself bound to lead my partner's suit arises in the following way : I deal, and the bidding goes round to my partner, who declares " one heart," we will say. The fourth bidder declares " no trumps," and, having no card of any value in my partner's suit, I pass again, as does the player on my left.   Now if my partner goes to " two-hearts," and is overcalled again with " two no-trumps," which he does not double, I consider it very doubtful policy to lead him a heart.

For one thing is perfectly certain, and that is that the declarer is not afraid of hearts.   If he were he would not have gone on bidding in no-trumps, but would

either have branched to something else or allowed the bidding to go round to his partner, to see what the latter would call.   In fact, it may be pretty well inferred that he is at least doubly guarded in hearts, and if this is the case it is obvious that my partner must have not less than two cards of entry to bring in his suit, assuming that I am quite short in it.

But if my partner holds two cards of entry outside hearts, the question is : Cannot these be used to greater advantage—or, at least, to an equal advantage—in establishing some suit of my own ? Of course, everything must depend upon the nature of my hand, and I must not wantonly sacrifice my partner's hand to my own ; but my experience is that in the circumstances I have described the declarer often goes " two no-trumps " in the fervent hope that hearts will be led, and that if another suit is opened instead his plans may be baffled.

And, to take another side of the question, the other day I held a big suit of clubs to king, knave, etc., and one or two cards of entry, which would have justified me, to a certain extent, in leading my long suit up to the declarer, although the latter had called no-trumps over my call of one or two in clubs, I forget which. But, instead of doing so, I led a weak suit, and waited for clubs to come to me, which completely upset his

apple-cart. He had ace, queen, 10, etc., of clubs, and counted on making at least two tricks in the suit, but as it was never led by me he only made one, and failed in his contract.

On the other hand, of course, there is such a thing as a bluffing declaration of no-trumps over a suit in which the declarer has no guard, or, what is almost equally risky, a declaration of "two no-trumps" over "two hearts," say, with only a single guard in the suit. But the best way to counter this manœuvre is by a double. If, in the case I have described above, the younger hand thinks his hearts so good that he would like them led, in spite of the fact that he has received no support from his partner, and that "two no-trumps" has been declared over him, he should make sure of it by doubling. Then the original leader cannot go wrong, for when your partner has doubled you are bound to play his game in preference to your own.

But, as I have said, there are numerous occasions upon which no indication is afforded by the bidding, from the fact that a high, pre-emptive bid is made right away, and every one's mouth is closed. And in these circumstances, the problem of the original lead is of greater difficulty. You may, of course, be able to guess at the suit which the pre-emptive bidder is

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afraid of; but even then it is a question whether you will do any good by leading it, for, in the first place, it may be held in strength by his partner, and, secondly, if he is void of the suit it means letting him into the lead with a ruff, and no great good is likely to be done by forcing a player who presumably holds not less than six or seven trumps.

The result, therefore, is that you are thrown back upon first principles, and must lead as though it were a hand at Ordinary Bridge. Get a look at the table on the cheap, if you can; lead from a sequence of high cards, if you have one; or lead a singleton. But do not lead from a tenace or from an unsupported honour, such as the king or queen. These are maxims which we learnt in our Bridge infancy, and they still apply.

And, touching upon the lead of a singleton, which is, of course, only likely to be directly profitable if you hold two or three small trumps for ruffing, it may nevertheless be a sound measure to open with a short suit or singleton even in a no-trump hand, to escape leading from your tenaces, which is just what the declarer would wish you to do. For it must be remembered that in Auction Bridge the first lead is always up to, not through, the presumed strength;

and, consequently, whereas your tenace, if held up, may capture a valuable card of the declarer's, upon which he relies for one of his tricks, this card is at once freed, and made good, if your tenace is led from. Some hands, in fact, have to be played upon purely defensive lines; you refuse to be drawn, and leave the enemy to make the running, which brings him up against your entrenchments, as it were, with disastrous effect for him.

So do not let the lead of a short suit be utterly despised, even at no-trumps. It is not *jeu de règle*, of course, but that cannot be helped, and one has to act sometimes upon the sailor's maxim of "any port in a storm." In fact, there is a certain type of hand, with no suit of pronounced strength, from which a weak opening is almost obligatory.

The kind of occasion upon which it is permissible to lead a weak suit against a no-trump declaration may be illustrated in the following way. Let us suppose that you are the second bidder at the auction, being seated upon the dealer's left, and hold the following hand :—

> Hearts,   A Q x x
> Diamonds,   Q 10 x
> Clubs,   J x x x
> Spades,   10 x

The dealer opens the bidding with "one no-trump," we will say, and you, in common with the two remaining players, pass, so that you have no indication from your partner or from anyone else as to the distribution of the suits. What are you to lead?

Now let us first consider the advisability of leading a heart. You have not had an opportunity of naming the suit during the bidding, and so the only way of showing your partner that you are strong in it is to lead it. And again, if you lead a heart to begin with, and your partner, when he gets in, returns your lead, you will in all probability make both your ace and queen, and may by good fortune establish a long card as well. So really there is something quite substantial to be gained by the heart lead, in addition to the fact that it would be the orthodox lead if you were playing whist.

But against this there is the consideration that whether you open with a heart or not your tenace will probably be led up to at some time or other during the hand, for if your partner sees that dummy is weak in the suit he will naturally lead it, and while you keep it up it will be impossible for the declarer to make either the king or the knave, assuming that the former card is in his own hand. And even if the king should

be in dummy a lead through it from the ace and queen is not likely to do you much good, especially if the knave should be with the declarer.

So, practically, all you give up by not starting with your best suit is the very problematical chance of establishing a long heart, always supposing that the king is not held by your partner but by the declarer, which is rather to be inferred from the declaration. And this, I am inclined to think, is more than counter-balanced by the advantage of holding up your tenace, and so depriving the declarer of what would otherwise be a very probable trick for him; though I will admit that the matter is one upon which opinions may reasonably differ.

But if there is anything to be said for opening with a heart, there can be nothing at all for opening with a diamond, which would mean the sacrifice of a very useful tenace for no corresponding gain, so we can dismiss this as being quite outside the potentialities of the case. And this brings us to the question whether the original lead should be a club.

Personally I would rather lead a club from this hand than a heart, because there is a chance of establishing the former suit and using one's high cards in the latter to bring it in; but, on the other hand, there is this

great objection to leading from four to a knave: that you give up what may prove to be an invaluable guard in your opponents' suit for a very small prospective gain. And, moreover, the club suit is the one which the declarer and his partner are most likely to hold in strength, which adds to the danger.

So, on the whole, I am in favour of keeping all these suits intact and leading the 10 of spades, which in all probability your partner will know is merely a strengthening card. It is true that he is not likely to be very strong in spades, or he would have made a bid in spades, but then, no more are your opponents. Indeed, it may fairly be inferred that no one at the table holds more than four of the suit, and if this is so no great harm can be done by leading it. The worst that can happen is that a possible trick-making card in your partner's hand may be sacrificed, but this is the case every time you put him under the declarer in an untouched suit, as you are bound constantly to do.

And, generally speaking, when no-trumps has been declared, and the original leader has a well-protected hand, with no pronounced strength in any particular suit, he should, I think, if he has received no indication from his partner, lead a weak suit in preference to opening from a single honour or tenace. In normal

circumstances, of course, the orthodox lead from strength, which implies an intention to establish the suit first led, is in every way desirable; but in the hand referred to above the circumstances are not normal: (1) because there has been no indication from the leader's partner; (2) because there is no suit in which he himself is markedly strong; and (3) because his hand is chiefly composed of guarded cards and tenaces.

And, similarly, when the original leader has declared a suit which is composed of five cards to the king, say, and his partner has refused to support him in it during the bidding, he will find this an absolutely hopeless suit to lead at no-trumps. I can speak from experience here, for I have tried again and again, in default of any indication from my partner, to establish suits of this nature, and I have found it absolutely useless— or, at least, one must have such a bevy of cards of entry to eke it out that one would probably call no-trumps oneself. Though when a trump has been declared there is the chance of being able to give one's partner a ruff, of course.

But, on the other hand, you may sometimes be in a position to lead with advantage a suit which has been declared on your left, in which you yourself are weak,

and in which the opponent on your right has shown
an obvious desire that the hand shall not be played;
for this means that all the strength in the suit is con-
fined to its caller and your partner, and the latter has
the advantage of position. It may seem a strong
measure to lead a suit which has been declared
against you, and I don't know that it is a very safe
thing to do in a no-trump hand; but it may, never-
theless, get you out of the necessity of leading from
a tenace, which it is always desirable to avoid. We
have known these leads come off, and we have known
them fail, upon almost equally numerous occasions, so
the conclusion to which we are led is that great dis-
cretion is needed in employing them.

What to Lead when your Partner Doubles.

And, lastly, there arises the question: What suit
ought you to lead when your partner doubles no-
trumps? A declaration of " one no-trump" is hardly
ever doubled, but " two no-trumps " may be, and if the
doubler is not also the leader, it is obviously important
that the latter should understand what is expected of
him.

Now this may be briefly stated as follows :—

(1) If the doubler has named a suit during the bid-

ding, that suit must be led, and if he has named two the suit which he named first.

(2) If the doubler has not named a suit during the bidding, but his partner has, the latter's suit must be led; for that is what the doubler reasonably anticipates will be the course of events.

(3) If neither of them has named a suit during the bidding, the leader must begin with his best suit.

These are the three rules or conventions which govern the situation, and I desire to lay all possible stress upon them, so that the reader may never go astray when he is the leader, or be in doubt as to what his partner will do if he should be the doubler. Rule (3) is very important, because a good many people seem to imagine that in a case of this kind it is " up " to them to lead their weakest suit, and this is to confuse the conventions of Auction Bridge with those of Bridge proper. In the latter game it was customary to lead one's shortest and weakest suit when the younger hand doubled no-trumps, it will be remembered, upon the assumption that he would only do so on a great suit; but this assumption does not hold good at Auction Bridge, and consequently the convention depending upon it has been entirely swept away.

When a trump declaration is doubled by the younger

hand the question of the original lead calls for no particular discussion. It is not affected by the double, except in so far as this may perhaps be allowed to hearten up the leader, and encourage him to play a somewhat bolder game.

II. The Declarer's Play.

The principles upon which the declarer should play the twenty-six cards under his control at Auction Bridge are fairly simple. His first object must be to win the game, whenever this is possible; and, failing this, he must endeavour to fulfil his contract. Relatively, nothing is of any importance except these two cardinal points : contract and game ; though since the slams have been raised in value to 50 for the little slam and 100 for the big, there is a substantial advantage to be gained by winning one, to say nothing of the artistic triumph, when circumstances permit. But the game is the thing to be thought of in the first instance, and it is only when he is perfectly certain of securing it that the declarer should begin to trouble himself about the possibility of over-tricks. When there is a safe road to game it must always be taken, and no risks must be run which might involve him in falling short of it, even though there be a chance of

securing bonuses and a slam, should the cards fall luckily.

Indeed, it is of such vital importance to win the game whenever you can that cases frequently arise in which it is right to imperil the contract for the sake of doing so ; for, except that you thereby escape losing penalties, to fulfil a contract which does not take you out is of hardly any value at Auction Bridge.   Suppose, for instance, that, with your score at love, you have declared to make " three hearts," and towards the end of the hand, when you have won eight tricks, you have the option of either making a certainty of your contract or taking a finesse which, if it comes off, will give you the game.   In these circumstances, unless you have some reason to suppose that the card to be finessed against is on the wrong side, you will probably be right to take the finesse, because a game is worth at the least 125 points, and all you will lose if your finesse fails is 50, *plus* the 24 which you might, had you chosen, have scored by taking your three by cards.

It might be different, however, if you had to risk going two or three tricks under your contract, for then it is quite possible that the finesse would not be worth taking.   It is simply a matter of calculation, and what

the player has to remember is that a first or second game of a rubber is worth 125 points, and the third and final game, when three are played, 250. This very important fact must never be lost sight of, because it exercises an enormous influence, or should do, upon the tactics of the game, in regard to both the play of the cards and the bidding as well.

In the third game of a rubber practically all risks must be taken to get out, when you hold cards upon which getting out is a possibility. You can finesse down to your boots, if necessary, and need not trouble about the contract at all, because it is a matter of comparatively small account. But it is only when each side has won a game that this sort of plunging is justifiable; because, as I have indicated, the earlier games of the rubber, though it is certainly desirable to win them, are only worth half as much as the third and last.

This is such a very vital point in the theory of Auction Bridge, that it is to be hoped the reader has grasped it thoroughly in all its bearings, and will keep it steadily before his mind whenever the question of going for the game or for the contract arises. If he has lost the first game of the rubber, and is playing the second, it is true that upon this second game his sole

chance of winning the rubber depends.   But it is, nevertheless, worth only 125 points to him, for if he wins it he will still be only half-way towards the desired goal, and the rubber may ultimately be won by his opponents.   And so he would not be justified in taking any exceptional and extravagant risks to pull it off. (This is the aspect of the matter which nearly everyone overlooks.)

And, similarly, if he has won the first game, though winning the second will clinch matters, and give him the whole 250 points dependent upon the rubber's result, it is nevertheless worth exactly 125 points to him and no more; for it is quite possible for him to lose this game and win the rubber notwithstanding, as one frequently does.   So this is again a case in which there is no occasion to make a desperate assault upon the enemy's position, to launch forlorn hopes, or anything of that kind.   The exigencies of the occasion do not demand heroic methods, and the declarer should certainly not risk more in the way of penalties than the game is worth, *i.e.*, 125 points.

But in the third and last game of the rubber, when, from each side winning a game in turn, a deciding one has to be played, the whole 250 points being at stake *on this particular game*, exceptional risks may, as I have

said, be taken ; and when any reasonable chance pre-
sents itself by means of which the declarer can by any
possibility get to his points, that chance must be seized
upon. He would be quite justified in taking a finesse,
for instance, the failure of which might put him three
or four tricks under his contract, as sometimes happens
in a no-trump hand, when an opponent is let in with
an established suit.

When, however, there is no chance of winning the
game, the contract is the next thing to be thought of,
and if it be seen that that cannot be fulfilled, the only
thing to do is to cut your loss as fine as possible. It is
no use going for ridiculous finesses, or playing for com-
binations of the cards which would not occur once in a
hundred times, but you should just calculate how near
you can hope, with a reasonable degree of luck, to get
to your contract, and play accordingly. If you have
not been doubled the position is probably not a serious
one ; but if you have—well, you must just set your
teeth and make every trick you can. There is often
the consolation that your opponents may have given up
a certainty of the game to double your bid, and thus
you may ultimately be a gainer in spite of the penalties
in which you are unfortunately mulcted.

What I mean is that it is of no use to attempt the

impossible. Certainly it is a great mistake to funk any fair finesse, which, if it comes off, will land you at your desired goal; but, on the other hand, when you have a certainty of making seven or eight tricks upon a nine-tricks contract, it is a pity to jeopardise any of these. For if, in these circumstances, your finesse goes wrong, you will probably have converted what would have only been a defeat into a rout.

So much for the goal to be aimed at; and now let us consider what is the best means of attaining it.

The declarer is a law unto himself, and need not bother about the various conventions and rules of play by which his opponents are fettered. He can play just as many false cards as he pleases, and the only hint I will presume to offer is that he should not play so many as to confuse himself, as I have sometimes known a very unorthodox player do.

And there are just one or two points which it is well to bear in mind. In the first place, the declarer should endeavour to remember all his opponents' bids, and the sequence in which they were made, because this will help him considerably in the play of the hand. It will enable him to distinguish between leads from strength and leads from weakness, which is in itself very important, and, to a certain extent, to locate the

high cards which are against him in the different suits, which may be of great help to him in his finesses.

And, moreover, valuable inferences can sometimes be drawn from the fact that certain suits have not been named in the bidding. If, for instance, a declaration of "one no-trump" is left in by your opponents, and particularly if you are in the third game of the rubber, the probability is that neither of them has five hearts or five spades. There is no certainty about the matter, of course, but in the majority of cases you will find that they have not, if you take the trouble to analyse the hand afterwards.

And if, as the game is now played, the dealer has opened the bidding with a pass, it may be inferred that he has a poorish hand, which is devoid of pronounced strength in any suit. So that, other things being equal, his will be the hand to finesse up to, and his partner's the hand to finesse against, while a high, pre-emptive bid by an opponent, such as "three hearts," generally means that there is a weak spot in his hand, one suit being wholly unprotected.

Again, when each of your opponents has named a suit during the bidding, and you have overcalled them with a trump declaration, if the eldest hand leads neither his own suit nor his partner's, but the remain-

ing plain suit, the probability is that his card is a single-ton, and that he is playing for a ruff. And so your counter move must be to get out trumps as speedily as possible, after which you can finesse boldly in the suit first led against the leader's partner.

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I will now add some hints of a more detailed char-acter as to—

(i) THE DECLARER'S PLAY AT NO-TRUMPS.

When no-trumps has been declared the declarer should pay the strictest attention to his opponents' original lead, for this is the suit in which they announce their intention of attacking him, and in all probability they will persist with it. The commonest form of opening is for the leader to start with the suit which his partner has declared during the bidding; and this is a case which presents no sort of difficulty, all the declarer has to remember being that the principal strength in this suit is on his right—not with its original leader.

But, of course, there will be a great many cases in which the leader prefers to open with his own strong suit, and then different considerations apply. If an

honour is led, it is evidently from one of the combinations of high cards with which every experienced player is familiar and the declarer must make a mental note of the other honour or honours that are likely to remain behind it. If a small card, this, it may be taken for granted, is the leader's fourth-best.

Now, when a fourth-best card is led the declarer should at once apply the Eleven Rule to it—that is to say, he should subtract the number of pips on the card led from eleven, which will give him the number of cards higher than the card led which are against the leader—*i.e.*, in the three remaining hands. The advantage of applying this rule, which is quite the most important piece of bookwork connected with the game, is that it will sometimes enable one to place the entire suit, and even though it may not make matters quite so easy as that, it will still be a great aid to finessing. Also from the distance of the card led from the *bottom* of the suit the declarer will be able to form an idea of the leader's length in it, which will help him to estimate the consequences of its establishment.

But before the declarer plays at all to the first trick he should take a good look at his own hand and dummy's, make up his mind upon which side it will be more advantageous for him to win it, if he can, and, if possible,

form his plan of campaign for the entire hand. The importance of doing this at once—that is to say, before you have compromised matters by playing a card from the exposed hand—cannot be over-estimated, for times without number the whole hand is botched by an initial blunder, such as parting with a card of entry which is wanted later to bring in a suit, etc.

Some hands, it is true, are more or less of a scramble from start to finish, but in others the declarer can see his way to the end of the hand pretty well from the first trick, and these often present a problem which must be solved at this stage or not at all. Now, it is always a pity to miss a chance of distinguishing yourself by a clever piece of play for want of a few seconds' thought, and, moreover, a little delay at the beginning of a hand will often enable one to play it much quicker in its later stage. Have a good look all round before you commit yourself, therefore, is the advice which I should tender to the player of the double hand; and then, having made up your mind what line to follow, try to keep a good pace. It is only fair to your opponents to avoid keeping them waiting between each card, as some weak players do, but they will not grudge you a few moments' consideration when you are having your first look at dummy.

If you have only one master card in the adversaries' suit—the ace, for instance—it is generally right to hold it up until the younger hand is exhausted, for by so doing you prevent the leader making his established cards unless he has a card of entry in another suit. Or if a king is led, and you hold ace, knave, and another, it is worth while to play the Bath coup—that is to say, pass the first trick—for if the leader goes on with his suit you will win the second and third rounds, and in all probability completely block it; whereas, if you had won the first round with the ace, and then had the misfortune to let your right-hand adversary in, your knave might have been led through with disastrous effect. And for the same reason it is often well to pass the first round with ace, king, and another, for then, if the younger hand has only two cards of the leader's suit, the latter will require two cards of entry to bring it in.

This plan of playing back in the suit led originally is so exceedingly useful when there are no trumps that it should generally be acted upon. It is nearly always the right thing to do unless you can see your way to a slam, or there is a danger that the adversaries will branch to another suit in which you have still less protection. In the latter case the only thing to be done is to take the lead at once, and go into your

longest and strongest suit. This is theoretically the proper game to play: to block the opponents' long suit and establish your own. No other tactics are possible at no-trumps, except the very primitive ones of playing out all your winning cards at once, and trusting to providence to look after the rest—a plan which must only be resorted to when there is a big established suit against you, and it becomes necessary to cut your loss by getting as near to your contract as you can.

It does not always follow, however, that the declarer's strongest suit is the best one to clear. If he has ace, king to five clubs, for instance, and queen, knave, 10 to five diamonds, it is better to clear diamonds than clubs, because he will make two tricks in clubs in any case, and three more in diamonds if he clears the suit; whereas, if he cleared clubs he would make four tricks at the outside in clubs, and none, probably, in diamonds. The suit to be cleared is the one which will yield the greatest number of tricks by establishment, provided that it will not take too many leads to clear it.

And, other things being equal, it is as well to go for the suit in which you hold the greatest number of cards in both hands combined, for the fewer cards there are against you the more likely are they to fall.

But no little judgment is required in selecting the best suit to clear, and considerations of finessing have a great deal to do with it. When one of your adversaries has some established cards to bring in, I mean, you will, of course, finesse against him as much as possible, for this makes it difficult for him to obtain the lead unless he has an ace or other certain card of entry.

And I may add that when you have made up your mind to clear a particular suit, it will generally pay you best to go on and clear it in preference to attempting to clear a fresh one. Changing suits is to be avoided unless you are pretty strong all round and hold one suit which is ready-established, in which case you can try for one or two of your more doubtful tricks first. If your strong suit is hidden from the adversaries they will often hold up their high cards in your weaker ones, and so help you to win the very trick or tricks you want for game, perhaps. I have even had a slam presented to me in this way, which I certainly should never have made if I had not concealed my strength at the start.

Generally the declarer sees a certain number of tricks, which any child could make, staring him in the face, and the first question he has to decide is whether he must take these and be thankful, or whether he can

try for something more. I have laid down the guiding principles upon which this question is to be answered, and the reader must endeavour to apply them for himself. If he decides to go for more tricks than he actually has in sight, the next question is, How is he to make them? Are there any small cards that he can hope to make by establishing a long suit, or must he do what he can by judicious finessing? Probably a combination of both methods is the proper treatment to apply; but if taking a particular finesse militates against the establishment of a long suit instead of helping it, it is not worth playing for, as will be seen from some of the hands in Part III.

And when there is a choice of two or more finesses, it is important to go for the one which, if successful, will mean the gain of an additional trick. With a suit of medium length, headed by ace, queen, knave, for instance, there is little point in finessing against the king unless you can put the lead through twice, but with a suit of equal length headed by ace, king, knave, a successful finesse against the queen will probably result in this card being dropped in the second or third round.

The above, it will be seen, are all very simple points of play, but they are sometimes overlooked by players

who ought to know better, so perhaps the reader will
not take it amiss that I have called his attention to them.

(ii) THE DECLARER'S PLAY WHEN THERE IS A TRUMP.

The declarer's tactics at the trump game are also
fairly simple, but there are one or two pitfalls to be
avoided. As it is not usual to declare any suit—
except, possibly, clubs—of which one does not hold
at least four cards, it follows that in the majority of
cases the declarer has a longer suit of trumps than
either of his opponents, and probably more in the two
hands than they hold between them. Now, assuming
this to be the case, it will generally pay him to lead
trumps at the earliest possible opportunity, and to
keep on leading them every time he has a chance of
doing so until he has completely disarmed his op-
ponents, after which he should endeavour to bring in
his strongest plain suit. These are, as a rule, the
best tactics to employ, and although there are excep-
tional cases in which trumps ought not to be led at
once, or perhaps not at all, I cannot impress it too
strongly upon the reader that it is his duty to draw
the opponents' trumps at the outset of the game, and
to make his winning cards afterwards. You often hear
a player who ought to know better say: "Oh, it was

not worth my while to draw trumps, as I had no suit
to bring in;" but this is quite a misconception. By
not leading your trumps you give the opponents a
chance of making all theirs separately, and perhaps
over-ruffing you into the bargain, which is about the
worst disaster that can befall you.

Pitfall No. 1, then, is not getting out trumps soon
enough, and is responsible for the loss of more tricks
than any other mistake of which the inexperienced
Auction-player is guilty. Pitfall No. 2 is the opposite
error of going into trumps too soon, which, although
less serious, must also be avoided. It is, as I have
stated, generally a good thing to draw the opponents'
trumps as quickly as you can; but before doing so it
may be advisable to give your weaker hand a ruff—
your strong one can ruff as well after trumps are
drawn as before—or to get rid of a losing card on one
of his winning ones. When you can do either of these
things without much danger of being ruffed, you are
justified in making the attempt, provided that the extra
trick which you will gain in this way is needed for
game. If it is not, it will probably be better to take no
risks, but clear trumps at once.

Again, it will sometimes happen that the declarer is
not very strong in plain suits, but has a chance of

ruffing two or three times in both hands. When this is so, he should abandon the offensive trump game for the double ruff, which is pretty sure to pay him better if he has no suit to bring in. With very strong plain cards, however, the declarer has everything to lose and nothing to gain by adopting this mode of attack. And he must always be on his guard against being ruffed by the opponents. By applying the familiar Eleven Rule to the card led originally he will generally be able to tell whether his left-hand opponent is playing for a ruff, or to establish his best suit. If he suspects the former manœuvre he should take no finesse, but should get out trumps as quickly as he can, and, in the process of doing so, keep the lead away from his right-hand opponent as much as he can. If he cannot prevent the leader ruffing altogether, he may at all events prevent him ruffing more than once.

The scientific Auction-player is naturally as much concerned to frustrate his opponent's plans as to carry out his own, and consequently he must always keep an eye upon the other side, and see what goal they are making for. Being ruffed is the chief thing he has to fear, while the establishment of a plain suit against him is, though of rarer occurrence, a still greater

disaster. To guard against being ruffed, the lead must, as I have said, be kept away from the player who can *give* the ruff, and it may even be desirable to play out a suit of trumps headed by the ace and queen without finessing, so as to disarm the enemy as quickly as possible. To prevent the establishment of a long suit, on the other hand, it may be necessary to refrain from drawing the last trump, so that one may be able to trump in at a point of the game when the player who holds the long cards cannot get the lead back into his hand again. This is a simple, stereotyped manœuvre which every one who plays Auction Bridge should be prepared to employ when a proper occasion arises. If the player who holds the established suit also holds the losing trump there is nothing to be gained by not drawing it; but if it is with his partner, and the first-mentioned player has no card of entry outside his long suit, it is better to keep your last trump, although it may be a winning one, for ruffing.

The declarer must keep a careful look out, and observe all the indications afforded by his opponents' play. If, when a strong suit is opened, the player on his right does not call for a ruff, he may be confident that the suit will go round a third time, and, consequently, if he holds the best card in, and there are

no more of the suit in dummy, he will be able to discard a loser upon it with perfect safety.

Again, he must watch the opponents' discards with the utmost care. Generally they will throw away from their weakest suits first, but he must be on the look out for calls. Sometimes a *rusé* player will make a false discard expressly to mislead the declarer, and the possibility of this trick being played upon one must be taken into account; but it is such a serious thing to mislead one's partner that in the majority of cases the opponents' discards may be relied upon. False-carding, however, forms an important part of the game, and although a frequent indulgence in this dangerous expedient is not recommended one must not be too readily deceived by it.

Sometimes it is very difficult to understand an opponent's game, and one is led to suppose that he must be playing badly. Now, generally speaking, it is a mistake to act on this assumption. You should try and discover a reason for any tactics he adopts, however puzzling they may be, and if there is only one rational explanation of his play you may be pretty sure that that explanation is the right one. If you cannot understand his drift, it is more likely to be you than he that are at fault.

And, to conclude my remarks upon this subject, I must remind the reader that whenever possible he should count his opponents' hands. He should try to place the last four or five cards in every game he plays —that is to say, place them exactly, pip for pip, and not in the hazy, uncertain way that one is inclined to. If you can do this properly you will find it absurdly easy, in nine hands out of ten, to play the last few tricks correctly, and now and then, perhaps, a little thought may enable you to electrify your friends by bringing off a coup that is really far less daring than it seems.

III. How to Play when Second-in-Hand.

There is nothing harder in the game than the play of the second-in-hand, particularly when the policy of covering an honour is in question, but I intend to treat the subject from an elementary point of view, and shall merely try to lay down some useful general rules, ignoring exceptional cases.

When a small card of a fresh suit is led through you from the exposed hand, it is generally correct to let the trick run up to your partner in the hope that he may be able to beat anything that the declarer puts on. With certain combinations of high cards, however,

you are justified in making a bid for the trick. With ace and king, for instance, you should put on the king, with king and queen, the queen, and with queen, knave, 10, etc., the lowest of your sequence. This is the recognised play when there is a trump, while if there is any reason to suspect that there is a singleton in the concealed hand, it may be advisable to put on the ace, if you hold it. At no-trumps, on the other hand, if you have only two honours it will probably be better to pass the trick altogether, for the longer you retain your high cards in an adversary's suit the more difficult you make its establishment. In doubtful cases a little judgment must be called into play, and aided by a careful study of the exposed hand, but from the combinations I have named an honour must be put on whenever you are in a position analogous to that of the second player at Whist—that is to say, when a trump has been declared, and you do not know exactly what the third and fourth players may hold.

Again, when an honour is led you will, of course, always cover it if you hold either two honours of higher value or what is called a "fourchette"—that is to say, the two cards next in sequence to the card led, the one being above, and the other below it; and, in

fact, if you hold any two honours, one of which is higher, and the other lower, than the card led, you should nearly always cover with the higher one, for this raises the value of your second honour—giving it a lift in the table of precedence, as it were—if your first is captured, which can only be at the cost of two honours to the other side. Practically the only case in which you ought not to cover, in these circumstances, is when you know that the adversary must be in such mortal terror of a suit you have established against him, that he dare not finesse.

When you hold only one honour in a suit, however, and a lower honour is led through you, the question of covering or not covering is not so easy. Its answer must depend a great deal upon your length in suit, and upon whether you think it is the intention of the adversary to finesse or not. If it is a no-trump hand you must remember that he will finesse more deeply than he would if a trump had been declared, and that you, as well as he, can afford to play a more backward game. To take a simple case, let us suppose that there is a suit of five cards to the ace, knave, 10 on the table, and that the declarer leads the queen through his left-hand opponent's guarded king. If he has only a single guard to it he must always cover, as

the declarer obviously intends to finesse, and the king must fall to the ace on the second round. If he has two guards to the king he had better not cover, as if his partner holds four of the suit the declarer cannot lead through a second time. If he has three guards to the king his partner cannot hold more than three of the suit, and he ought not to cover unless his second-best card is the 9.

There used to be a popular idea—dating back to the days when I played Whist—that it is always right to cover an honour with an honour, but this, I need hardly say, is quite an erroneous opinion. The player who always covers makes the game easy for his opponents, for he saves them all anxiety as to their finesses. It is a great help to the declarer, for instance, to know that the second player will always cover a queen led if he can, for should he play a small one the position of the king is at once apparent. There are occasions when you ought, and occasions when you ought not, to cover with a single honour, and you must not act upon any such rough and ready rule as the above.

It is, unfortunately, impossible to lay down any general rule as to covering which will fit all cases, but I will deal with a few typical phases of the problem, which may possibly be helpful to the reader. What

the second player has to consider when led through by the declarer, is the probable effect of covering on his partner's hand. If he forces a higher honour than his own from the enemy, is this likely to help his partner to an extra trick, or had he better let the declarer finesse, if so minded? Before determining whether to cover or not, he must answer this question in his own mind, if possible, and play accordingly.

The following is an instance of what I mean : Dummy, holding knave and two small ones of an untouched suit, leads the knave, and you are second player with the king and two small ones. Suppose the declarer holds ace, 10 to 4 of the suit, and your partner the queen, 9 and another. If you cover the knave with the king, the declarer must win with the ace, and your partner is thus left with a fourchette over the 10. If, on the other hand, you pass, the declarer will probably allow the knave to be taken by your partner's queen, and keep the fourchette over your king. If, therefore, the cards lie as I have supposed them to lie, you will make two tricks in the suit by covering and only one by passing. Now let us consider the other possibilities. If the declarer holds ace, queen, 10, it obviously does not matter whether you cover or not. If he holds ace, queen, etc., and your partner the 10, there is the gain

10

of a trick by covering if the 10 is twice guarded. If the declarer holds ace, 10, 9, etc., you will not lose anything by covering, unless your partner holds the queen single, or unless dummy has no card of entry and could not have been put in to lead through you again. On the whole, therefore, it is easy to see that it is to your advantage to cover dummy's card.

Next let us suppose that dummy leads from knave, 10, and another, instead of from knave and two small ones, that the declarer holds ace and three small ones, and your partner queen, 9, and another, as before. If, now, the knave is led, and you cover with the king, the declarer will win with the ace, and by leading through your partner's queen, must make the 10 on either the second or third round. If, on the other hand, you pass the first trick, your partner will win it with his queen, and no matter from which side the lead next comes, you are bound to win a second trick in the suit. In this case, therefore, there is a distinct danger of losing a trick by covering. Now, let us consider the remaining possibilities, as before. If the declarer holds ace, queen, etc., it obviously does not matter whether you cover or not. If he holds ace, 9, etc., you will gain a trick by not covering, if your

partner holds the queen single, or if dummy has no card of entry and cannot be put in to lead through you again; here, therefore, it is evident that you have everything to gain and nothing to lose by passing the first trick.

Cases analogous to those which I have elaborated above will readily occur to the reader, and the principle to be deduced from them is that it is *usually* right to cover an honour led from the exposed hand, unless it is supported by a second honour in sequence with it, but that in the latter case one should play small. I say " usually," because circumstances alter cases, and the rule does not always apply. A good deal depends upon the player's length in suit, as I have already explained, and the probable number of cards that his partner holds. A singly-guarded honour must be put on at once, or it may be drawn with a small card in the second round, and with four in suit there is generally more hope of making a trick oneself than of strengthening one's partner. As a guiding principle, however, this rule, for which I should add that I am indebted to a very clever article by the late Mr. W. H. Whitfeld, which appeared some years ago in *The Field*, is well worth remembering.

IV. Counting the Cards.

I wonder if there is any Auction Bridge-player in
the world who habitually counts all four suits, so as to
know exactly how many cards of each are out against
him at every stage of the game. Personally, I should
very much doubt it, although I can quite see that one
ought to be able to do so. Indeed, it is not necessary
to count *all* the suits, because if you are able to count
three a simple subtraction sum will give you your key to
the fourth. For instance, suppose that there are four
tricks to be played to complete the hand, and that,
having counted hearts, diamonds, and clubs, you know
there are six of the first, five of the second, and three
of the third left in, including the cards in your own
hand. This accounts for fourteen out of the sixteen
cards which remain unplayed, and consequently you
do not need the acuteness of Sherlock Holmes to per-
ceive that the other two must be spades.

Or another way of counting the suits—and, though
I do not employ it myself, I am told by some people it
is a better one—is to exclude the cards in your own
hand and dummy entirely from your reckoning. These,
being always in sight, you need not bother about, and
instead of counting the whole of each suit as the cards
come out, which is the ordinary method, you only count

those cards which are played from the concealed hands. This answers your purpose equally well, provided you have been careful to note, at the beginning of the hand, exactly how many of each suit they hold between them.

Thus, to take a simple case, if, upon running through your cards before play begins, and counting them up, as you should always do, you find that you hold one heart and four in each of the remaining suits, and, when dummy's hand goes down, you observe that he has four hearts and three in each of the remaining suits, you make a mental note of the fact that the twenty-six cards held by the two other players consist of eight hearts, six diamonds, six clubs, and six spades. And so, instead of having to count up to thirteen in each suit, which, it must be confessed, is rather a laborious business, all you have to do is to count up to six in three suits and to eight in the fourth. It certainly sounds easier, but whether it is so or not I should not like to say.

All I know is that the counting of the total number of cards played in every suit proves too hard a task for most people, and, speaking for myself, I am bound to own that I am one of the weaker brothers who find it beyond them. My card memory is fairly good, and so, without going through any conscious process of

arithmetic, I can generally remember pretty well what cards have been played in trumps and my own strong suit. Indeed, I usually know all I need to know about any suit which is developed early in the hand either by myself or by anyone else ; but, at the same time, I find it very hard now and then to keep a mental record of all the discards.

And so, when a suit is not led until quite late in the hand, I am frequently very much at sea as to how many cards are left of it. Of course one ought not to be, but I think, nevertheless, that this is a difficulty which most people experience, more or less. It is not so much that you cannot *remember* the cards which have been thrown away in discarding to other suits, as that you have failed to pay sufficient attention to them, the fact being that we are all far less careful in this respect than we ought to be.

For the joy of getting in with an established suit, when there are no trumps to check it, is, I find, very demoralising. It makes you forget that there are other things to think of besides playing out your winners one after another, and that when they come to an end it will be just as well to know what you ought to lead next. This is where the careful player scores, because he is not simply content with making the tricks which

he cannot help making, but, by a close attention to the discards, he is probably able to push his advantage right home.

When you are leading out a series of established hearts, for instance, you should note exactly how many diamonds, clubs, and spades are thrown away upon them, and, of course, it is important to observe by which hands they are thrown. And, at the same time, you must be on the look-out for calls, so the task of following the discards properly is by no means an easy one. But when it is effectually performed the information gained is sometimes most illuminating ; and when you are playing against dummy it is well to remember that your opponent's discards are quite as important as your partner's. If, for instance, the declarer throws away several cards of the same suit, it will generally be right to lead it, no matter what your partner's discards may have been ; while if, on the other hand, you see that he is carefully hoarding up a certain suit, this is probably the one in which he is strongest, and to lead up to him in it would be fatal.

But merely to know how many cards of the different suits are out against you, as you approach the end of the hand, is of enormous use, for if you have followed the game properly, and remember what cards are

marked in the concealed hands, it will often help you to know whether they are guarded or not. Suppose, for example, that you hold the ace and queen of a suit, and one of your opponents the king. If you have counted the hand properly, and drawn all available inferences from the fall of the cards, you may be able to tell that he has no guard to it, in which case you have only to lead out your ace to bring it down. Or, on the other hand, you may know that he has king and one other, in which case, if you are able to force him to take the lead at the eleventh trick he will have to come up to your tenace. It is astonishing how easy this sort of thing becomes to a player who has counted the cards.

V. Forcing a Discard.

The following is the record of a rather curious hand, in which I was able to win the game through the time-honoured expedient of putting my opponent to a discard.

The declaration was "four clubs," my partner having overcalled my initial bid of "three clubs" with "two no-trumps," which I did not think it safe to leave him in with. The hands were as follows :—

Dummy's Hand.

Hearts,	K J x x
Diamonds,	J x x
Clubs,	A x
Spades,	K Q J x

My Own Hand.

Hearts,	x x
Diamonds,	K
Clubs,	K J 10 9 8 x x x
Spades,	x x

My goal, therefore, was to make four by cards, and thereby fulfil my contract, while if by any chance I could make five by cards and win the game, so much the better.

The first lead was a small diamond, upon which dummy, of course, played a small one, and my right-hand opponent played the ace, catching my king. He returned a small diamond, showing conclusively that his partner held the queen. Now what was I to do? If I discarded one of my hearts I should establish dummy's knave of diamonds, but as it was very unlikely I should be given the chance of discarding a second heart upon it, this would do me no good. At the worst I could only lose two tricks in hearts, and losing one in hearts and one in diamonds would come to the same

thing. So, having plenty of trumps, I ruffed the second trick.

And now came the question of my next lead. If I took out the adverse trumps at once, and then branched to spades, the ace might be held up against me, in which case I should get no chance of discarding a heart, and if the finesse in the latter suit proved unsuccessful, I must lose my contract. So, without disclosing my strength in trumps, I led a spade. The second player put on a small card, dummy played the knave, and the fourth hand won with the ace. This made two tricks to the opposition and only one to me, so far; but, as it turned out, I made all the rest, and won the game, which was a somewhat remarkable result with three aces against me.

Let me explain how this happened. My right-hand opponent, in addition to the two aces he had already played, held the ace of hearts, and had he led this card, or a spade, or a diamond, he would have allowed me to fulfil my contract, certainly, but must inevitably have saved the game. Instead of adopting any of these courses, however, he led a trump—the only one he had —and this gave me just the opportunity I was desiring, for it enabled me to lead out all my trumps and force discards from his partner with disastrous effect.

Of the five spades left in against me, I must explain, three were with the player on my left, and only two with the player on my right. This fact was soon disclosed, because, on my second and third leads of trumps, the latter, who could do nothing right in this particular hand, threw away his two spades, which fairly marked his partner with the other three. And so, by playing out every trump I had, I was able to compel the elder hand either to unguard his spades or throw away the queen of diamonds at the tenth trick. If he unguarded spades I could make dummy's king, queen, and small one, which I would keep as my last three cards, and if he discarded the queen of diamonds I would keep the knave and the two honours in spades. From this dilemma there was no escape for him, and so I made all the remaining tricks. I have seldom seen a hand go more luckily.

VI. Some Card Chances.

Every one who plays Auction Bridge ought to know something of the theory of probabilities as applied to the game. It is not necessary to be a mathematician, and to be able to calculate out the chances of this or that distribution of the cards to four places of decimals; but we ought all to have some idea as to the likelihood

of our finesses succeeding or failing, for without this knowledge we cannot tell whether to finesse or not, and are necessarily at a disadvantage in the play of the cards.

The following are some simple cases in which a consideration of card chances is important in determining the correct play :—

When the declarer holds, in his own hand and dummy's, nine cards of a suit including all the Bridge honours except the queen, it becomes a question whether he should finesse with the knave or 10, or lead out ace and king in the hope that the queen will fall.   Generally speaking, the latter course is the more likely to prove successful, for while it is even betting whether the adverse honour lies to the right or left, it is a shade of odds against its being doubly guarded in either hand. Most people who have had much experience at Auction Bridge are aware of this, but what they do not always remember is that if three or four cards are marked in one adversary's hand, while the other's is entirely unknown, the chances are considerably affected by this fact.   When this is so, it is odds on the queen—or whatever the card may be which we wish, if we can, to catch—lying with the player whose hand contains the greater number of unknown cards, and, other things

being equal, it is right to finesse against him. It frequently happens, however, that whereas the one hand is marked with the long cards of an established suit, the other has no card to put him in with, and in these circumstances one must ignore the probabilities and finesse against the hand in which the danger lies ; or, if that is impracticable, play for the "drop." It does not do to be too great a slave to the doctrine of chances.

Again, suppose that the declarer holds in the two hands ten cards of a suit headed by the ace, queen, knave, etc., the king being the only high card against him. With this combination some players appear to think that there is as good a chance of catching the king by putting on the ace first round as by finessing ; but this is entirely wrong. If a small card is led up to the hand containing ace and queen, and the second player follows with a small one, it is approximately an even-money chance that the king lies to the right, but it is 3 to 1 against its being caught unguarded on the left. Hence the more advantageous way of playing the suit is to take the finesse. We are speaking of the no-trump game, of course, because with a suit declaration there would be too much danger of a ruff for the finesse to be thought of, unless all the trumps were out.

The reason why it is 3 to 1 against dropping the

king by putting on the ace first round may be explained
as follows : As soon as the second-in-hand has followed,
there remain only two cards of the suit to be accounted
for, the king and a small one.   Now it is approximately
even betting whether either of these lies to the right or
left, but for the third player to clear his suit without
finessing he must find the king to his left and the small
one to his right.   He is thus in the position of a man
who makes an accumulating bet on two horses, each of
which stands in the betting at evens, when, as every one
who goes racing knows, the proper odds against the
double event are 3 to 1.   For it to be an even chance
whether the king falls or not it must be the only one
left in—that is to say, the declarer and his partner must
hold eleven cards of the suit between them.

The declarer's expectation of bringing off a simple
finesse has been described as approximately an even
chance, because it is not, as a matter of fact, exactly so.
When the second-in-hand has played to the trick his
remaining cards are fewer by one than his partner's,
and thus, assuming that no cards are marked in either's
hand, it is always a shade of odds against the finesse
succeeding.   This disparity between the chances is very
slight at the beginning of a hand, and may be ignored;
but in the last few tricks it is often sufficient to make a

finesse in the highest degree inadvisable.   To take an extreme case, let us suppose that dummy's last two cards in a no-trump hand are the 3 and 2 of hearts, the declarer's the knave and 9, and that the 10 and 8 of hearts and the two last clubs are divided between the two adversaries, but there is no indication as to their distribution.   Dummy leads the 3 of hearts, and the declarer's right-hand adversary puts on the 8.   Now everything depends on his last card.   If it is the remaining heart the declarer can win the last two tricks by finessing, and if it is a club he can do so by putting on the knave.   But as there are two clubs and only one heart left in, it is obviously 2 to 1 in favour of its being a club, and thus the declarer's best chance is to refuse the finesse.   This he should accordingly do, quite apart from the score, and from the fact that in this way he makes certain of the twelfth trick, which is sometimes an important consideration.   If there were three hearts left in against the declarer and only one club, whichever way he played the odds would be 2 to 1 against his winning both tricks (after the second-in-hand had followed suit with a small heart).

And, lastly, let us take an instance which affects the play of one of the non-declarers.   Suppose that your partner's opening lead at no-trumps is the 7 of clubs, of

which suit you hold the queen, 9, 4, and dummy the
knave, 3, 2. If dummy puts on a small one, ought
you to play the queen or finesse the 9? It is a well-
established maxim of Auction Bridge and other games
in which one of the hands is exposed, that you must
never finesse against your partner, but this, neverthe-
less, hardly concludes the question, because when there
is a card upon the table which you are endeavouring to
defeat by playing a lower card than your best you can-
not be said to be finessing against your partner alone.
And, maxim or no maxim, you have to take the best
chance of helping him to clear his suit.

The position is not an easy one, because if you put
on your queen and the ace or king comes upon the top
of it, the knave will be good for a trick later, and in all
probability your partner's suit will never be cleared.

If, however, you finesse the 9 and the declarer wins
the trick with the 10, you will certainly hear about it
at the end of the hand. Now assuming that your
partner is a fourth-best leader—which, let us hope, is
not paying him too extravagant a compliment—it is
clear that he holds three of the four unseen clubs higher
than the 7, and that the declarer holds the fourth. The
declarer's only high club, therefore, is the ace, king,
10, or 8, and it may just as well be one of these as

another. If it is the ace or king, you draw it cheaply by finessing the 9, and your partner's suit is at once established. If it is the 8, it is immaterial whether you put on the queen or 9. The chances are, therefore, 2 to 1 in favour of the finesse, and although it has the disadvantage of misleading your partner as to the position of the queen, it would certainly be the correct play if one had so good a hand as to feel confident of regaining the lead at no remote period.

Note.—An example of a problem in probability worked out mathematically will be found in Appendix B.

PART III.

ILLUSTRATIVE HANDS.

[N.B.—In the following hands A and B are always partners against Y and Z.]

In some books on Auction Bridge you will see it stated that the declarer's first consideration must be to fulfil his contract, and that only when this is quite safe must he try for the extra trick or tricks which may be needed for game. This is all rubbish. In nine hands out of ten the game is the thing to go for, always supposing that the winning of it is possible. I do not say that you should attempt impossibilities, nor is it always worth while to go for chances which are very unlikely to turn out as you would wish them to ; but you can hardly be wrong in taking a fair finesse for game, even if you must be one or two tricks under your contract should it not come off.

The following hand is an instance in point. It would be very poor play for Z not to try for game though he

thereby risks losing his contract.   He can make certain
of this if he pleases, but it is the last game of the rub-
ber, upon which the whole rubber points, *viz.*, 250, are
at stake, and consequently he must endeavour to win it
at all costs.

Hand I.

Score : A B, 24 ; Y Z, 0 ; in the third game.   Z deals, and the bidding is as follows :—

First round : Z " one no-trump "; A " two spades "; Y " two no-trumps "; B " no."

Second round : Z " no "; A " no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	Q J 10 9
Diamonds,	9 7 6
Clubs,	J 5 4
Spades,	A 3 2

A (*Leader*).   B (*Third Player*).
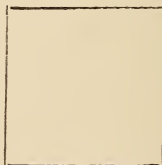
Z's Hand (Declarer).

Hearts,	A 6
Diamonds,	A K 8
Clubs,	A 10 9 3 2
Spades,	Q 5 4

The first trick is as follows :—
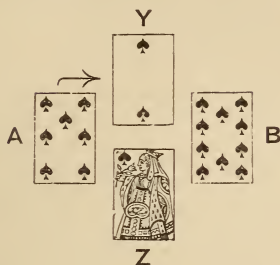
Z can make certain of the contract by leading out
ace and 6 of hearts, and going on with the suit until
the king is played.   But if he plays the hand in this
way he cannot hope to win the game, which is of more
importance than the contract even.   And so, instead
of going into hearts he should lead a small club to
dummy's knave.   If A has a singly guarded honour
(king or queen) he will put it on, which will leave Z
with the tenace over B ; and, in any case, when Y gets
in with the ace of spades, which suit is certain to be
led again if A has the lead, a club can be led from the
table, and Z can finesse.   If this finesse comes off, Z
will win the game with four tricks in clubs, two in
diamonds, two in spades, and one in hearts.   If it fails
he can at the worst be one trick under his contract.

Hand II.

Making Sure of the Contract when Game Cannot be Won.

Score : A B, 0 ; Y Z, 0 ; in the first game.   Z deals, and the bidding is as follows :—

First round : Z " one diamond "; A " one spade "; Y " two diamonds "; B " no."

Second round : Z " no "; A " no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	A Q 9
Diamonds,	Q J 2
Clubs,	K J 10 7
Spades,	5 4 3

A (*Leader*).   B (*Third Player*).

Z's Hand (Declarer).

Hearts,	10 2
Diamonds,	K 9 8 4 3
Clubs,	9 6 5
Spades,	A 8 7

The first four tricks are as follows :—
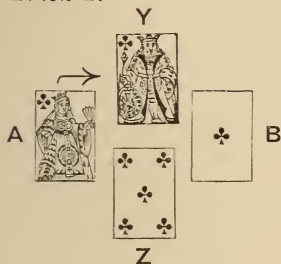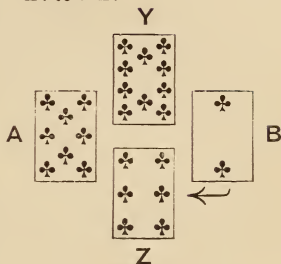
Trick 1.

Tricks : A B, 1 ; Y Z, 0.

Trick 2.

Tricks : A B, 1 ; Y Z, 1.
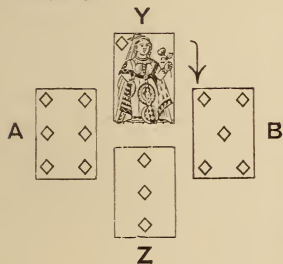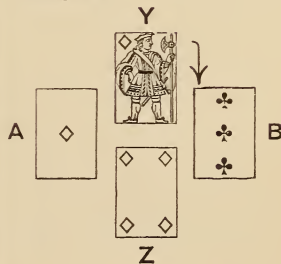
Trick 3.

Tricks : A B, 1 ; Y Z, 2.

Trick 4.

Tricks : A B, 2 ; Y Z, 2.

At trick 5 A leads the 7 of hearts.

A is marked with the 10 and 7 of trumps, and therefore Z cannot possibly go game on the hand, however

he plays it. This being so, all he need trouble about is his contract, which must not be imperilled unnecessarily. If he were to finesse the queen of hearts, for instance, B might take the trick with the king, and lead the only outstanding club, the 4, which is marked in his hand. This would give A a ruff, and if A now led a second heart, Y would have to play the ace, which would deprive him of the only card of entry for his long club. If he were to lead it, A would make another trump by ruffing, and if he were not to lead it Z would have to lose two tricks in spades. In either case, A and B would defeat the contract. Hence, Z must take no finesse in hearts, but put on the ace from dummy, and lead two more rounds of trumps, the second of which will be won by A. This will leave Y with two winning clubs, while Z has the 9 to put him in with, so that the only other tricks A and B can make are one in hearts and one in spades, *viz.*, five in all. Z can get rid of a spade on Y's last club, and must make his contract of " two diamonds."

Hand III.

Holding up a Master Card for Entry.

Score : A B, 0 ; Y Z, 0.   Y deals, and the bidding is as follows :—

First round : Y " one heart " ; B " no " ; Z " two diamonds " ; A " no."

Second round : Y " no " ; B " no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	A 8 5 3 2
Diamonds,	6 5
Clubs,	9 7 4
Spades,	K 10 3

A (*Leader*).   B (*Third Player*).
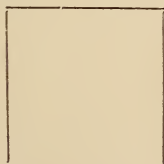
Z's Hand (Declarer).

Hearts,	Q J 7
Diamonds,	A K Q 10 4 3
Clubs,	A 8
Spades,	5 4

The first five tricks are as follows :—
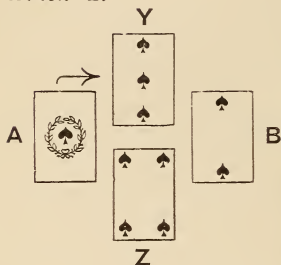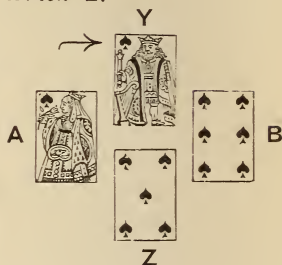
Trick 1.

Tricks : A B, 1 ; Y Z, 0.

Trick 2.

Tricks : A B, 1 ; Y Z, 1.
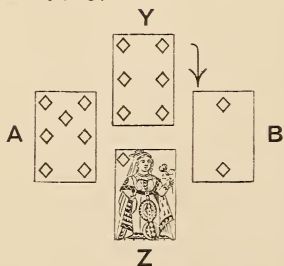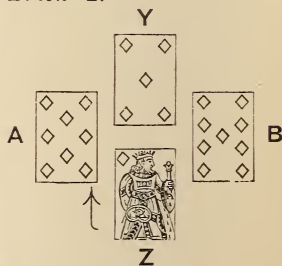
Trick 3.

Tricks : A B, 1 ; Y Z, 2.

Trick 4.

Tricks : A B, 1 ; Y Z, 3.
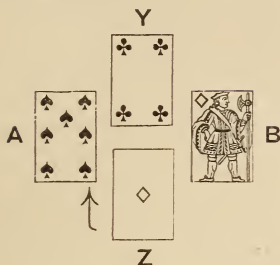
Trick 5.

Tricks : A B, 1 ; Y Z, 4.

Z's chance of game depends upon his being able to discard the 8 of clubs on one of Y's hearts. He can afford to play two more rounds of trumps, to force discards from his opponents, and should then lead the queen of hearts, and pass the trick in dummy, even if A covers with the king. For his game is to hold up the ace until the third round, and bring in a long heart if he can. Thus if the queen of hearts wins, he will go on with the knave, and again pass the trick. Or, if the queen is taken by A or B, whatever they lead, Z will be in again at once, and can continue with the knave of hearts, followed by the 7, which Y will take with the ace, unless B has shown void upon the second round, leaving Y with a tenace over the guarded 10 or 9. A

may hold king, 10, 6, 4, for instance, and B the 9 only, in which case Y can finesse the 8 against A on the third round.   But if neither opponent holds more than three hearts, Z has a certainty of game, and this is simply an extra chance in his favour which may possibly materialise.

Hand IV.

Underplay, or "Ducking."

Score: A B, 0; Y Z, 0. Z deals, and the bidding is as follows:—

First round: Z "one no-trump"; A "no"; Y "two hearts"; B "no."

Second round: Z "two no-trumps"; A "no"; Y "no"; B "no."

Y's and Z's hands are as follows:—

Y's Hand (Dummy).

Hearts,	A K 9 8 3 2
Diamonds,	7 6 4
Clubs,	6 3
Spades,	9 5

A (*Leader*).   B (*Third Player*).

Z's Hand (Declarer).

Hearts,	7 6
Diamonds,	K 5
Clubs,	A J 9 8 4
Spades,	A K J 10

The first two tricks are as follows :—

Trick 1.   Trick 2.
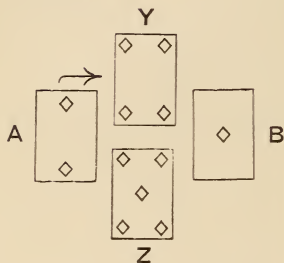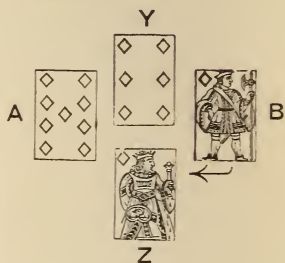
Tricks : A B, 1 ; Y Z, 0.   Tricks : A B, 1 ; Y Z, 1.

Z's best chance of game is to establish Y's hearts, for even if he brings off a successful finesse in spades, and makes four tricks in the suit, it will only enable him to win two by cards, and he would be very lucky if he were to establish his clubs with the loss of only one trick. So, at trick 3, Z should lead the 6 or 7 of hearts, and play a small one from dummy. This gives the adversaries the lead, and they will probably go on with their diamonds at once ; but, as A has obviously led from four of the suit, viz., queen, 10, 9, 2, it is evenly divided between them, and they can only make two more tricks before Z recovers the lead. When this happens, he will put Y in with his remain-

ing heart, and if both opponents follow, the suit will be completely established, and Y Z must make all the remaining tricks. Thus, unless A or B holds four out of the five unseen hearts, Y Z win five tricks in hearts, one in diamonds, one in clubs, and two in spades, that is to say, nine in all, which will make them game. Or should B win the third trick and, instead of going on with diamonds, lead a club or spade through Z, he must not take any finesse, but put on a master card, and go for hearts at once.

Hand V.

Playing for a Doubtful Trick Early in the Hand.

Score : A B, 0 ; Y Z, 0.   Z deals, and declares " one no-trump."   A, Y and B all pass.

Y's and Z's hands are as follows :—

Y's Hand (*Dummy*).

Hearts,	A Q 8 4
Diamonds,	9 7 6
Clubs,	10 9 7 2
Spades,	K 3

A (*Leader*).

B (*Third Player*).

Z's Hand (*Declarer*).

Hearts,	K 7 3
Diamonds,	10 8 2
Clubs,	K 8 4
Spades,	A Q J 5

A leads the 6 of spades.

Z can count four tricks in spades, and four in hearts if the suit is evenly divided. In order to win the game he must make the king of clubs, and his best chance of doing so is to try for this trick at once, before his strength in hearts and spades is fully disclosed. So, at trick 1, he should put on the king of spades from dummy, and lead the 10 of clubs, putting on the king from his own hand, unless B plays the ace. If the king of clubs wins, Z next makes his three remaining spades, and then goes into hearts, by which time it is quite possible one or more of the suit may have been discarded. In actual play, B threw a heart and gave Z the game; but even if the king of clubs falls to the ace, he is not in much danger, as A is not likely to branch to diamonds with no indication from his partner of strength in the suit.

Hand VI.

Score: A B, 0; Y Z, 0. Z deals, and declares "two hearts." A, Y and B all pass.

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	2
Diamonds,	A 4 3
Clubs,	A K J 4 3 2
Spades,	A 7 5

A (*Leader*).

B (*Third Player*).

Z's Hand (Declarer).

Hearts,	A K Q J 3
Diamonds,	9 7 5 2
Clubs,	None
Spades,	10 8 6 4

The first trick is as follows :—

Trick 1.
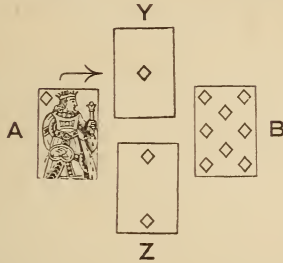
Z should lead a small club from dummy, ruff with the 3 and lead out his four big trumps. After this he can put Y in with the ace of spades, and lead out ace, king, knave, etc., of clubs, when, if neither opponent held four to the queen originally, and there is no ruffing, he will make at least three tricks in clubs, and win the game. This is his best chance of doing so, and it would be useless to lead trumps until he had established a third trick in clubs. If neither opponent holds more than four trumps, and all their clubs fall, Z will make a little slam.

Hand VII.

Killing a Winning Card with a Losing Trump.

Score: A B, 0; Y Z, 0; in the third game. Y deals, and the bidding is as follows :—

First round: Y "one no-trump"; B "two spades"; Z "three hearts"; A "no."

Second round: Y "no"; B "three spades"; Z "no"; A "no."

Third round: Y "four hearts"; B "no"; Z "no"; A "no."

Y's and B's hands are as follows :—

Y's Hand (*Dummy*).

Hearts,	A K 9 8
Diamonds,	8 6 3
Clubs,	A K 7 6
Spades,	5 4

A (*Leader*).
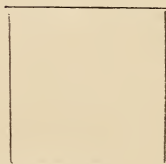
B's Hand (*Third Player*).

Hearts,	7
Diamonds,	A 2
Clubs,	Q J 9 8
Spades,	A J 8 7 6 3

Z (*Declarer*).

The first two tricks are as follows :—

Trick 1.   *Trick* 2.
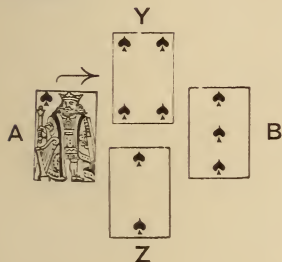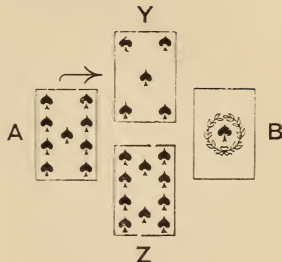
Tricks : A B, 1 ; Y Z, 0.   Tricks : A B, 2 ; Y Z, 0.

Practically, A B's only chance of defeating the contract, and saving the game, is to make two tricks in diamonds. Now these can be made at once if A holds the king of diamonds, but should this card lie with Z he will put it on, probably, if B leads a small one through him, and, after extracting the adverse trumps, discard one of Y's diamonds on the queen of spades, which is marked in his hand. This will be fatal to A and B, and to prevent it B must lead a third round of spades, when the queen will be ruffed by A, compelling Y to over-ruff. Z will have to come to diamonds eventually, and if A holds the king, or three to the queen, A B will have a fair chance of making two tricks in the suit.

HAND VIII.

Throwing the Lead.

Score: A B, 0 ; Y Z, 0.   Z deals, and declares " one no-trump."   A, Y and B all pass.

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	Q 2
Diamonds,	10 9 3
Clubs,	Q 9 4
Spades,	J 7 5 3 2

A (*Leader*).

B (*Third Player*).

Z's Hand (Declarer).

Hearts,	A 10 8 3
Diamonds,	A Q 2
Clubs,	A K 6 5
Spades,	10 4

The first trick is as follows :—
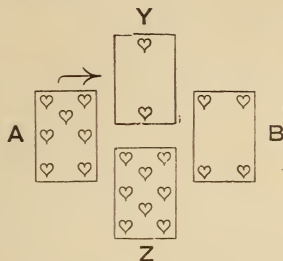
Trick 1.

Z's best game is to put the lead back into A's hand with a heart. It is better that spades should be led by the adversaries, and the longer Z keeps off clubs the more likely he is to win four tricks in the suit, while Y's queen may be wanted for entry if spades get established. So at trick 2 Z should lead the 3 of hearts to Y's queen. A, who has led from king, knave, 9, etc., will, of course, put on the king, and as Z is marked with the tenace over him, will no doubt branch to another suit. If he leads diamonds Z will be good for at least two tricks in the suit, and if he leads spades a trick or tricks may ultimately be established in Y's hand. The worst that can happen is that A should go into clubs, when Z will get no advantage from being led up to.

Hand IX.

Keeping the Lead away from the Dangerous Hand.

Score : A B, 0 ; Y Z, 0.   Z deals, and declares " one no-trump."   A, Y and B all pass.

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	A 9 2
Diamonds,	Q J 9 5 4
Clubs,	A 6
Spades,	10 8 7

A (*Leader*).
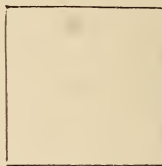
B (*Third Player*).

Z's Hand (Declarer).

Hearts,	Q 4
Diamonds,	A 6 3 2
Clubs,	Q 9 7 5
Spades,	A K Q

A leads the 3 of clubs.

Z must not risk letting B in, because if, instead of returning his partner's lead, he branches to hearts, the latter suit may be cleared while A or B has a card of entry in diamonds, in which case they may save the game. So, instead of letting the 3 of clubs come up to his own hand, Z must put on the ace from dummy and lead the queen of diamonds, finessing against B, unless he plays the king. This will clear the suit with the loss of only one trick, unless B holds all the unseen diamonds, and whether B gets in or A, Z cannot come to any harm in clubs. For if B leads the knave or 10, Z will cover with the queen, and if he leads a smaller card, Z will cover with the 9 or 7, so that in either case he can only lose two tricks in clubs before getting in again. With any luck, therefore, Z should make four tricks in diamonds, three in spades, one in clubs, and one in hearts, which will be enough for game.

Hand X.

Refusing an Unnecessary Finesse.

Score : A B, 0 : Y Z, 0.   Z deals, and declares " one-diamond."   A, Y and B all pass.

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	A 5 4
Diamonds,	A 3 2
Clubs,	K J 9 6 2
Spades,	Q 8

A (*Leader*).   B (*Third Player*).

Z's Hand (Declarer).

Hearts,	K Q 2
Diamonds,	K Q J 5 4
Clubs,	7 4
Spades,	A 6 3

The first two tricks are as follows :—
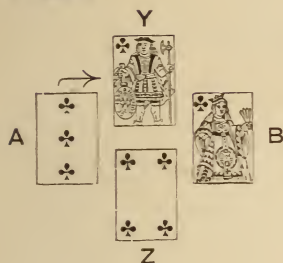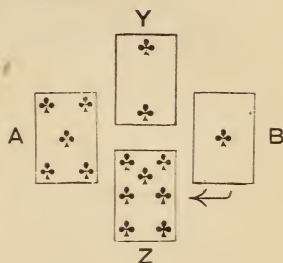
Trick 1.

Trick 2.

Tricks : A B, 1 ; Y Z, 0.   Tricks : A B, 2 ; Y Z, 0.

At trick 3, B leads the 5 of spades.

Z must on no account give A a chance of making the king of spades. He should put on the ace at once, and lead three rounds of trumps, taking the third with Y's ace, after which he must lead a small club from the table and ruff from his own hand. As A had only four in suit originally, this will leave Y's two remaining clubs established, and Z (after leading one more round of trumps, if necessary) can put Y in again with the ace of hearts. Z will thus get two discards from his own hand upon Y's clubs, and can

throw away his two small spades, winning all the remaining tricks. By playing the hand in this way he must make five by cards and game, unless one of his opponents holds all the unseen trumps.

Hand XI.

Making a Card of Entry for Dummy.

Score : A B, 0 ; Y Z, 0.   A deals, and the bidding is as follows :—

First round : A " one heart " ; Y " two diamonds " ; B " no " ; Z " two no-trumps."

Second round : A " no " ; Y " no " ; B " no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	Q 7 5
Diamonds,	Q J 10 9 8
Clubs,	K 4 3
Spades,	6 2

A (*Leader*).   B (*Third Player*).

Z's Hand (Declarer).

Hearts,	A J 2
Diamonds,	4 3
Clubs,	A 7 6 5
Spades,	A K 9 8

The first three cards played are as follows :—
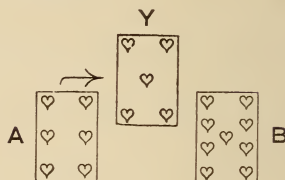
Trick 1.

Z wants three tricks in diamonds for game, and as the ace and king may be held up against him, it is important to have two cards of entry in Y's hand. Now A has obviously led from king, 10, 8, etc., of hearts, and if Z takes trick 1 with the knave, Y will not be allowed to make the queen, whereas if Z takes trick 1 with the ace, the queen must make if the suit is continued. So Z should take trick 1 with the ace of hearts, and lead a diamond, going on with the suit every time he gets in until he has either made or established three tricks in it. Y's queen of hearts and king of clubs will enable him to place the lead in that hand twice, and unless A brings in a long suit of hearts, YZ must win the game.

Hand XII.

Making a Certainty of Game.

Score : A B, 0 ; Y Z, 0.   Y deals, and the bidding is as follows :—

First round : Y " one diamond " ; B " no " ; Z " one no-trump " ; A " no."

Second round : Y " no " ; B " no."

Y's and Z's hands are as follows :—

Y's Hand (*Dummy*).

Hearts,	Q 7 6 5 4
Diamonds,	K Q J 10
Clubs,	J 3 2
Spades,	K

A (*Leader*).   B (*Third Player*).
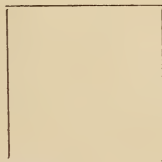
Z's Hand (*Declarer*).

Hearts,	K 3 2
Diamonds,	9 8 7
Clubs,	A K
Spades,	A Q J 5 4

The first trick is as follows :—

Trick 1.
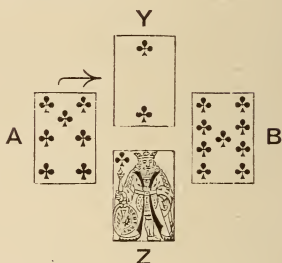
Z should lead one of his small spades to Y's king, so as to unblock the suit, and then lead a diamond, followed by another if the ace is held up. If the ace of diamonds is played on the first or second round of the suit, Z will be able to put the lead back into Y's hand, and must make three tricks in diamonds, two in clubs, and four in spades, *viz.*, nine tricks in all. If, on the other hand, the ace of diamonds is held up twice, Z, instead of leading a third round of the suit, branches to hearts, and must make one trick in hearts, two in diamonds, two in clubs, and four in spades, which comes to the same thing. Thus, Z has a certainty of winning the game if he plays the hand correctly.

Hand XIII.

Holding up a Tenace over the Exposed Hand.

Score : A B, 0 ; Y Z, 0. B deals, and the bidding is as follows :—

First round : B "one heart"; Z "one no-trump"; A "no"; Y "no."

Second round : B "two hearts"; Z "no"; A "no"; Y "two no-trumps."

Third round : B "no"; Z "no"; A "no."

Y's and B's hands are as follows :—

Y's Hand (Dummy).

Hearts,	K J 6
Diamonds,	8 5 2
Clubs,	9 6 2
Spades,	J 7 4 2

A (*Leader*).

B's Hand (Third Player).

Hearts,	A Q 10 9 8
Diamonds,	K 9 6
Clubs,	A Q 3
Spades,	8 5

Z (*Declarer*).

13
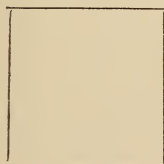
The first trick is as follows :—

Trick 1.
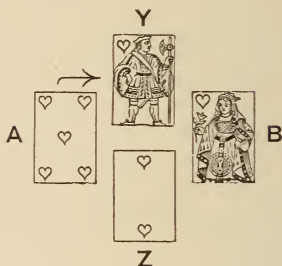
Z's strength obviously lies in diamonds, clubs, and spades, and he can hardly hold more than four of the last-mentioned suit, or he would have declared it in preference to no-trumps. Also, if B waits to be led up to again in hearts, Y can only get the lead once, probably, *viz.*, with the knave of spades, and so B is safe for one trick in diamonds or two in clubs if either be Z's strong suit, as he would cover the 8 of diamonds with the 9, or put on the ace of clubs second in hand, if led through. But if he opens either suit, or leads back a heart, he abandons this advantage. Hence his best game is to try and put A in by leading the 8 of spades. A is almost sure to have an honour in the suit, and will lead hearts through Y again if he

has one. On the other hand, if Z puts on a master spade, and clears diamonds, B can change his tactics and establish hearts, having the ace of clubs to come in with. But it is best to try the spade lead first, as if A can be got in there is an excellent chance of breaking the contract.

Hand XIV.

Ruffing Partner's Ace to Obtain the Lead.

Score: A B, 0; Y Z, 0. Z deals, and the bidding is as follows:—

First round: Z "one heart"; A "no"; Y "two hearts"; B "no."

Second round: Z "no"; A "no."

A's and Y's hands are as follows:—

Y's Hand (Dummy).

Hearts,	K 8 7 6 5
Diamonds,	4 3
Clubs,	K 10 7
Spades,	Q 10 2

A's Hand (Leader).

Hearts,	J 2
Diamonds,	J
Clubs,	J 6 5 4 3
Spades,	J 9 7 5 3
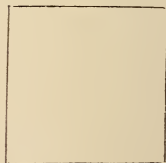
B

Z

The first trick is as follows :—
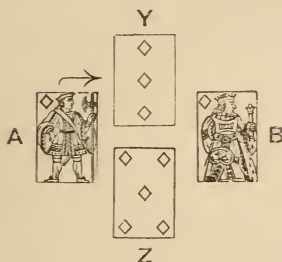
Trick 1.

A trick 2 B leads the ace of diamonds, and Z plays the 6.

A can see that if B is left in, it will be very embarrassing for him; for what is he to lead next? If he goes on with diamonds, Y will over-ruff A, and it is obviously disadvantageous for him to open clubs or spades. A losing trump would probably be the best card he could play, but he may be chicane or hold the ace only, in which case he cannot get rid of the lead in this fashion. And, again, Z is marked with at least one established diamond, *viz.*, the queen, and may hold more of the suit upon which, after taking out trumps, he can get discards from Y's hand. So A's best game

is to ruff the ace of diamonds. His trumps are absolutely useless to him, and, having got the lead away from his partner, he can put a club through dummy. This may enable B to make both ace and queen, and save the game.

Hand XV.

Refusing an Unnecessary Finesse.

Score : A B, 0 ; Y Z, 0 ; in the third game.   Y deals, and the bidding is as follows :—

First round : Y " one club "; B " no "; Z " one no-trump " ; A " two diamonds."

Second round : Y " two no-trumps "; B " no "; Z " no "; A " no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	A K J
Diamonds,	10 8 6 4
Clubs,	A K Q J
Spades,	J 10

A (*Leader*).

B (*Third Player*).

Z's Hand (Declarer).

Hearts,	10 9 6 5
Diamonds,	Q 7
Clubs,	10 9 8 7
Spades,	A 3 2

The first trick is as follows :—
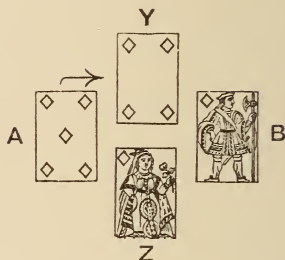
Trick 1.

Z must not finesse hearts, because, if he does, and the queen lies with B, the ace of spades may be taken out of his hand, and then, having no card of re-entry for the 10, he will only make two tricks in hearts, *viz.*, the ace and king.   So in order to make sure of three tricks in the suit he should put Y in with the king of hearts and lead out the ace and knave, instead of finessing. This he can safely do, for A has evidently led from ace, king, 9, etc., in diamonds, and Y's 10 guards the suit. Playing the hands in this way, therefore, he is sure of three tricks in hearts, four in clubs, and one in spades, which, with the trick he has already made in diamonds, are enough for game.

HAND XVI.

Giving up a Worthless Finesse.

Score : A B, 0 ; Y Z, 0.   Z deals, and the bidding is as follows :—

First round : Z " one spade " ; A " no " ; Y " two clubs " ; B " no."

Second round : Z " two no-trumps " ; A " no " ; Y " no " ; B " no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	K
Diamonds,	J 10 9 6 5
Clubs,	K 8 7 4 3 2
Spades,	2

A (*Leader*).   B (*Third Player*).
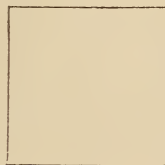
Z's Hand (Declarer).

Hearts,	A 5 4 3
Diamonds,	A
Clubs,	J 10 9
Spades,	A Q J 7 6

The first trick is as follows :—
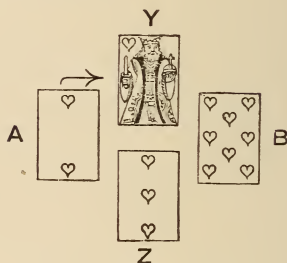
Trick 1.

It is no use finessing spades, because, no matter how favourably the suit lies, Z must lose two tricks in it, and three spades, two hearts, and a diamond will not enable him to win the odd trick even. Z's best chance is to establish Y's clubs, and in order to do this he must lead a small one from the table at once. There is nothing to be gained by putting the lead into his own hand, and trying the finesse, because the king must be held up until the third round to avoid blocking the suit, and if, therefore, A covered the knave with the queen, Z would have to let him keep the trick. If the adverse clubs are evenly divided, or one of the opponents holds the ace single, Y Z will make four tricks in clubs, two in

hearts, and the aces of diamonds and spades, *viz.*, eight tricks in all, with the possibility of being led up to in spades. A and B obviously held four hearts each originally, so they cannot make more than two tricks in the suit.

Hand XVII.

Retaining the Means of Entry.

Score : A B, 0 ; Y Z, 0.   Y deals, and the bidding is as follows :—

First round : Y " one no-trump " ; B "no " ; Z "two hearts " ; A " no."

Second round : Y " no " ; B " no " ; Z " no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,   4 3 2
Diamonds, A 6 5
Clubs,   A Q 10 3 2
Spades,   A 7

A (*Leader*).   B (*Third Player*).
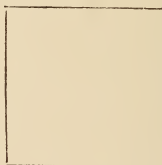
Z's Hand (Declarer).

Hearts,   A K Q J 5
Diamonds, 8 3 2
Clubs,   7 4
Spades,   10 9 6

The first two tricks are as follows :—
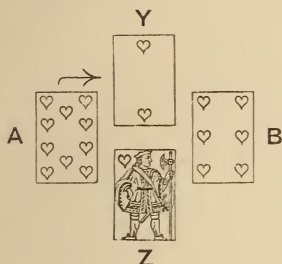
Trick 1.   *Trick* 2.
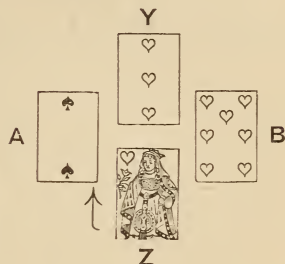
Tricks : A B, 0 ; Y Z, 1.   Tricks : A B, 0 ; Y Z, 2.

If Z draws B's remaining trumps, and then makes
an unsuccessful finesse in clubs, he cannot get the lead
back into his own hand for a second finesse. So, in-
stead of going on with trumps at once, he should lead
one of his clubs, and finesse the 10 in dummy. If this
draws the king from B, Z is assured of at least one dis-
card, and can probably go game by establishing a long
club in dummy. If, on the other hand, the 10 falls to
the knave, and B leads a diamond as he probably will,
having regard to his partner's discard, Z can put him-
self in by leading the 4 of trumps from the table, draw

B's last trump, and finesse clubs again. He will be very unlucky if he finds both king and knave of clubs with B, as A's lead of a singleton trump is indicative of strength in the three remaining suits.

Hand XVIII.

Threatening a Ruff, so as to Draw a Trump Lead from the Adversaries.

Score : A B, 0 ; Y Z, 0.   Z deals, and declares " one heart."   A, Y and B all pass.

Y's and Z's hands are as follows :—

Y's Hand (*Dummy*).

Hearts,	Q 9 4
Diamonds,	8
Clubs,	A 9 7 3 2
Spades,	Q J 6 5

A (*Leader*).

B (*Third Player*).

Z's Hand (*Declarer*).

Hearts,	K 10 8 3 2
Diamonds,	K Q J 10
Clubs,	6 5
Spades,	A 4

The first trick is as follows :—
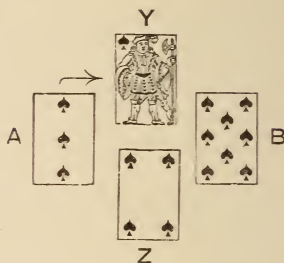
Trick 1.

Z is bound to lose one trick in hearts, one in dia-
monds, and one in clubs, however the hand is played.
His object must be to avoid losing a second trick in
hearts, or, in other words, to prevent the knave making,
in which case he will win the game.   But if he attempts
a finesse, it may fail; and if he plays for the " drop," as
it is called, his chance of success will be still less.   So,
to get over the difficulty, his best course is to lead Y's
single diamond.   This trick will be won by the ace, of
course, and the opponent who holds it will suspect him
of playing for a ruff, and lead a trump, probably.   This
is just what Z needs to ensure his winning the game,
for with queen, 9, etc., on the table, and king, 10, etc.,
in his own hand, a trump lead from the adversaries

means death to the knave. Z has no occasion to estab-
lish his diamonds at this stage, of course, and the last
thing he wants to do is to ruff them, but the enemy
cannot read his intentions, and are almost sure to fall
into the trap.

HAND XIX.

Taking it for Granted that a Necessary Finesse Will Come Off.

Score : A B, 0 ; Y Z, 0.   Y deals, and the bidding is as follows :—

First round : Y " one no-trump " ; B " no " ; Z " two hearts " ; A " no."

Second round : Y " no " ; B " no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	A Q 10
Diamonds,	10 3 2
Clubs,	K Q J
Spades,	K J 4 2

A (*Leader*).   B (*Third Player*).

Z's Hand (Declarer).

Hearts,	J 7 6 5 3 2
Diamonds,	K Q 4
Clubs,	9 8
Spades,	5 3

The first two tricks are as follows :—

Trick 1.   *Trick* 2.
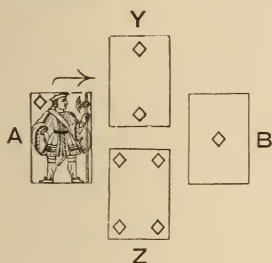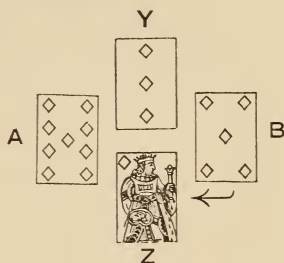
Tricks : A B, 1 ; Y Z, 0.   Tricks : A B, 1 ; Y Z, 1.

Z is bound to lose one trick in clubs and another in spades, in addition to the trick he has already lost in diamonds. In order to make the game, therefore, he must bring off a successful finesse in trumps, as he can if the king is with A. But A may hold the king and two others, in which case it will not do to lead a small trump and finesse the queen or 10, for before Z can get the lead back into his own hand for a second finesse A will have ruffed diamonds probably. So, in order to guard against this contingency, Z must lead the knave of trumps at trick 3, and, unless A drops the king, throw the 10 under it. This will enable him to lead a second trump through A at once,

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if his finesse is successful, and unless B is void of trumps, he (Z) will bring down the king on the second or third round. After trumps are cleared, clubs must be led, of course, and if Z can get a discard before Y is led through in spades, so much the better.

Hand XX.

Leading Away from a Tenace.

Score : A B, 0 ; Y Z, 0.   Y deals, and the bidding is as follows :—

First round : Y " one diamond "; B " no "; Z " one no-trump "; A " no."

Second round : Y " no "; B " no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	6 5
Diamonds,	A Q 9 8 7
Clubs,	J 10 9 2
Spades,	A J

A (*Leader*). [ ] B (*Third Player*).

Z's Hand (Declarer).

Hearts,	A K J
Diamonds,	6 4 2
Clubs,	K 4 3
Spades,	Q 7 6 5

The first trick is as follows :—
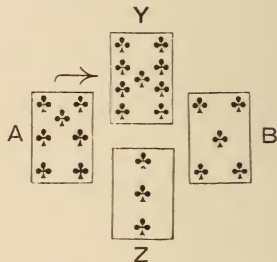
Trick 1.

This is rather a tricky hand. Z's first move must
be to establish diamonds, but he cannot afford to put
himself in with the ace or king of hearts in order
to lead the suit from his own hand, nor would it be
prudent to try the heart finesse. He is bound to lose
at least one trick in diamonds sooner or later, and it
is best to lose it at once, by leading a small one from
dummy. If the lead goes to A, so much the better, as
anything he leads must necessarily help Z; but even
if B gets in and leads a heart, which is about the
worst thing which can happen, no great harm will be
done, as one at least of B's entry cards will be gone.
When Z gets in he will finesse the queen of diamonds,
and if this wins he has an excellent chance of making

game with four tricks in diamonds, two in hearts, two in spades, and the trick he has already one in clubs. A second trick can be won in clubs, but it would be rather dangerous to lead the suit at trick 2, because if A holds five he will not only make the ace and queen but establish a long club, and this may help A B to save the game.

Hand XXI.

An Example of Underplay.

Score : A B, 0 ; Y Z, 0. Z deals, and the bidding is as follows :—

First round : Z " one heart "; A " two clubs "; Y " two hearts "; B " no."

Second round : Z " no "; A " no."

A's and Y's hands are as follows :—

Y's Hand (Dummy).

Hearts,	K J 10
Diamonds,	K Q
Clubs,	Q 9 5 4
Spades,	K 9 3 2

A's Hand (Leader).

Hearts,	9 7
Diamonds,	6 5
Clubs,	A K J 3 2
Spades,	A 8 7 4
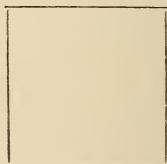
B

Z *(Declarer).*

The first three tricks are as follows :—
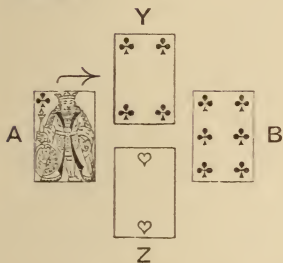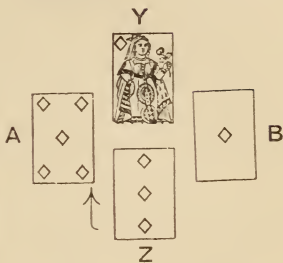
Trick 1.

Trick 2.

Tricks : A B, 0 ; Y Z, 1.   Tricks : A B, 1 ; Y Z, 1.
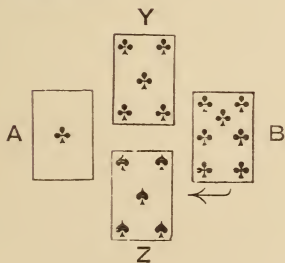
Trick 3.

Tricks : A B, 2 ; Y Z, 1.

B cannot be relied upon for a trick in trumps, for if he had held the ace and one or two small ones, he would

have taken out two rounds, probably, instead of return-
ing clubs, and if his best trump is the queen, it is quite
likely to be finessed against. So A sees that, in order
to save the game, he and his partner must make two
tricks in spades, and the best chance of getting them is
to lead a small spade at once. If Y does not put on the
king, B may take with the queen, and return the suit,
when A will make the game-saving trick with his ace,
assuming that Z has a third spade; whereas, if A leads
anything else, Z will play out the queen of clubs from
dummy, and get rid of another spade. It is one of those
cases in which the leader is obliged to underplay the ex-
posed hand, although by so doing he may not make his
ace at all.

Hand XXII.

Avoiding a Dangerous Finesse.

Score : A B, 0 ; Y Z, 0. Z deals, and declares "three hearts." A, Y and B all pass.

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	K 8 2
Diamonds,	5 4 3
Clubs,	J 6
Spades,	Q 10 4 3 2

A (*Leader*).

B (*Third Player*).

Z's Hand Declarer.

Hearts,	A Q 10 6 5 4 3
Diamonds,	7
Clubs,	A 2
Spades,	K 9 8

The first three tricks are as follows :—
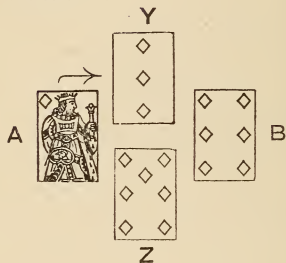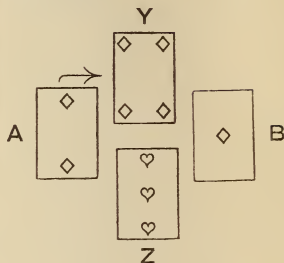
Trick 1.

Tricks : A B, 1 ; Y Z, 0.

Trick 2.

Tricks : A B, 1 ; Y Z, 1.
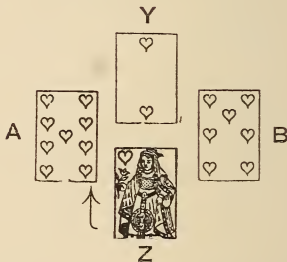
Trick 3.

Tricks : A B, 1 ; Y Z, 2.

Z can make a certainty of winning the game if he plays correctly.   He must lead a small trump, win with the king in dummy (drawing their last trump, *viz.*, the

knave, from the other side), and lead back the 5 of diamonds, which he trumps in his own hand. Then, at trick 6, Z leads the ace of clubs, and at trick 7, throws the lead to his opponents by playing another club. If they now lead a diamond or a club, Z ruffs in dummy and discards a spade from his own hand. If they lead a spade, Z has only to play low second-in-hand and cannot lose more than one trick in the suit. He thus escapes the necessity of taking a finesse in spades, which, if unsuccessful, might cost him the game.

Hand XXIII.

Extracting a Dangerous Card of Entry.

Score : A B, 0 ; Y Z, 0.   A deals, and the bidding is as follows :—

First round : A " one spade "; Y " two clubs "; B " no "; Z " two hearts."

Second round : A " no "; Y " no "; B " no."

A's and Y's hands are as follows :—

Y's Hand (Dummy).

Hearts,	7 5
Diamonds,	A 6 4
Clubs,	A 8 7 6 3 2
Spades,	5 4

A's Hand (Leader).

Hearts,	9 4 3
Diamonds,	K 10 7 2
Clubs,	K
Spades,	Q 10 6 3 2
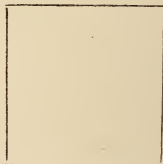
B

Z *(Declarer).*

The first three tricks are as follows :—
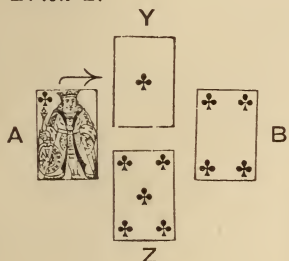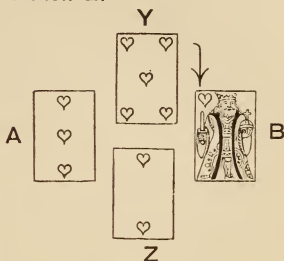
Trick 1.

Trick 2.

Tricks : A B, 0 ; Y Z, 1.   Tricks : A B, 1 ; Y Z, 1.
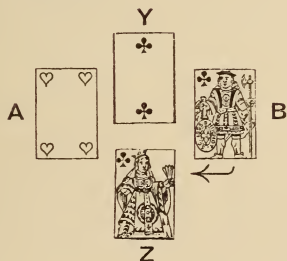
Trick 3.

Tricks : A B, 2 ; Y Z, 1.

A should lead the king of diamonds, so as to force out Y's only card of entry, and prevent his making two

or three long clubs after trumps are cleared. If the king of diamonds is allowed to win, the game will cease to be in danger, as B is marked with the ace of trumps. And if, on the other hand, Y takes the king of diamonds with the ace, A still guards the suit with the 10, even if Z should hold both queen and knave.

Hand XXIV.

Forcing the Adversary to Lead up to a Guarded Card.

Score: A B, 0; Y Z, 0. Y deals, and the bidding is as follows:—

First round: Y "one no-trump"; B "no"; Z "two hearts"; A "no."

Second round: Y "no"; B "no."

Y's and Z's hands are as follows:—

Y's Hand (Dummy).

Hearts,	A 10 6 5
Diamonds,	K 10 2
Clubs,	J 10
Spades,	A 9 7 3

A (*Leader*). B (*Third Player*).
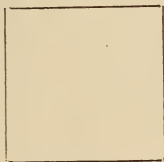
Z's Hand (Declarer).

Hearts,	K Q 9 8 7
Diamonds,	6 5 4
Clubs,	K 6 5 3
Spades,	4

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The first four tricks are as follows :—
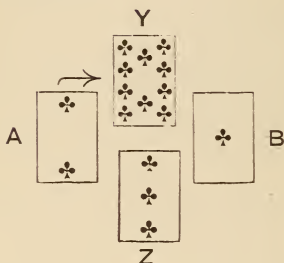
Trick 1.

Tricks : A B, 1 ; Y Z, 0.
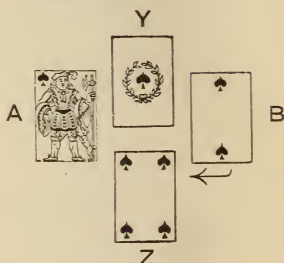
Trick 2.

Tricks : A B, 1 ; Y Z, 1.
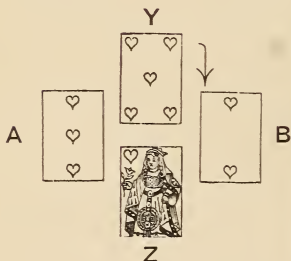
Trick 3.

Tricks : A B, 1 ; Y Z, 2.
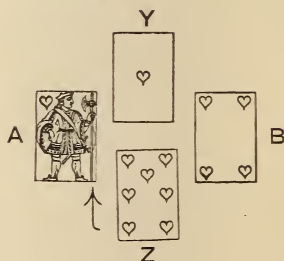
Trick 4.

Tricks : A B, 1 ; Y Z, 3.

A's 2 of clubs can hardly have been a singleton, for if B had held six of the suit he would certainly have tried his partner for a ruff, and hence it may

be inferred that A had four clubs originally. Also
B must have led from four spades, as the 10 is marked
in his hand by A's playing the knave at trick 2. Now,
assuming these inferences to be correct, Z has a
certainty of winning the game if he plays as follows :
At trick 5 he leads a spade from dummy and ruffs in
his own hand. Then at trick 6, he leads the king of
clubs, followed by another club, which Y ruffs, and Y
Z go on cross-ruffing clubs and spades until all the
black cards are gone. This brings the lead back into
Z's hand, and, having won nine out of the first ten
tricks, he only wants one more for game. So, at trick
11, he leads a diamond and finesses Y's 10, when B,
having nothing else to lead, will be forced to come up
to the guarded king ; or if A puts on the knave or
queen second-in-hand, Y covers with the king, and if B
takes with the ace Y must make the 10. Either way,
therefore, he is safe for a trick in diamonds, which he
would not be unless he could force B to lead the suit
up to dummy.

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Hand XXV.

Getting Rid of a Card which might Bring the Lead into the Wrong Hand.

Score: A B, 0; Y Z, 6. Y deals, and the bidding is as follows:—

First round: Y "one no-trump"; B "no"; Z "two hearts"; A "no."

Second round: Y "no"; B "no."

Y's and Z's hands are as follows:—

Y's Hand (Dummy).

Hearts,	J 3 2
Diamonds,	K Q 10
Clubs,	A K
Spades,	A 10 8 5 4

A (*Leader*).   B (*Third Player*).

Z's Hand (Declarer).

Hearts,	K Q 9 5 4
Diamonds,	8 7 5
Clubs,	6 3
Spades,	J 9 2

The first five tricks are as follows :—
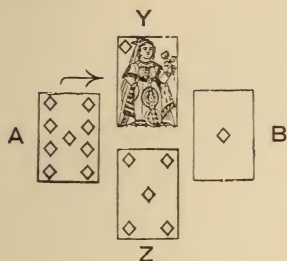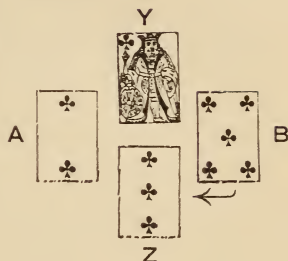
Trick 1.

Trick 2.

Tricks : A B, 1 ; Y Z, 0. Tricks : A B, 1 ; Y Z, 1.

Trick 3.
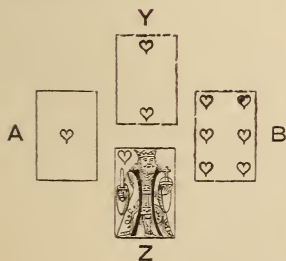
Trick 4.
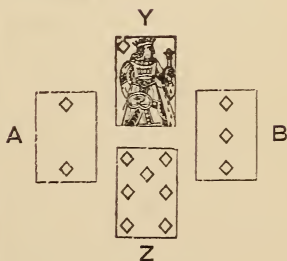
Tricks : A B, 2 ; Y Z, 1. Tricks : A B, 2 ; Y Z, 2.

Trick 5.
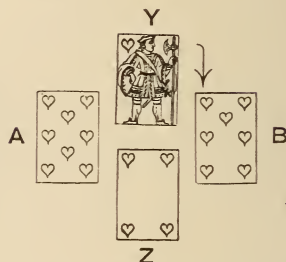
Tricks : A B, 2 ; Y Z, 3.

Z's game is, of course, to take out the remaining adverse trump, and finesse spades against A. If he goes on with trumps at once, however, and leads, and finesses, the knave of spades, B may win with the queen or king, make the knave of diamonds, which is marked in his hand, and then put Y in with a club, when the second round of spades will have to be led from Y's hand instead of from Z's. So to guard against this the ace of clubs must first be led from dummy, and then Z puts himself in with the queen of hearts, and finesses the knave of spades. B can now only make the knave of diamonds, after which he must either lead up to Y in spades, or play a diamond or club which Z can ruff. Thus Z can finesse spades against A again, and unless B holds both king and queen, he will win three by cards and game.

Hand XXVI.

Avoiding a Finesse which would Leave the Exposed Hand Blocked if Unsuccessful.

Score : A B, 0 ; Y Z, 0. Z deals, and the bidding is as follows :—

First round : Z " one spade " ; A " no " ; Y " two hearts " ; B " no."

Second round : Z " two no-trumps " ; A " no " ; Y " no " ; B " no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	K J 10 4 3 2
Diamonds,	J 5
Clubs,	A Q 7 6
Spades,	9

A (*Leader*).   B (*Third Player*).
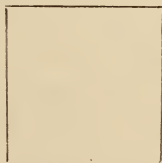
Z's Hand (Declarer).

Hearts,	A 5
Diamonds,	A K 7 6
Clubs,	J
Spades,	A J 8 4 3 2

The first two tricks are as follows :—

Trick 1.   *Trick* 2.
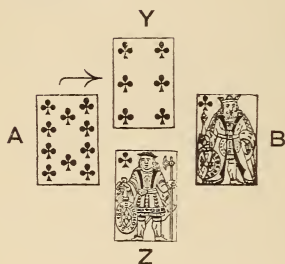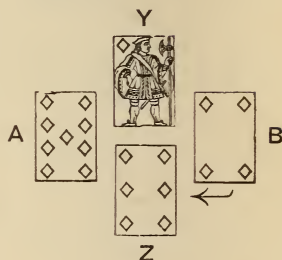
Tricks : A B, 1 ; Y Z, 0.   Tricks : A B, 1 ; Y Z, 1.

Z's great difficulty here is the lack of entry cards in
Y's hand. If he finesses against the queen of hearts,
and his finesse fails, Y's hand can be shut out altogether
and the game confined to diamonds and spades, with
the result that he will not make more than two by
cards. And, on the other hand, if he tries for the
"drop," and the queen does not fall, he will have
established a trick for the opponents which he cannot
afford to lose. Instead of incurring either of these
risks, it is better to try his luck in spades, and, at trick
3, he should accordingly lead the 9 from the table, and,
if not covered by B, let the card run up to A. A will
probably return his partner's lead of diamonds, when

Z wins with the king and leads out ace and another spade. Having plenty of cards of entry in his own hand, he can afford to lose three tricks in the latter suit, provided this does not involve him in letting B in to make one or more established diamonds. But if the spades lie badly for him he must fall back on hearts.

Hand XXVII.

Bluffing the Declarer out of a Finesse.

Score : A B, 0 ; Y Z, 0.   Z deals, and the bidding is as follows :—

First round : Z " one heart " ; A " two spades " ; Y " three hearts " ; B " no."

Second round : Z " no " ; A " no."

Y's and A's hands are as follows :—

Y's Hand (Dummy).

Hearts,	Q J 4 3
Diamonds,	Q 5
Clubs,	A K J 9
Spades,	J 9 2

A's Hand (Leader).

Hearts,	K 7
Diamonds,	K 6
Clubs,	Q 10 2
Spades,	A K 10 5 4 3

B

Z (Declarer).

The first trick is as follows :—
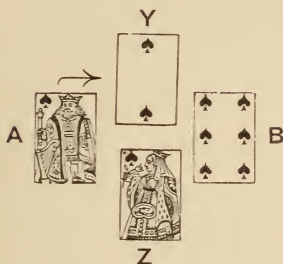
Trick 1.

A wants three more tricks to save the game, and, having regard to Y's hand and the bidding, it is obvious that he cannot count on much help from his partner. Now he is good for a trick in both hearts and diamonds if he waits to be led up to in these suits, and it would certainly be very unwise to open either of them with the queen visible in Y's hand. But if he goes on with spades the ace will be ruffed, probably, and the knave be made good, which may give Z the chance of discarding a losing club. So he has no alternative but to open clubs, and he should accordingly lead the 10, to make Z think the queen lies with B, and prevent him finessing. This, though it may

seem very courageous, is out and away his best lead,
for if Z has three or four clubs he is practically certain
to finesse the knave, unless the suit is led by A, whereas
he is quite likely to be "bluffed" by the irregular lead
from queen, 10, 2.

## Hand XXVIII.

Getting Rid of a Blocking Card.

Score : A B, 0 ; Y Z, 0. Z deals, and declares " one no-trump." A, Y and B all pass.

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	10 9 8
Diamonds,	7 6 5 3 2
Clubs,	A
Spades,	9 8 4 3

A (*Leader*).   B (*Third Player*).

Z's Hand (Declarer).

Hearts,	K 6 4 3
Diamonds,	A Q
Clubs,	Q J 10 9 8
Spades,	K J

The first three tricks are as follows :—

Trick 1.	*Trick* 2.
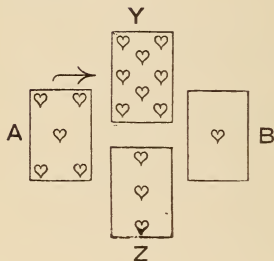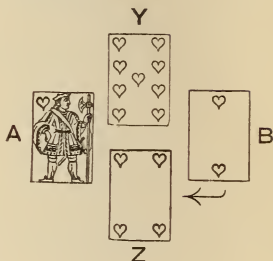
Tricks : A B, 1 ; Y Z, 0.   Tricks : A B, 2 ; Y Z, 0.

Trick 3.
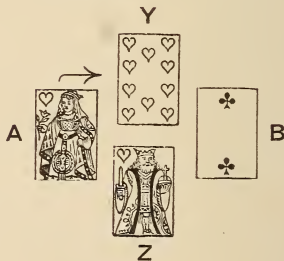
Tricks : A B, 2 ; Y Z, 1.

At trick 4 Z should lead his remaining heart, the 6, and discard the ace of clubs from dummy. This will

place the lead with A, and give Z a free run in the club suit when he gets in again, with only the king against him. Moreover, A is certain to lead up to Z in diamonds or spades, as the discard of the ace will frighten him off clubs, and this is preferable to attempting a finesse, which may go wrong, on a lead coming from dummy. Also, the sacrifice of the ace cannot cost Z a trick unless the king is held single by one of his opponents, which is a very unlikely contingency. It is really a hindering card, and should be got rid of in the manner described.

Hand XXIX.

An Unusual Coup to Place the Lead Twice in the Exposed Hand.

Score : A B, 0 ; Y Z, 0.   Z deals, and declares " two hearts."   A, Y and B all pass.

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	7 2
Diamonds,	A J 10 3
Clubs,	10 9 8
Spades,	7 6 5 4

A (*Leader*).   B (*Third Player*).
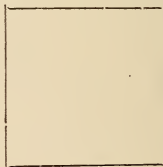
Z's Hand (Declarer).

Hearts,	A K J 10 9 8
Diamonds,	Q 2
Clubs,	K
Spades,	K 10 9 8

The first two tricks are as follows :—
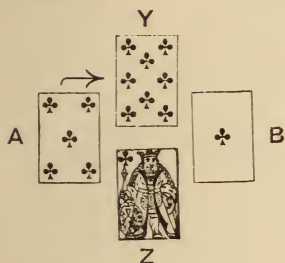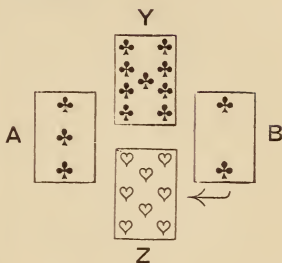
Trick 1.

Tricks : A B, 1 ; Y Z, 0.

Trick 2.

Tricks : A B, 1 ; Y Z, 1.

With five hearts against him, Z's best chance of catch-
ing the queen lies in a finesse (which may, however, be
postponed until the second round), and it is obvious that
spades must not be led from his own hand, or he will
probably lose three tricks in the suit.   Now in order to
get a spade lead from dummy, and also to take the
trump finesse, the lead must be placed in that hand
twice, which can only be done by a successful finesse in
diamonds.   But if Z leads the queen, A cannot be
relied upon to cover with the king, even if it should lie
in that hand, and so Z may only get the lead into Y's
hand once.   To get over this difficulty Z must play as
follows : At trick 3 he leads the ace of hearts, followed

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by the 2 of diamonds, upon which Y plays the 10. If the finesse is successful, Y leads his second heart, upon which Z finesses the 9, and, after drawing the adverse trumps, he can put Y in again to lead up to the king of spades. Playing the hand in this way, Z need only lose two more tricks, *viz.*, in spades, if the cards lie well for him ; and it should be noted that no distribution of diamonds can be relied on to give him more than one discard in spades, which would not help matters. He must consequently rely upon the diamond finesse, but not upon making more than two tricks in the suit.

Hand XXX.

Counting the Opponents' Hands.

Score: A B, 0; Y Z, 10. Z deals, and declares "one no-trump." A, Y and B all pass.

Y's and Z's hands are as follows:—

Y's Hand (*Dummy*).

Hearts,	J 7 6 2
Diamonds,	8 5 4 3
Clubs,	A 5
Spades,	J 7 6

A (*Leader*). B (*Third Player*).
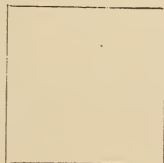
Z's Hand (*Declarer*).

Hearts,	A Q
Diamonds,	Q 10 9
Clubs,	K 9 2
Spades,	A K 8 4 3

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The first nine tricks are as follows :—
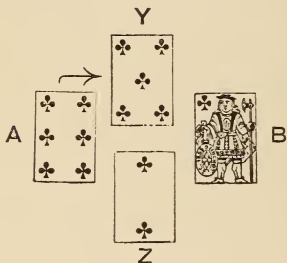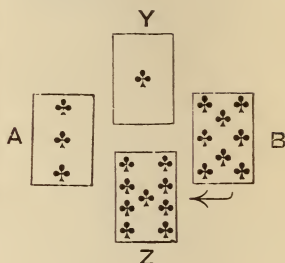
Trick 1.

Tricks : A B, 1 ; Y Z, 0.

Trick 2.

Tricks : A B, 1 ; Y Z, 1.
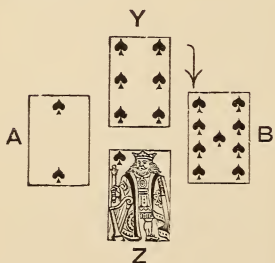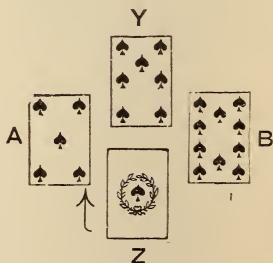
Trick 3.

Tricks : A B, 1 ; Y Z, 2.

Trick 4.

Tricks : A B, 1 ; Y Z, 3.
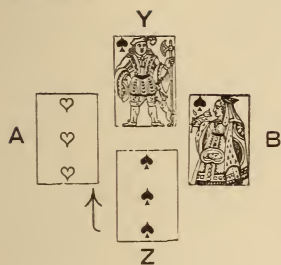
Trick 5.

Trick 6.
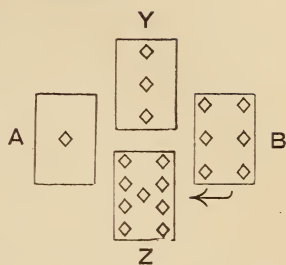
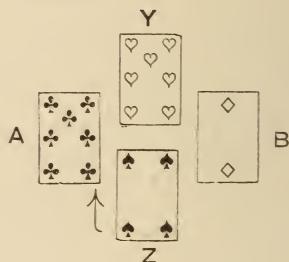Tricks : A B, 2 ; Y Z, 3.   Tricks : A B, 3 ; Y Z, 3.

Trick 7.
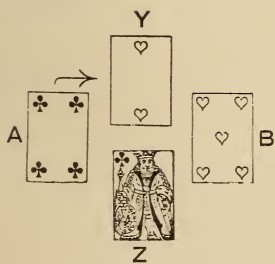
Trick 8.
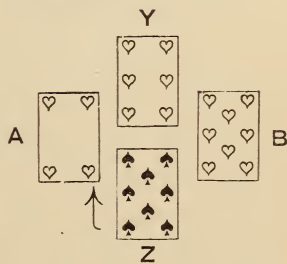
Tricks : A B, 3 ; Y Z, 4.   Tricks : A B, 3 ; Y Z, 5.

Trick 9.

Tricks : A B, 3 ; Y Z, 6.

Z's play is quite simple if he draws the proper de-
ductions as to the cards left in A's and B's respective
hands.   From B's leading the 6 of diamonds at trick 6,
and afterwards playing the 2, it may be inferred that
he had five of the suit originally, viz., king, knave, 7, 6,
2, and the position of the king and knave is further
confirmed by A's having to play the ace to beat the 9.
Thus B has three diamonds left, king, knave, and 7,
and his remaining card must be a heart, since he has
no more clubs or spades.   Also A has two clubs left,
and two hearts, and the fact that he has thrown a club
instead of a heart at trick 9 points to his holding the
king of the latter suit with a guard to it.   Now if these
inferences are correct, Z cannot catch the king of hearts,

or make either opponent lead up to his tenace; but by leading out the ace, which will draw B's last heart, and then putting him in with the queen or 10 of diamonds, B can be forced to lead diamonds up to dummy, and the 7 will be captured by the 8 at the thirteenth trick. Thus, by playing the hand in this way Z makes the two further tricks he needs for game, against any defence by the opponents.

Hand XXXI.

A Bold Bid for Game.

Score : A B, 24 ; Y Z, 0 ; in the third game.   Z deals, and declares "one no-trump."   A, Y and B all pass.

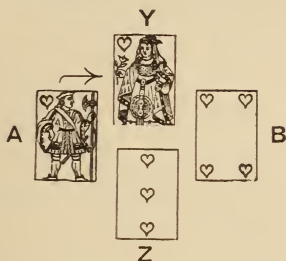Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	Q 9 2
Diamonds,	A 5 2
Clubs,	A J 10 8 3
Spades,	A 9

A (*Leader*).   B (*Third Player*).

Z's Hand (Declarer).

Hearts,	A 5 3
Diamonds,	Q 9 4
Clubs,	Q 6 2
Spades,	10 8 7 2

The first trick is as follows :—

Trick 1.

If Z can catch the adverse king of clubs he will win the game ; but, instead of putting himself in with the ace of hearts, and trying the club finesse at once, he should first lead a small diamond from dummy. If the king is with B, and is not put on, Z's queen takes the trick, and the game is virtually over. Or if B wins with the king, a second trick will have been established in the suit, and this may enable Z to go game, although the club finesse is against him. On the other hand, if the king is with A, he will doubtless go on with hearts, and, on winning with the ace, Z can try the club finesse with the certainty of winning two by cards, even though the king is upon the wrong side.

Should B win trick 2 with the king of diamonds, and open spades, Z can turn the suit twice; so very little risk is incurred by playing the hand in this way.

Hand XXXII.

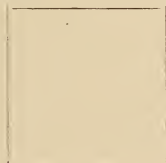*Masking Strength in the Adversary's Suit.*

Score : A B, 24 ; Y Z, 10 ; in the third game. Z deals, and declares "two no-trumps." A, Y and B all pass.

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	8 5 4
Diamonds,	3 2
Clubs,	A 9 6
Spades,	10 8 4 3 2

A (*Leader*).   B (*Third Player*).

Z's Hand (Declarer).

Hearts,	A K J
Diamonds,	A 6 5 4
Clubs,	7 3 2
Spades,	A 9 5

The first three cards played are as follows :—
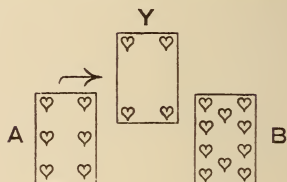
Z's only possibility of making his contract and game is to bring in Y's long suit of spades. But it will be fatal to his chances if, instead of going on with their original lead, the adversaries branch to clubs, and so Z should mask his strength in hearts by taking trick 1 with the king. At trick 2 he leads the 9 of spades. If A takes this trick he will probably go on with hearts, as he will place B with the knave, and, if so, Z wins with the latter card and leads out the ace and 5 of spades, which will very likely clear the suit, while Y is left with the ace of clubs for entry. Should B, on the other hand, take the second trick and be able to return a heart, Z must win with the ace; but in this case A can have had no more than five originally, and if spades clear Z still makes the odd trick. It is a case in which a coup has to be played to deceive the adversaries.

Hand XXXIII.

Putting the Adversaries in a Dilemma by Throwing the Lead.

Score: A B, 0; Y Z, 0; Y deals, and the bidding is as follows :—

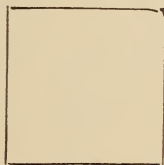First round: Y "one no-trump"; B "no"; Z "two hearts"; A "no."

Second round: Y "no"; B "no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	A 7 3 2
Diamonds,	A 4
Clubs,	J 8 6
Spades,	A 10 9 5

A (*Leader*).   B (*Third Player*).

Z's Hand (Declarer).

Hearts,	Q J 10 8 4
Diamonds,	K 5
Clubs,	10 3 2
Spades,	K J 6

The first three tricks are as follows :—
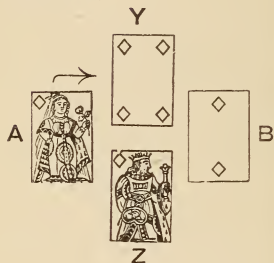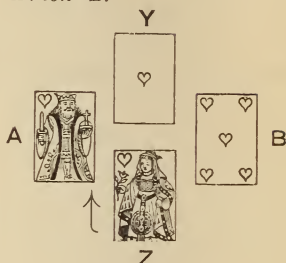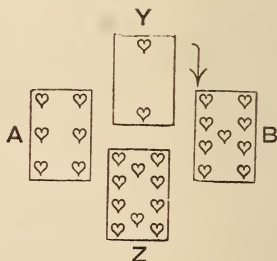
Trick 1.

Tricks : A B, 0 ; Y Z, 1.

Trick 2.

Tricks : A B, 0 ; Y Z, 2.

Trick 3.

Tricks : A B, 0 ; Y Z, 3.

Z can make a certainty of winning the game if he plays his cards correctly.   He should not risk a finesse in spades, but, at trick 4, lead his remaining diamond

to the ace, and then throw the lead to the opponents by playing a club from dummy. They can now make three tricks in clubs, after which they must either open spades, when Z is safe for three tricks in the suit, or else lead a diamond or fourth round of clubs. If they choose the latter alternative Z ruffs in dummy, and discards a spade from his own hand, which will enable him to trump the third and fourth rounds of the suit. Thus in either case he goes game. The crucial point is to get rid of the ace of diamonds before throwing the lead.

Hand XXXIV.

Trying for Alternative Chances, and Unblocking.

Score : A B, 0 ; Y Z, 0.   Y deals, and the bidding is as follows :—

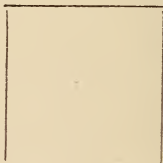First round : Y "one club"; B "no"; Z "one no-trump"; A "no."

Second round : Y "no"; B "no."

Y's and Z's hands are as follows :—

Y's Hand (*Dummy*).

Hearts,	7
Diamonds,	8
Clubs,	A Q J 4 3 2
Spades,	6 5 4 3 2

A (*Leader*).

B (*Third Player*).

Z's Hand (*Declarer*).

Hearts,	A Q 4
Diamonds,	K Q 10 3 2
Clubs,	K
Spades,	A 9 8 7

The first trick is as follows:—
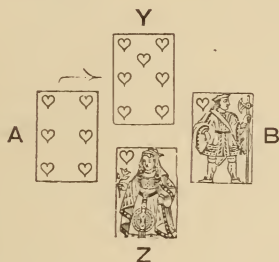
Trick 1.

Z can make game if either of the black suits is evenly divided, and as he can only put the lead into Y's hand once—*i.e.*, by taking over the king of clubs with the ace —he must try spades first. At trick 2, therefore, Z leads the ace of spades and, if both opponents follow suit, goes on with the 9. If both opponents follow suit again, spades will now be cleared, and Z has certain game. Probably a heart will be returned, in which case Z wins with the ace, leads out the 8 and 7 of spades, and then puts the lead into Y's hand in the manner indicated. Result: two tricks in hearts, four in spades, and three in clubs, at the very least. Even if a club is led at the fourth trick, it will not embarrass Z, for he can throw away the 8 and 7 of spades on the queen and

knave of clubs, and thus unblock the suit for Y. (*N.B.* —This is the objection to leading a small spade instead of the ace at trick 2, *viz.*, the danger of a club being returned, when spades will be hopelessly blocked.) On the other hand, if spades do not clear in two rounds, Z can try clubs. If both suits clear he will make a little slam probably.

Hand XXXV.

Declining to Run any Risks with Game on the Table.

Score : A B, 24 ; Y Z, 0 ; in the third game. Z deals, and declares "one no-trump." A, Y and B all pass.

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	A 3 2
Diamonds,	K Q 4
Clubs,	K 7 6
Spades,	K J 8 5

A (*Leader*).

B (*Third Player*).

Z's Hand (Declarer).

Hearts,	Q J 4
Diamonds,	10 3 2
Clubs,	A J 9 8 3
Spades,	A Q

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The first trick is as follows :—

Trick 1.
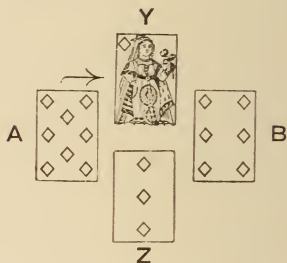
Although it would appear that A has led from strength, it is just possible that the 8 was the top card of a short suit, and that B has held up the ace in order to obtain complete command of diamonds. Having regard to this risk Z must not take any finesse which might put the lead into A's hand, but should play as follows : At trick 2, Z puts himself in with the queen of spades, makes the ace, and then leads the queen of hearts. If A covers, Y wins with the ace, but otherwise the queen is allowed to run up to B, and whether it wins or not a second trick in hearts is established. By this means, Z makes absolutely certain of game, which is very important at the score, as he must make

four tricks in spades, two in clubs, two in hearts, and one in diamonds. If the queen of hearts is allowed to win, at trick 4, he can lead the knave of clubs, and finesse up to B if A does not cover, with a view to securing one or two over-tricks.

Hand XXXVI.

Using the Adversaries' Suit to Unblock.

Score : A B, 0 ; Y Z, 0 ; in the third game. Z deals, and the bidding is as follows :—

First round : Z " one no-trump " ; A " two hearts " ; Y " three clubs " ; B " three hearts."

Second round : Z " three no-trumps " ; A " no " ; Y " no " ; B " no."

Y's and Z's hands are as follows :—

Y's Hand (Dummy).

Hearts,	5 4 3
Diamonds,	10 2
Clubs,	A 8 6 5 4 3 2
Spades,	9

A (*Leader*).

B (*Third Player*).

Z's Hand (Declarer).

Hearts,	A 2
Diamonds,	A Q 6 5
Clubs,	Q J 10 9
Spades,	A J 8

The first three cards played are as follows :—

Trick 1.
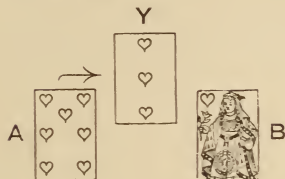
A must have led from five hearts, as he would not have bid "two hearts" on four to two honours, and he cannot hold three or he would have led one.   Also, his lead shows that he has not more than five in suit, so B must have three and Z can do no good by holding up the ace.   Everything depends upon Z being able to bring in Y's clubs, but even if the king and 7 are in different hands the suit is unfortunately blocked by Z's sequence.   This difficulty can be got over by passing the first round of clubs, and allowing the king to make, but then A and B must take four tricks in hearts and one in clubs, putting Z one under his contract.   So his only chance is to play as follows : Z takes trick 1 with the ace of hearts, and returns the 2.   A and B will go on with hearts, probably, and if so Z discards three of his clubs, to unblock the suit.   Then, if the two adverse clubs are divided, Z makes contract and game,

for he will be in at once whatever A leads after his hearts are finished. Of course, if the coup fails, Z will be several tricks under his contract, instead of only one, but as it is the last game of the rubber the risk is worth taking.

APPENDIX A.

A Table of Leads and Conventions.

THE following are the leads and conventions which are generally recognised at Auction Bridge :—

At No-trumps.

From Ace, king, queen, etc., lead king, followed by queen.
Ace, king, with seven in suit, lead king.
Ace, king, with six or less, lead fourth best.
Ace, queen, knave, etc., lead queen.
Ace, knave, 10, etc., lead knave.
Ace and small ones, lead fourth best.
King, queen, knave, and one small, lead king.
King, queen, knave, and two or more, lead knave.
King, queen, 10, etc., lead king.
King, queen, with seven in suit, lead king.
King, queen, with less than seven, lead fourth best.
King, knave, 10, etc., lead knave.
Queen, knave, and 10 or 9, lead queen.
Knave, 10, and 9 or 8, lead knave.
10, 9, 8, etc., lead 10.

At the Trump-suit Game.

From Ace, king, queen, etc., lead king, followed by queen.
Ace, king, etc., lead king.

From Ace, king, only, lead ace, then king.

     Ace, queen, knave, etc., lead ace, followed by queen.

     Ace, and three or more small ones, lead ace.

     King, queen, knave, and one small one, lead king.

     King, queen, knave, and two or more, lead knave.

     King, queen, etc., lead king.

     King, knave, 10, lead knave.

     Queen, knave, and 10 or 9, lead queen.

     Knave, 10, and 9 or 8, lead knave.

     10, 9, 8, etc., lead 10.

The discard is from weakness, unless a call is shown.

The leader's partner asks for a ruff by playing first the higher, and then the lower, of two indifferent cards, in the trump game.

The same signal is used to show four of the leader's suit at no-trumps.

APPENDIX B.

THE declarer has very often to calculate whether it is better to try and establish a long card of a suit of which he and dummy hold seven cards between them, or to attempt a finesse in another suit.

The problem may be briefly stated thus: The declarer is "in," as the result of the first trick, in a no-trump hand, and has a suit of four hearts, we will say, consisting of ace, king, queen, and another, while there are three little ones in dummy. What are the odds as to the suit being evenly divided, so that he may be able to make his small heart on the fourth round; for it is not an even-money chance, as many people suppose?

What we wish to arrive at is the chance that one of the declarer's opponents—A, say—has exactly three hearts, in which case B, too, must have three. Now the number of possible hands which A can hold is the number of combinations of 24 things taken 12 at a time, since the card which he has played to the first

trick is known, and does not come into our reckoning. And this number is represented mathematically by the expression $_{24}C_{12}$ which equals $\dfrac{\lfloor 24}{\lfloor 12 \lfloor 12}$.

And the number of these hands in which A will hold exactly three hearts, and no more, can be arrived at as follows : In the first place, we have to find out the number of ways in which the three hearts he is to hold can be selected out of the six which the declarer cannot see. This is $_6C_3$, or $\dfrac{\lfloor 6}{\lfloor 3 \lfloor 3}$, equals 20. And now, assuming that A holds three hearts, we have to reckon the number of different ways in which the rest of his hand can be made up of cards which are not hearts. This is obviously $_{18}C_9$, or $\dfrac{\lfloor 18}{\lfloor 9 \lfloor 9}$; and if we multiply this expression by 20 we get the total number of hands which it is possible for A to hold in which three hearts, and no more, will be found. And, lastly, by comparing this number with the total of all possible hands which A can hold, without any limitation, in the form of a fraction, we find that the chance of A holding exactly three hearts is $\dfrac{_6C_3 \times _{18}C_9}{_{24}C_{12}}$ or $\dfrac{20\lfloor 18\lfloor 12\lfloor 12}{\lfloor 24\lfloor 9\lfloor 9} = \dfrac{1100}{3059}$; so

that the odds are rather less than 2 to 1 against the even distribution of the suit.

But suppose the declarer puts hearts round once, and both opponents follow suit. This must obviously affect the odds, for one chance is now eliminated, *viz.*, that of A or B being void.

And, treating the problem in precisely the same way once more, the number of possible hands for A is now $_{22}C_{11}$, equals $\dfrac{\lfloor 22}{\lfloor 11 \lfloor 11}$; and the number of ways in which A can hold two out of the four remaining hearts is $_4C_2$. or $\dfrac{\lfloor 4}{\lfloor 2 \lfloor 2}$, equals 6. And the number of different ways in which the rest of his hand can be made up, assuming that he holds just two hearts and no more is, as before, $\dfrac{\lfloor 18}{\lfloor 9 \lfloor 9}$; so that if we multiply this expression by 6, instead of 20, we get the numerator of our probability fraction, while $\dfrac{\lfloor 22}{\lfloor 11 \lfloor 11}$ is the denominator, and it becomes $\dfrac{6 \lfloor 18 \lfloor 11 \lfloor 11}{\lfloor 22 \lfloor 9 \lfloor 9} = \dfrac{55}{133}$, or approximately $\dfrac{2}{5}$. Thus the odds are now only 3 to 2 against the even distribution of the suit.

And, lastly, let us suppose that hearts are put round twice, and both opponents follow suit.

The number of possible hands for A, now that he has followed to hearts twice, is $_{20}C_{10}$, equals $\dfrac{\underline{|20}}{\underline{|10}\,\underline{|10}}$; and the number of ways in which one heart can be selected for him out of the two which remain in is obviously 2. And the number of different ways in which the rest of his hand can be made up, assuming that he does hold this one heart and no more is, as before, $\dfrac{\underline{|18}}{\underline{|9}\,\underline{|9}}$; so that our probability fraction now becomes $\dfrac{2\,\underline{|18}\,\underline{|10}\,\underline{|10}}{\underline{|20}\,\underline{|9}\,\underline{|9}} = \dfrac{10}{19}$, or approximately $\dfrac{1}{2}$.

Thus it is now rather better than an even-money chance that the declarer will be left with a long heart if he plays another round of the suit.

This illustrates the general method of calculating card chances, but of course it is possible to simplify our arithmetic sometimes. For instance, in the last case we have considered, let us suppose that the two hearts remaining in after the suit has been round twice are the knave and 8. The chance that one of these—the

knave, say—is in A's hand is obviously $\frac{10}{20}$, equals $\frac{1}{2}$; and, assuming it to be there, the chance that the 8 lies with B is $\frac{10}{19}$. Thus, $\frac{1}{2} \times \frac{10}{19}$ represents the chance of the knave lying with A and the 8 with B; and, similarly, $\frac{1}{2} \times \frac{10}{19}$ represents the corresponding chance of the knave lying with B and the 8 with A. Adding these two expressions together, we arrive at the fraction $\frac{10}{19}$, as representing the joint probability of both distributions, *viz.*, the chanc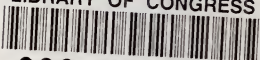e that the two cards are in different hands.