

The Gist of
Auction
Bridge

Charles E. Coffin



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THE GIST OF AUCTION BRIDGE

THE GIST OF AUCTION BRIDGE

A Concise Guide to the Scientific Game,
With Suggestions for Good Form

BY

CHARLES EMMET COFFIN

Author of "The Gist of Whist," "Multum in Parvo," etc.

*To which is added the complete code of
the Laws of Auction, as recently re-
vised by the Whist Club of New York*



Chicago
A. C. McClurg & Co.
1917

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A. C. McClurg & Co.
1917

Published May, 1917

#1.00

JUN -1 1917

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Laws of Auction, 1917 . WHIST CLUB OF N. Y.

Every player must decide for himself at what point, below the highest point, of efficiency and good form, he is content to be classed.

PREFACE

THIS brief addition to the literature of the most popular card game of the day is written for the benefit of all persons who want to learn and play the real game as it is played by the experts and best players in the clubs.

The rules and tables herein given are in harmony with the recognized authorities, and form, therefore, a correct guide to the scientific game.

If you do not learn and play in accordance with this system, you do not play Auction Bridge but rather a spurious form of the game which might better be known as "Bumble-Puppy Bridge," which, according to the dictionary, is "a manner of playing the game either in ignorance of all known rules, or in defiance of them, or both."

If you want to learn how the genuine game is played, under the new rules and laws, you will

Preface

be interested in this book, and it will help you, otherwise you will have no use for it.

The student of the game should, first of all, read this volume consecutively and carefully, from cover to cover, and thus become familiar with its general scope and arrangement. The one reading will afford much information in regard to the conventional rules, good form, and correct play that the average player has never known. He should then return to the tables and rules for the bids and leads, and with the cards before him in all the combinations and situations mentioned, become so familiar with them that they will be readily recognized and remembered.

With this good beginning, he will be worthy of a seat at the table with good players, and will, with the exercise of ordinary card sense, soon become a desirable partner, and an interesting, not to say formidable opponent.

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THE GIST OF AUCTION BRIDGE

SAFETY FIRST

IN ORDER TO "PLAY SAFE" YOU MUST

Know the bids and when to stake them,

Know the leads and when to make them,

Know the tricks and when to take them,

Know the rules and when to break them,

Know the laws and ne'er forsake them.

PART I

FUNDAMENTAL PRINCIPLES

INTRODUCTORY

THERE are two separate and distinct grades of the game played under the name of Auction Bridge:

1. The Scientific Game
2. The Guessing Game

In the first, your partner understands the general character of your hand from your bids, and the strength of your suits from your leads. The two hands are thus combined as one, which is the basis of the scientific system.

In the second, no correct information is given by the bids or leads, no partnership interests are

understood, and so the play descends to the level of a mere guessing game.

Auction Bridge, like Whist, is a partnership game, in which there are two sides or firms, of two members each, engaged in the same line of business, and competing for the profits or "tricks" of the trade. There are no senior or junior partners. They are equal all the time, and must agree to combine their assets (their cards) in the venture of the game, and play, or work the same together for their joint benefit, profit, and advantage, in pleasant rivalry with the two partners of the other firm having their total assets similarly combined.

It is the full acceptance of this theory of joint ownership, carried out faithfully and intelligently, that distinguishes the scientific game from the guessing game. In order to attain the greatest degree of efficiency and success, it is necessary of course that each partner shall understand and play according to the partnership rules.

The scientific game is a language, and like any other language, must be studied and learned before it can be understood or correctly spoken. Its general rules and principles have been reduced to a science by reasoning of a high order, confirmed by the accumulated experience of expert players, and the correct method or language can only be acquired by a regular course of study. But the problem is not a difficult one and can easily be solved. The following from the pen of William Pole, one of the best writers on Whist, will apply to Auction Bridge, and is here given for the encouragement of all students of the game:

But when the mode of play is shown to be a system, easily explained, and as easily comprehended, it is astonishing in how different a light the game appears. Its acquisition, instead of being laborious and repulsive, becomes easy and pleasant; the student, instead of being frightened at the difficulties, finds them vanish before him; and even those who, having formerly practiced without method, take the trouble of learning the system, suddenly see the light breaking in upon them, and

soon find themselves repaid a hundred-fold in the increased enjoyment and satisfaction the game will afford them.

Considering the great popularity of Auction Bridge, and the extent to which it is attempted in all classes of society, together with the fact that so few persons have learned to play it correctly, there would seem to be excuse for one more effort to show that the "mode of play is a system easily explained and as easily comprehended," and to induce the many to study this system and thus acquire the greater interest and higher intellectual pleasure enjoyed by the few in a correct knowledge of the genuine game. Originality is not claimed except in the arrangement and brief form of statement.

Though old the thought and oft expressed,
'Tis his at last who says it best.

The object of this work, therefore, is only to reduce the rules and principles of the game to convenient and practical form, so arranged

and systematized that its theory may be easily comprehended, the rules quickly committed, and the practice readily acquired.

If the student of the game desires to pursue the subject further, and learn more of the theory, and secure fuller instruction in the practice, the excellent works of the authors herein referred to, are cordially recommended.

THEORY AND PRACTICE

There is a class of players, who, from lack of time, inclination, or capacity, do not read the books or study the scientific system as outlined by the experts. They seem fond of making mention of the fact that they do not play the "book game"; prefer to play their own hand in their own way, etc. An illiterate person might explain that he did not talk "book English," but such explanation would be entirely unnecessary; the fact would be known by scholars from his first sentence. So with the science

of Auction Bridge; if the player is not versed in the modern method it will not be necessary for him to tell it; the fact will be known by good players in the first hand. Then there is another class of players who think that correct play is wholly dependent on the book rules. Both of these classes fall short of the real road to success.

The true way to acquire the greatest efficiency is to learn the scientific system from the books, as developed and formulated by the experts, and then put this knowledge into practice by the exercise of the powers of observation, judgment, and memory in frequent games with practiced players. This will develop the essential quality of individual skill, and test the ability to draw correct inferences from the information imparted in the bidding and play of the hand.

Cavendish says: "Correct play is dependent, from trick to trick, on the inferred position of the unknown from observation of the known." McCampbell affirms that: "To match our wits

against others of the same mental strength as ourselves, and either do or be done by, makes an interesting and intensely stimulating contest.”

The real joy and thrills in the game come from the opportunities to outgeneral the adversaries in all the points of bidding and playing, and the ability to do this is dependent largely upon the individual skill and judgment that can not be imparted by the books alone.

After the opening bids are made the rules are relaxed, and the final declaration is made on the judgment of the player from the previous bids. And in the play of the hand, after the first round the game is on the table, and not in the books. The greatest pleasure and success, therefore, must be found in a correct knowledge of both theory and practice.

DESCRIPTION OF THE GAME

Auction Bridge is played by four persons, two of whom are in partnership against the

other two. Two packs of fifty-two cards each are used, and these packs should be of different colors.

The players cut for partners and the deal. The lowest cut of the four has the choice of the cards and the seats. The two lowest play against the two highest. In cutting, the Ace is the lowest; as between cards of otherwise equal values, the spade is the lowest, the heart next, the diamond next, and the club is the highest.

The Dealer presents the pack to the adversary on his right hand to be cut; the adversary must take a portion from the top of the pack and place it toward the Dealer; at least four cards must be left in each packet. The Dealer must reunite the packets by placing the one not removed in cutting upon the other. Some would-be polite players think they must complete the cut, but this is not in accordance with the etiquette of the game. It is the privilege of the Dealer to complete the cut.

When the pack has been properly cut and

reunited, the Dealer must distribute the cards, one at a time, to each player in regular rotation, beginning at his left. In the event of a misdeal, the same pack must be dealt again by the same player (See Laws, Sec. 37).

The Dealer's partner must collect the cards from the preceding deal and, after shuffling, the cards must be placed face downward to the left of the next Dealer, where they must remain untouched until the end of the current deal. Some players think they must pass the pack over in front of the next Dealer and place it at his right. This is a violation of both law and etiquette. The Dealer must find the cards at his left.

During the deal a player must not lift from the table and look at any of his cards. The penalty is 25 points in the adverse honor score for each card so examined.

A game consists of 30 points by tricks alone, exclusive of any points scored for honors. Only one game may be scored in a deal, but the hands are not abandoned after the 30 points have been

won; the winners score all the points they make.

A rubber continues until one side wins two games. When the first two games decide a rubber a third is not played. The side that wins the rubber scores a bonus of 250 points.

SCORING

Each side has a trick score, and a score for all other counts known as the honor score. In the trick column are recorded only the points won by tricks. In the honor column are recorded all other points, including honors, slams, little slams, and penalties of all kinds.

The honors in the trump suit are the Ace, King, Queen, Jack, and Ten; when No Trump is declared, the aces are the honors. The honors are credited to the original holders.

Slam is made when one side takes thirteen tricks, and counts 100 points. Little slam is made when one side takes twelve tricks, and

counts 50 points. The value of honors, slam or little slam is not affected by doubling.

At the end of the rubber, the trick, honor, and bonus scores of each side are added, and the size of the rubber is the difference between the respective totals.


An error in the trick score may be corrected at any time before a declaration has been made in the next game; an error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

If the Declarer makes his contract, each trick over six counts in the trick score, and the whole score is made from the table of values on the next page.

The Declarer's book is six tricks. Adversaries' book is the Declarer's bid deducted from seven. If Declarer fails, the adversaries score for each trick over their book 50, if doubled 100, if re-doubled 200. If doubled, and Declarer wins, he scores for his contract 50, for

each trick over his bid 50, and all tricks over his book at double the value. If re-doubled he scores for contract 100, for each extra trick 100, and all tricks over book at four times the value.

TABLE OF VALUES

SUITS 	Club	Diamond	Heart	Spade	N. T.
Each trick over six.....	6	7	8	9	10
Simple Honors (3).....	12	14	16	18	30
4 Honors	24	28	32	36	40
5 Honors	30	35	40	45	
4 in one hand.....	48	56	64	72	100
4 one hand, 5th in partner	54	63	72	81	
5 in one hand.....	60	70	80	90	

EXPLANATION OF SCORE CARD

Enter the points for tricks in the trick column, and the points for honors, penalties, etc., in the honor column. At the end of each game draw a single line under the figures in the trick and honor columns on each side, and bring the totals into the rubber column. After two games have been won by either side, draw a double line across the three columns of both sides; credit the rubber points of 250 to the winning side, and bring the totals of the respective sides down below the double lines. Record the next games in the same way, and at the end of the next and each succeeding rubber, bring the grand totals of all the rubbers down, and the difference between the two totals will show the net gain and loss.

By this method the state of the game, and the total score, can be seen at any time, and at the end of the sitting the net result is known without the bother and delay of adding up several

columns of figures, as in the old style card. This score card was designed and published by the author several years ago, and is now used by the clubs and best players generally.

It is a safe guess that the old-style card, on which some points are entered "below the line," and others "above the line," was not invented by an expert accountant. He would not enter the dollars "above" a line and the cents "below" a line, but each in parallel columns. The above score card is formed on this correct principle.

THE PENALTIES

The laws are made for the comfort and convenience of all persons who want to play a good game and in the best form. The strict observance of the laws will prevent disputes, and add much interest and pleasure to the play.

The player who is not acquainted with the laws and rules is often at a serious disadvantage,

and liable to commit petty errors for which the penalties are severe. What would you think of the player of golf or billiards or any other manly sport who did not know and observe all the rules of the game?

If you have incurred a penalty through error or ignorance, pay it without argument. Be a sport and play the game.

If you have led out of turn, or otherwise exposed a card, don't grab it up, with an apology; leave it on the table until it is legally removed. If you have revoked, don't grieve and fret about it. Pay the penalty and look pleasant. The best players make all these errors occasionally.

Deal Out of Turn or with Opponent's Cards

There must be a new deal if either Adversary calls attention to the fact before the end of the deal, or before looking at any of his cards. Otherwise the deal stands (See Laws 37 and 38).

During the Deal

A player may not lift from the table and look at any of his cards. Penalty: 25 points for each card so examined.

Bidding Out of Turn

If a player bids out of turn either Adversary may either cancel or accept it.

(a) If cancelled, the player whose turn it was to declare bids, and the partner of the offending player may not thereafter participate in the bidding.

(b) If accepted, the offense is cancelled, and the player to the left of the offender bids.

Double or Re-double Out of Turn

If a player double or re-double when it is his partner's turn either Adversary may

(a) Accept as if it had been made in turn.

(b) Demand a new deal.

- (c) Call the bid final, and elect whether the double or the re-double shall stand.

Insufficient Bid

If a player makes an insufficient bid, either opponent may demand that it be made sufficient, in which case his partner may not bid unless an opponent has made a bid or double in the meantime.

Previous Bids

At any time during the bidding any player has the right to inquire and learn about all previous bids, but after the final bid has been accepted the question must not be answered. If any one violates this law a suit may be called from him or his partner when next the turn of either one to lead.

Declaration Altered

No declaration may be altered after the next player acts. Before such action a declaration may be changed only

- (a) To correct the amount of an insufficient bid.
- (b) To correct the denomination but not the size of the bid.

For Lead Out of Turn

Declarer may either call a suit, or call the card exposed. There is no penalty for Declarer or dummy leading out of turn, but the cards can not be taken back except by direction of an opponent.

Dummy's Cards

If Declarer touches a card in dummy, he must play it. If dummy touches a card or suggests it, he may be required to play it or not to play it.

Exposed Cards

Must be left on the table face up, and subject to call. There is no penalty for Declarer exposing cards, as his partner could gain no advantage from it.

Revoke

If made by Declarer, opponents score 100 points; if made by opponents, the Declarer has the choice of three tricks or 100 points. Revoking side can score nothing in that hand except honors as held. Dummy can not revoke. The Declarer may demand the highest or lowest card from the players correcting a revoke, or call the card exposed.

Win or Lose the Trick

If either Adversary says the trick is already his, or draws his cards toward him, his partner may be called on for his highest or lowest card, or to win or lose the trick.

Turned Trick

A trick turned and quitted may not be looked at until the end of the play, under penalty of 25 points in the adverse honor score.

PART II

CONVENTIONAL BIDS

OPENING THE GAME

THE Dealer having examined and counted his cards, must either pass, or bid one or more in a specified suit or "no trump."

In the old game of Bridge, the Dealer or his partner made the trump, and the opponents had no part in it, but in Auction Bridge no one "makes it," but all have a chance to bid for it.

The Dealer having bid or passed, the players on his left, in turn, must either pass, make a higher bid, or double. When all four players pass, the deal passes to the next Dealer.

To overcall a previous bid a player must either bid an equal number of tricks of a more

valuable suit, or a greater number of tricks. The bidding is closed when three players have passed the last declaration in consecutive order. No matter how often the bid goes around, each player must either declare or pass in every round.

When the declaration is accepted, the player who first named it becomes the Declarer, and plays the combined hands, his partner becoming the dummy.

ORIGINAL BIDS

The first principle or foundation of the scientific system rests on safe bidding. It is by this oral evidence that the partners learn the character of each other's hand; and it is all important, therefore, that the bids be made on a sound basis. Stay out until you have something worth while to say, and which has a meaning that your partner can understand. Get away from the "guessing game" and play safe.

Sound bidding is more important than sound play. By bad play a trick or two may be lost, but an unsound bid may lose the game, the rubber, and your partner's confidence.

Original or free bids are made to show sure tricks and not trumps. The first thing your partner wants to know is how many tricks you can take without regard to trumps, and only the tops are sure tricks.

A free bid is any original bid by the Dealer or any bid of one that overcalls a previous bid or is a shout. A "shout" is the bidding of one trick more than necessary.

A forced bid is a bid of two or more necessary to overcall a declaration of greater value, and does not mean that this bid would have been made originally.

There are only three combinations of cards that show two sure tricks at the top, namely,

1. Ace, King.
2. Ace, Queen, Jack.
3. King, Queen, Jack.

The three combinations that show one sure trick at the top are:

1. Ace.
2. King, Queen.
3. Queen, Jack, Ten.

The four suits are divided into two classes, namely, Major and Minor suits. Spades and hearts are called Major, or winning suits, because it takes only four odd tricks to win game, and the majority of hands are played with them.

Clubs and diamonds are called Minor, or losing suits, because they can not win game with less than five odd tricks, and are seldom used as the trump. They have the minor office of supporting the better bids.

RULES FOR ORIGINAL BIDS

Minor Suits

Bid of 1. Shows strength without length, and denies the holding of any higher declaration.

-
- Bid of 2. Shows strength and length, 6 or more, and no re-entry (or it would be a no trump).
- Bid of 3. Shows 8 tricks, if suit is trump, and chance for game, with average help from partner.

Major Suits

- Bid of 1. Shows strength and length, with chance for game, with average help from partner.
- Bid of 2. Shows greater strength and length in this suit, and strong side hand, with sure game with average help from partner.
- Bid of 3. Shows same as above, with 7 or 8 tricks, and probable game, and so bid to shut out adverse information.

No Trump

- Bid of 1. Shows Queen above average in high cards and three guarded suits, or a solid minor suit, and one re-entry.
- Bid of 2. Shows protection in all suits, with chance for game, with average help from partner.
- Bid of 3. Shows long solid suit, with stops in all suits, and sure game.

TABLE OF ORIGINAL BIDS

The Dealer

Bids in minor suits are made without regard to length, to show two or more sure tricks, and nothing else. Therefore the player who bids one in a minor suit originally does not want it to be the trump, unless the score is so far advanced that his bid will win the game.

Minor Suits

HOLDING	NO. IN SUIT	TRICKS OUTSIDE	BID
2 tricks at top	2 or more	None	1
1 " " "	2 " "	2	1
3 " " "	6 " "	None	2
2 " " "	5 " "	1	2
Unusual hand with chance for game			3

The major, or winning, suits are bid on the strong chance of winning the game, and the partner is asked to support them for the trump. Holding an extra strong major suit, it is better to bid it to its full value on the first round in order to shut out any bid from opponents.

Major Suits

HOLDING	NO. IN SUIT	TRICKS OUTSIDE	BID
2 tricks at top	5 or more	1	1
1 " " "	5 " "	2	1
2 " " "	6 " "	1	2
4 Honors	5 " "	1	2
Unusual hand with chance for game			3

No Trump

Holding Queen above average and 3 suits stopped	Bid 1
“ Solid Minor suit, and 1 sure re- entry	“ 1
“ 7 sure tricks or 4 aces.....	“ 2
“ 9 sure tricks and all suits stopped....	“ 3

Average means that the hand must contain high cards equal to one each of Ace, King, Queen, Jack, and Ten. In making up the average it must be noted that an extra Ace is equal to King, Queen, or to Queen, Jack, Ten. Three aces, therefore, are equal to an average hand and Queen above.

The Auction Pitch scale is used in Auction Bridge by some authors. In this scale you count 4 for Ace, 3 for King, 2 for Queen, and 1 for Jack.

On the Auction Pitch Scale

With 12 points and 3 suits stopped.....	Bid 1
With 16 points and 3 suits stopped.....	Bid 2

The good player who bids one no trump does not want to play it, but simply offers it as all round help for anything partner may have to declare that is safer. The student should remember that a suit bid is safer than a no trump, and when holding an average no trump hand, including five cards of a major suit, if only queen high, it is better to bid that suit originally.

Dealer Should Pass

The Dealer should pass on first round if he does not hold any combination of cards named above, regardless of his suit, or the number in suit. This does not mean that he has nothing to declare.

SECOND HAND

When the Dealer opens the game with a "pass," Second Hand takes the place abandoned by the Dealer, and bids as if he were in the Dealer's position.

When the Dealer opens with a bid, Second Hand must pass, overcall, or double.

Should Pass

- (a) If Dealer has made a suit bid at which he can not go game, unless you can make your contract with a chance for game.
- (b) If Dealer has bid no trumps, unless you have a strong attacking hand, and are prepared to go game, or unless you have three strong suits and one weak suit, in that case you should double one no trump and your partner must take you out with his best suit.¹

Should Overcall

- (a) A minor suit with a major suit only when you can make your contract, with a good chance for game.

¹To overcall Dealer's no trump, simply to push the bidding, or to indicate a suit, is both dangerous and stupid.

-
- (b) A minor suit with the other minor suit only when you have the tops, and one quick trick outside, as information for partner.
- (c) Any suit bid, with no trump, (1) when you hold a safe no trump hand, with one or two quick tricks in opponent's suit, or (2) when you hold a solid minor suit of six or more and two re-entries.
- (d) A winning suit with anything you have that will make or save the game. When the fight is on all the players must offer their best defense without regard to the conventions.

Should Double

- (a) Any suit bid when you hold three or four tricks in that suit and no other declaration.

- (b) When you hold nothing in the suit bid, but hold winning cards in the other three suits. If your partner can stop opponent's suit, he will go to no trumps, otherwise he must overcall in the best suit he holds.
- (c) Do not double any bid of three or four in a minor suit, when there is no score, unless you can defeat the contract with little or no help from partner. Otherwise opponents may go game because of the double.

Go Game

The theory of all good players is that no one wants the declaration unless it will go game, therefore if opponents can not win game on their bid, and you can not win game on yours, let them play it. This is one of the orthodox rules of the modern system. When one player bids no trump and the opponents bid a suit,

there is apt to be error in the bidding, and the one that gets the declaration as high as three, will usually fail to make his contract.

The poor player attaches too much importance to scoring a few points toward game, thinking it fine work if he can get the declaration and make his contract of two or three tricks, when he might have set his opponents for 50 to 100. Mr. Work found in an examination of 500 rubbers, that only once in twenty-five hands was a previous score of any help in winning the game.

THIRD HAND

If Dealer and Second Hand pass, Third Hand becomes the original bidder, and declares accordingly, with the additional information that his partner has no conventional bid, and in that case he should have one trick more than required by the Dealer.

When Dealer Bids and Second Hand Passes

If Dealer bids and Second Hand passes, Third Hand must either pass or overcall. The overcall is technically known as the "take-out," or "rescue," and is made either to deny partner's suit, or to show a safer declaration.

The minor suit bids are often made from strength without length to show tricks only, and partner is expected to take them out with something better. The major suit bids are from both length and strength, and partner is asked to support them for the trump.

Third Hand Should Pass

- (a) If Dealer's original bid is a "shout" in spades, hearts, or no trumps. He thereby tells you to let him alone, and he will answer for the contract.
- (b) Generally pass a Major suit bid unless you are strong enough to go game in

your suit with the help your partner has already offered.

- (c) If Dealer bids one no trump and you hold general help for that declaration, it is advisable to raise the bid to two in order to shut out a bid from Fourth Hand that would give valuable information to his partner for his opening lead.

Take-Outs

Always deny a one-trick bid if possible, in which you have only two cards, unless they are honors.

- (a) Take partner out of a minor suit with a minor suit, only when you have five or six tricks and no re-entry, or to deny his suit by a five-card suit.
- (b) Out of a minor suit with a major suit or no trump, with a fair chance for game.
- (c) Out of a major suit with a minor suit

only to deny his suit, and show at least two tricks in yours.

- (d) Out of a major suit with a major suit to show more than average strength in yours, or to deny support in his.
- (e) Out of a major suit with a no trump to deny his suit and to show strength in the other suits.
- (f) Out of a no trump with a minor suit when you have six or more in suit, or when you have a dead hand with any five-card suit.
- (g) Out of no trumps with a major suit when you hold five or more cards in it, without regard to the size of the cards or the rest of the hand. If original bidder sees proper he can go back to no trumps if he really has a no-trumper, without increasing the contract, the theory being that five or six small cards are good for two tricks, on an average, as trumps, but

are good for nothing as a part of a no-trumper.

The question of the take-out of partner's no trump is still under discussion by the experts.

The foregoing rules are in harmony with a majority of the authors consulted, and in the experience of the writer are sound in actual play. One of the best authorities, however, advocates the take-out in the minor suit only from weakness, and in the major suit only from strength.

As a fair compromise between the two schools the writer suggests the following rules as both safe and conservative for the take-out in all suits:

- (a) Bid of two shows length without strength.
- (b) Bid of three shows length and strength with chance for game.

These conventional bids would give partner definite information and allow him to accept the

trump or go back to the no trump, as he might deem best.

The "take-out" or "rescue" may be from strength or weakness. If from strength, it should go game with a no-trumper for dummy; if from weakness, the no-trumper is warned of its danger, and shown the only suit in which partner can promise a trick or two if his bid is allowed to stand.

The state of the score is an important factor in all declarations, and should always be taken into account in the bidding.

When Second Hand Doubles

If Second Hand doubles partner's no trump, there is no obligation to take partner out except with a strong suit and chance for game. The obligation rests on Fourth Hand to take his partner out of the double and it may be desirable to await the next round and see what happens.

When Second Hand Overcalls

- (a) Do not support your partner unless you have more than two tricks. In making his bid he counts on you for two tricks; do not increase his contract if you do not hold more.
- (b) If partner has made a "shout," or re-bid his hand without your aid, you can raise his bid on one trick.
- (c) Do not support partner on trumps alone unless you have a short suit and can ruff opponent's suit.
- (d) If Dealer bids no trumps and you can stop the Second Hand suit twice, double that suit, and leave it to partner to say whether to pursue the no trumps or play for penalties.
- (e) If you can not stop the Second Hand suit more than once or not at all, you should bid any good suit of your own or pass.

When Dealer Passes and Second Hand Bids

If Dealer passes and Second Hand bids, you are in same position as Second Hand, when Dealer bids, with this exception: your partner has denied the holding of any suit strong enough for an original bid, and you should be one trick stronger in order to overcall Second Hand.

FOURTH HAND

The Fourth Hand has the best position of all in the bidding, as he has full information on the previous declarations and can use this to good advantage for himself and his partner.

When Dealer Passes

- (a) If Second Hand bids and Third Hand passes, you are in the same position as Third Hand, when Dealer bids and Second Hand passes. See "Third Hand 'Take-Outs.'"

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- (b) If Second and Third Hands bid, you are same as Third Hand, when Dealer and Second Hand bid. See "Third Hand when Second Hand bids."
- (c) If Second Hand passes, and Third Hand bids, you are in position of Second Hand when Dealer bids. Do not bid except to save or win the game, or to indicate a lead if dealer is likely to go to no trump.

When Dealer Bids Minor Suit

- (a) If Second and Third Hands pass, you should pass, unless you can go game in your suit, and are not afraid of a shift.
- (b) If Second Hand bids, and Third Hand passes, you are in position of Third Hand, when the Dealer bids and Second Hand passes. See "Third Hand Take Outs."

- (c) If Second Hand passes, and Third Hand bids, you should pass unless you can go game in your hand or desire to indicate a lead if Dealer is likely to go to no trump.

When Dealer Bids Major Suit

- (a) If Second and Third hands pass, you should make any sound bid if you can, that will win or save the game.
- (b) If Second Hand bids and Third Hand passes, you are in position of Third Hand, when Dealer bids and Second Hand passes. See "Third Hand Take-Outs."
- (c) If Second Hand passes and Third Hand bids, you should pass unless you can go game in your hand, or desire to indicate a lead, if Dealer is likely to go to no trump.

When Dealer Bids No Trumps

- (a) If Second and Third Hands pass, you should make any sound bid if you can, that will win or save the game.
- (b) If Second Hand bids, and Third Hand overcalls with a major suit, support your partner's bid with any two tricks.
- (c) If Second Hand bids and Third Hand overcalls with a minor suit, you should declare any good major suit that is likely to save game.
- (d) If Second Hand passes, and Third Hand takes Dealer out with a major suit, pass unless you can win or save the game.
- (e) If Second Hand doubles, and Third Hand passes, take partner out with your best suit.
- (f) When all three players have passed, you should pass also unless you can go

game. Don't try to "start something" under these uncertain conditions unless you command the situation. Better throw your cards in and let your partner deal.

THE DOUBLE

The double is a very important instrument in the building of the score, and can only be used to advantage with experience and judgment.

Special rules for the double have been given under Second and Third Hand bids. Some general rules are here given:

There are two classes of doubles, namely, free doubles and forced doubles:

- (a) A free double is the double of a bid, which if successful would go game without the double, and can be made with a fair chance of defeating the contract.

(b) The forced double is the double of a bid, which if successful would not go game without the double, and should be made only when certain to defeat the contract.

The double tells partner that you can defeat the contract. You must therefore avoid the "guessing game" and double only on your own hand.

Do not give up the chance of winning game to make a double for less than 200 points, and never on the rubber game for less than 300 points.

Do not take partner out, if his bid has been doubled, unless you have a perfectly safe bid. He may make his contract and go game.

Do not double your partner's bid, nor re-double his double. The penalty is 50 points in the opponent's honor score.

Do not make a second re-double, as the opponents may demand a new deal, or take 100 points in their honor score.

SECOND ROUND BIDS

Original, or free bids are made to show tricks. The bid on second round is usually made to show the long suit that is good for nothing unless it is the trump.

Any suit bid on the second round, but not on the first, shows length without the tops.

Support of partner's suit on second round and not on the first, shows less than three tricks in the hand.

Any hand re-bid without partner's assistance shows greater strength than was indicated by the original bid, and partner may then support that bid with only one trick.

A re-bid that shifts to a minor suit shows more sure tricks in that suit than in the suit first named.

A re-bid that shifts to a major suit shows fewer sure tricks in that suit than in the suit first named.

Having no chance to win the game, but with a fair chance to save it, your hand should be underbid in order to let opponents play it. But if the game is in danger your hand should be overbid in order to save the game or push the opponents to an unsafe contract.

“Know the leads and when to make them.”

PART III

CONVENTIONAL LEADS

THE OPENING LEAD

WHEN the First Hand, or Leader, places his card on the table, he is, technically, said to "*lead*"; the Second, Third, and Fourth Hands are said to "*play*" their cards. This marks the distinction between the conventional leads and plays.

Next in importance to the success of the partnership principle, if indeed it is not more important than the system of bidding, is the knowledge of the conventional leads.

It is by your original lead that you show your partner your best suit, and also the strength, or lack of strength, of that suit.

In the system of bidding, indications of the character of the hands are given orally, but in the system of leads "we must speak by the card."

The regular leads and conventional plays have been formulated and reduced to a system by the experts of the game, with two objects in view, namely,

1. For their trick taking value.
2. For information to partner.

No progress can be made in learning the correct method of play without a thorough knowledge of the rules that govern the leads. Some of these rules are in strict accordance with mathematical calculation, and some are purely conventional, to give information to partner, but all are based on correct principles and are used by all good players, and if you do not know them you are still playing the "guessing game."

RULES FOR THE LEADS

There are only six original leads, with which the hand may be opened, and four different situations, for the leader to consider, as shown in annexed table.

These leads are based on certain general principles and rules which are here given.

Against a Declared Trump

(No bid from partner)

Lead an honor from any two or more honors in sequence. From two honors not in sequence, such as the major or minor tenace, better let the lead come up to you.

- (a) ACE—From all suits that do not contain K., except from A. K. and no more. The lead of A. denies the K. unless immediately followed by the K.; this shows no more and a desire to ruff that suit.

- (b) KING—From all suits containing A. or Q., or both.
- (c) QUEEN—From top of Q. J. T. suit.
- (d) JACK—From top of J. T. suit, or top of any two or three cards.
- (e) TEN—From K. J. T. suit, or top of any two or three cards—"The Ten goes out with the men."
- (f) FOURTH-BEST—From all suits of four or more that do not contain a high card lead.

Against a Declared Trump

(A bid from partner)

Lead same as above from all combinations containing an Ace or King lead, otherwise lead highest card of partner's suit.

Against a No Trump

(No bid from partner)

In no trumps a more backward game is played, and an honor is not led unless suit con-

tains three honors, or a seven-card suit headed by Ace or King, Queen.

(a) ACE—(1) From A. to seven in suit with re-entry.

(2) From A. Q. J. or A. J. T. suit with re-entry.

(b) KING—From A. K. or K. Q. and one more honor, or from suit of six or more headed by A. K. or K. Q.

(c) QUEEN—(1) From top of Q. J. T. suits.

(2) From A. Q. J. or A. Q. T. suits and no re-entry.

(d) JACK—From J. T. 9 in suit of three or more, or A. J. T. suit and no re-entry.

(e) TEN—From suits headed by K. J. T. or 10, 9, 8.

(f) FOURTH-BEST—From all suits that do not contain a high-card lead.

Against a No Trump

(A bid from partner)

Lead same as in case of "no bid from partner" from all combinations containing an Ace or King lead, otherwise lead the highest card of partner's suit.

The cards in dummy may cause leader to switch on second round, or change the lead to partner's suit.

A switch to the trump suit indicates that all his plain suits are headed by high cards not in sequence, and therefore desirable to have the lead come up to him.

TABLE OF LEADS

The card to lead, on first and second rounds, from all possible combinations, and from the four situations shown in the table on the next page. This table will become plain and readily understood, if the student will take the

thirteen cards of any suit and lay them out in the combinations named.

TABLE OF LEADS

Abbreviations used.—A. K. Q. J. T., the five high cards, or honors. S. (small), any small card from nine to deuce. "H" highest card, "L" lowest card, and "F" fourth-best. "N.B." no bid from partner; "A.B." a bid from partner.



THE LEAD AGAINST 	A TRUMP		NO TRUMP	
	"N.B."	"A.B."	"N.B."	"A.B."
A. K. Q. or more	K.Q.	K.Q.	K.Q.	K.Q.
A. K. J. or more	K.A.	K.(4)	K.F.	K.(4)
A. K. T. or more	K.A.	K.(4)	K.F.	K.(4)
A. K. and 5 more	K.A.	K.A.	K.A.	K.A.
A. K. S. or more	K.A.	K.(4)	F.	K.(4)
A. K. only	A.K.	A.K.	(5)	K.(4)
A. Q. J. or more	A.Q.	A.Q.	(6)	(6)
A. Q. T. or more	A.F.	A.(4)	(6)	(6)
A. Q. and 5 more	A.F.	A.(4)	A.F.	A(4)
A. Q. S. or more	A.F.	A.(4)	F.	(4)
A. Q. only	(1)	(4)	(1)	(4)
A. J. T. or more	A.F.	A.(4)	(7)	(7) or (4)
A. and 6 more	A.F.	A.(4)	(8)	(8) or (4)
A. S. or more	A.S.	A.(4)	F. or (1)	(4) or F.
K. Q. J. or more	K.(2)	K.(2)	K.(2)	K.(2)
K. Q. T. or more	K.(2)	K.(2)	K.(2)	K.(2)
K. Q. and 5 more	K.(2)	K.(2)	K.(2)	K.(2)

TABLE OF LEADS—(Continued)

THE LEAD AGAINST 	A TRUMP		NO TRUMP	
	"N.B."	"A.B."	"N.B."	"A.B."
K. Q. S. or more	K. (2)	K. (2)	F.	F. or (4)
K. J. T. or more	T. (3)	(4)	T. (3)	(4)
Q. J. T. or more	Q.	(4)	Q.	(4)
Q. J. S. or more	Q.	(4)	F.	(4)
Q. S. S. or more	S.	(4)	S.	(4)
J. 10. 9 or more	J.	(4)	J.	(4)
Lower, 4 in suit	F.	(4)	F.	(4)
Lower, 2 or 3 in suit	H.	(4)	H.	(4)

- (1) Let the lead come up to you.
- (2) If K wins, lead F, otherwise Q.
- (3) If T wins, lead F. otherwise K.
- (4) Highest of partner's suit.
- (5) Hold for re-entries.
- (6) With re-entry, lead A, otherwise Q.
- (7) With re-entry, lead A, otherwise J.
- (8) With re-entry, lead A, otherwise F.

OPENING THE PLAY

As soon as the final declaration is accepted, the player on the left of the Declarer opens the play by leading from his hand the proper card, in accordance with the table of leads. But be-

fore leading he may take time to arrange his cards and plan his form of attack. Let no one interrupt him with the gratuitous information that it is his lead. The player who is not sufficiently interested in the game to know when it is his turn to lead or play is not worthy of a seat at the card table.

As soon as the first card is led, the Declarer's partner places his cards, face upwards, on the table and becomes the Dummy. The Declarer plays the cards from both hands. The Dummy then takes no part in the play except as permitted by laws 60 and 61, which all should know.

Under the last revision of the laws some new restrictions are placed on Dummy:

- (a) He may not look at the cards in the hands of partner or opponent without forfeiting certain valuable privileges.
- (b) He may not call to the attention of the Dealer that he is about to lead out of the wrong hand.

- (c) He may not touch or suggest the play of one of his cards.

A card from Dealer's hand is not played until it is actually quitted, but if he touches a card in Dummy, such card must be played.

The Dummy has certain privileges and duties which make it important for him to remain at his post and watch the play.

- (a) He must see to it that partner does not revoke.
- (b) He must watch for leads out of turn by opponents.
- (c) He must call attention to these and to exposed cards.

As soon as Dummy's cards are placed, the Declarer should make a mental inventory of both hands, and be particular to note how many honors are contained in the two hands. This will save him the foolish and unnecessary delay of searching the tricks at the end of the play to

locate the honors for the scorer. The Declarer takes in the tricks for his side, and the partner of the adversary winning the first trick takes in the tricks for their side.

A trick is turned and quitted as soon as the player removes his hand from it, after which it may not be examined until the end of the play, under penalty of 25 points in the adverse honor score.

The Declarer's book is six tricks. Adversaries' book is the Declarer's bid deducted from seven. As soon as the book is made by either side, it should be closed, and the winning tricks shown separately. Failure to observe this rule shows a careless manner of playing.

An adversary of the Declarer, before his partner plays, may not call his attention to the fact that the trick is his, under heavy penalty (See Law No. 92).

Do not play your card and gather the trick with the same motion of the hand. Every card played must be placed on the table in full view,

and the hand removed from it, before the trick is taken in.

Leading or playing a card in a specially impressive manner is bad form. "The man who plays with equally quiet consideration the low card or the high card, in its proper turn, secures the good opinion of the whole table."

PART IV

CONVENTIONAL PLAYS

SECOND HAND

THE old saying, "Second Hand low and Third Hand high," is not a rule of the modern game of Whist or Bridge. The proper play may be a high card or a low card, depending on the card led, the inferred combination from which the lead was made, the cards of the suit held, and the cards of that suit in Dummy. There are three things for Second Hand to do, of importance in the order named:

- (a) Win the trick if you can, under the rules.
- (b) Prevent Third Hand from winning too cheaply.
- (c) Keep command of opponents' suit as long as desirable.

Draw your inferences at once as to the combination from which the lead was made, and play according to the following rules:

1. On a high card led play the lower one of any two higher cards in sequence, or cover if you hold a fourchette over the card led. Play Ace on K. or Q. led; otherwise play low.

2. Cover an honor with a single honor only when your card will be lost in any case. This is in order to force Third Hand to play higher, and possibly make good a lower card in partner's hand.

3. On a low card led, play high if you hold any original high card lead in that suit, otherwise play low. If a high card, play the lowest of the sequence.

The player with the Dummy on his left needs no rule except the general rule for both Adversaries, namely, beat Dummy if you can.

Study the "Eleven Rule" hereinafter given. This will aid you in drawing correct inferences from a low card led.

THIRD HAND

The Declarer has the open hand for his partner and needs no rules to guide him in the matter of combining the two hands. He sees both and plays both.

With the Adversaries the case is different. When an Adversary leads, his partner becomes the Third Hand, and they must speak to each other by the card, securing their only information through the recognized conventions.

The main point for Third Hand to have in mind is that the suit led is his partner's best suit, and he is to assist in making it as follows:

- (a) By winning the trick if necessary and as cheaply as possible.
- (b) By preventing Fourth Hand from winning too cheaply, thus forcing out the adverse high cards.
- (c) By getting rid of the high cards of partner's suit at first opportunity to avoid blocking.

Watch carefully your partner's suit, and the fall of the cards therein, that you may know the combination from which he led, what cards he wants out of the way, and when his suit becomes established.

Unblocking

- (a) Against a no trump, when you make no attempt to win the trick, play your second best card of the suit, regardless of number or value, and on second round if not attempting to win, play the next lower card, retaining the lowest one to return to partner when his suit is established.
- (b) Against a declared trump, on a high card led, holding four exactly and not attempting to win the trick, play the third best on first round, and retain the lowest until you ascertain which

hand holds the longer suit, so that you can either hold the lead or give it back to partner as the case may require.

The Echo

- (a) Against a declared trump if you have only two cards of partner's suit, neither one as high as the Jack, you play the higher one on first, and the lower one on second round. This is known as the "down and out" Echo, and tells your partner that you have no more of that suit, and are willing to trump. If you do not want to be forced, or if you have no trumps, you should not make the Echo.
- (b) Against a no trump the high low, or "down and out" Echo, shows strength in that suit, and the ability to win the next trick.

THE ELEVEN RULE

The "Eleven Rule" was formulated by R. F. Foster, of New York, some years ago, and is now in general use by all good players. It is thus explained: When a fourth-best card is led, you deduct the number of spots on the card from eleven and the remainder tells the number of cards superior to the card led, that are out against the leader.

For example, if partner leads an 8, it is from K. J. 9, 8, and there are just three cards in the suit higher than the 8, not held by the leader, and these must be the A. Q. 10. If he leads a 7, it is from one of four combinations: K. J, 9, 7; K, J, 8, 7; Q. J. 9, 7, or Q. J. 8, 7. In either case there are just four cards in the suit higher than the 7, not held by the leader. Third Hand can readily tell from the cards in Dummy, and the cards in his own hand, the number of cards, if any, in Fourth Hand higher than the

card led. This rule applies to any small card led.

Then the leader's partner from his hand and the dummy's hand, can tell at once how many cards are held by the Declarer that are higher than the one led.

SECOND ROUND

When the leader wins the first trick, and leads again from the same suit, your proper play will be suggested, in accordance with the above rules, from the fall of the cards in the first round, the card led on second round, the cards in Dummy, and the cards of that suit you still hold.

Return Leads

When Third Hand wins the first trick and takes the lead, one of three things may be done of importance in the order named:

- (a) Open your own suit if you have a King lead.

(b) Return best card of partner's suit.

(c) Lead up to the weak suit in Dummy.

Against a declared trump if your partner leads a low card, the inference is that he has not the Ace and is leading from only one honor. Do not return that suit at once with a low card if dummy is liable to capture that honor.

When leading up to Dummy's weakness, if partner wins, it may be advisable for him to lead back at once through Dummy's strong suit, and thus win tricks that could not be won in any other way.

Adversaries should let no opportunity pass to save the game before trying, in a speculative way, to defeat the Declarer's contract.

FOURTH HAND

It is the duty of the Fourth Hand, with few exceptions, to win the trick as cheaply as possible, unless already won by partner.

The exceptions arise during the play of the hand, when it may become desirable to win or not to win, according to the position of the cards, either to get the lead or to throw it to advantage.

1. Do not win the adverse trick, when by passing you can throw the lead to your own or partner's advantage, or can hold up a card of re-entry that may be used more successfully on the next round.

2. Win the trick already your partner's when it is desirable to get high cards out of his way, or when it is to your advantage to have the lead. This may be the case when you have an established suit and no other re-entry, or when it is desirable to lead through the strong, or up to the weak hand.

It is necessary to watch carefully the fall of the cards, and know as nearly as possible by whom the command of the different suits is held. If Fourth Hand wins his left opponent's lead cheaply, and has no better lead, it may be de-

sirable at once to return the same suit through the probable strong hand up to the declared weak hand, before the latter has a chance of discarding from that suit.

PART V

PRACTICAL PRECEPTS

GENERAL RULES

THE following are some of the conventional rules, not hereinbefore mentioned:

1. From sequences you *lead* the highest, or *play* the lowest. Holding K. Q. J., you lead the K. To lead the Q. or J. would deny all cards above the card led. But on the other hand, in attempting to win, you *play* the J. If you play the K. or Q. you deny the card next below the card played.

2. In declared trumps, do not lead a suit to which both opponents renounce, as the weak hand will trump, and the strong hand will discard a losing card.

3. Do not force your partner to trump if weak in trumps yourself, unless he has invited the force, or unless you can establish a cross-ruff. But always force the strong trump hand.

4. Keep command of opponents' suit as long as possible, and get rid of the command of partner's suit as soon as possible.

5. Always cover when holding a fourchette over any card led by opponents. A fourchette is the card next higher, and the card next lower, than the one led.

6. When leading to partner's suit, known to you by his bid or lead or otherwise, lead the highest card you hold of it without regard to length.

7. Having no better lead it is advisable to lead up to the weak hand, right opponent, or through the strong hand—left opponent.

8. If Dummy threatens to ruff your good suit, the opponent on his left is often warranted in leading trumps through the Declarer's strong hand, and up to dummy's weak hand.

9. Never false card against your partner, and only against the opponents when there is no danger of fooling your partner.

10. The Declarer should always lead the short suit in one hand to the long suit in the other; that is to say, lead the short suit from the top, and the long suit from the bottom to avoid blocking the long suit.

11. When Dummy can ruff a suit, Declarer should use all of Dummy's trumps he can for that purpose, before leading trumps, but should not force his own hand until after Adversaries' trumps have been drawn.

12. At no trump, the Declarer should play for the suit that is longest between the two hands, without regard to size of cards, provided he has re-entries.

THE FINESSE

The Finesse is the attempt to win a trick with a card lower than your best, and not in sequence

with it, trusting that the superior card is not on your left.

The Declarer can often gain tricks by judicious finessing, but he should make his contract before attempting a speculative finesse or one that will lose more than it gains.

The "finesse obligatory" is when it is necessary to take a trick in that way in order to make the contract or the game.

An adversary must never finesse in his partner's suit unless the cards in Dummy render it obligatory.

Holding a tenace in high cards one should play the higher one, on a small card led by partner, and return the lower one unless the intermediate card is in Dummy.

THE DISCARD

The discard is one of the most important conventions in the game, and the least understood by the average player. One frequently hears

the question at the beginning of play, "How do you discard?" A good answer would be "according to the accepted code."

1. The discard of a six or lower card is from the weak suit.

2. The discard of a card higher than the six is known as the "encouraging discard" and shows protection in that suit.

3. Discarding any card, and then a lower one, known as the "reverse discard," or Echo, is a request for that suit to be led.

4. The discard after the first is made to protect the hand as much as possible, and does not have the same meaning as the first.

5. Discard of the best card shows entire command of that suit.

6. Discard of the second best shows that you hold no more of that suit.

7. Do not unguard an honor, or blank an Ace, or discard a singleton early in the game, as you might prevent a proper lead to partner.

Discarding requires good memory and judg-

ment. The cards in Dummy's hand will often aid in knowing what cards to hold or to throw away.

It is important to watch carefully all of partner's discards, and get the information he is intending to give you.

ETIQUETTE OF AUCTION BRIDGE

Etiquette and good form are just as much in order at the card table as at the dinner table.

The Etiquette of Auction is the observance of rules founded on good manners, whose infraction, however much to be deprecated, cannot well be made the subject of specified penalties.

To offend against Etiquette is far more serious than to offend against a law; for in the latter case the offender is subject to prescribed penalties; in the former the other players are without redress.

The following rules belong to the established

code, and the courtesy that marks the association of ladies and gentlemen should guarantee their proper observance :

1. Declarations should be made in a simple manner, thus, "one heart," "one no trump," "pass," "double." They should be made orally and not by gesture.

2. Aside from his legitimate declaration, a player should not show by word or gesture the nature of his hand, or his pleasure or displeasure at a play, a bid, or a double.

3. A player who desires the cards placed, or asks what the trump suit is, should do so only for his own information, and not in order to invite the attention of his partner.

4. No player should lead until the preceding trick is turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A card should not be played with such emphasis as to draw attention to it, nor should

a player detach one card from his hand and subsequently play another. This shows a vacillating disposition. A good player will not touch a card in his hand until he is ready to play it in his proper turn.

6. Do not play your card and gather the trick with the same motion of the hand. When the last player to a trick wins it, he is apt to violate this rule. Every card played must be placed on the table in full view and quitted—the hand removed from it—before the trick is taken in.

7. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

8. All conversation during the play should be avoided, except such as is allowed by the laws of the game.

9. The Dummy should not leave his seat to watch his partner play. He should not call attention to the score nor any card or cards that he or the other players hold.

10. If a player says, "I have the rest," or words to that effect, and one or both of the other players expose their hands, or request him to play out his hand, he should not allow any information so obtained to influence his play.

11. If a player concedes, in error, one or more tricks, the concession should stand.

12. Avoid any remark of disapproval of your partner's play; it is bad policy as well as bad manners, and, besides, your partner may be the better player. A good player will not find fault either with his cards or his partner.

13. Do not too readily accept instruction from the players who are addicted to giving unsolicited advice at the card table. The most they know probably is not so.

14. Do not be too hilarious over the making of a slam or little slam. It is well known to good players that a slam hand is usually the easiest hand to play. More merit is apt to be with the Declarer who makes his contract or game on average cards.

15. Above all, when losing, do not give voice to that old chestnut about not holding good cards — “it is a poor workman that complains of his tools.” The cards will average up in time, and besides, good temper and good ability can better be shown in the playing of poor cards.

16. Says William Pole, author of *The Theory of Whist*:

The good player is always marked by his courteous conduct at the table. He gives strict adherence to the laws and rules of the game. He exercises modesty in prosperity, patience in adversity, hope in doubtful fortune, humility when in error, forbearance for the faults of his partner, equanimity under the success of his adversaries and good temper throughout all his play. He understands that his best efforts will sometimes fail, and fortune will favor his inferiors, but he knows that sound principles will triumph in the end.

17. *Visiting*.—It is perfectly right for the players to visit and converse all they desire between deals, but as soon as the first bid is made, all conversation not connected with the bidding should cease, and strict attention be given to

the development of the hands. It is base flattery to suppose that the players can talk of bonds and stocks and gowns and servants and keep track of all the bids at the same time. This is a part of the Etiquette of the game that many persons seem not to have learned.

AUCTION BRIDGE DON'TS

The Don'ts and other rules of Etiquette herein are in harmony with the best authorities, and should be strictly observed by all persons who make any pretensions to good play or good manners.

Many of the rules and suggestions that have appeared in other parts of this work are repeated here in an attempt to impress them upon the minds of the players who seem not to know them.

Some persons offend through ignorance, some through carelessness, and some through indifference. The individual standard of con-

duct and play is a measure of education, and every player must decide for himself at what point, below the highest point, of efficiency and good form, he is content to be classed.

Don't read this book unless you want to learn and play the scientific system.

Don't assume to be a good player until you have learned the system.

Don't play the "guessing game." Get out of the "bumble-puppy" class.

Don't fail to read the books as well as play. Both are essential in learning the real game.

Don't treat your partner as a junior partner. Give him your confidence and an equal chance.

Don't find fault with your partner. It is bad policy as well as bad manners.

Don't play "Nullos." This form of no trump has not been approved by the authorities.

Don't ask your partner how he discards. Assume that he knows the system and follows it.

Don't talk shop or discuss outside matters after the deal is completed. Play the game.

Don't complete the cut. It is the privilege of the dealer to do that.

Don't pass the still pack over in front of the next dealer. He must find the cards at his left.

Don't pick up a card during the deal. It annoys the dealer and costs you 25 points.

Don't make foolish bids. Stay out until you have a proper declaration.

Don't say you "make" the trump. You may only have the chance to bid for it.

Don't use the slang expression "without" when you want to bid "no trump." Read the literature of the game.

Don't tell a player when to lead. This is assuming that he does not know the game.

Don't use mannerisms, such as undue hesitation, or undue haste, nor play a card in a specially impressive way.

Don't bid or lead or play out of turn. The penalties are severe.

Don't pass your cards over for Dummy to examine. He has no right to see the cards of partner or opponents.

Don't offend when you are dummy. You may not call attention of partner to the fact that he is leading out of the wrong hand. You should not leave your seat to watch your partner play.

Don't lead again until the current trick is turned and quitted.

Don't look at a trick after it has been turned and quitted. Penalty 25 points.

Don't tell partner the trick is yours before he plays. This may lose you the trick.

Don't play a card and gather the trick in a way that hides your card. All cards must be played in full view and quitted.

Don't draw a card from your hand until it is your time to play. Good players do not even touch a card until it is their time to play.

Don't false card against your partner, nor against your opponent when it is liable to fool your partner.

Don't finesse in your partner's suit unless the cards in Dummy render it obligatory.

Don't get discouraged nor show impatience if the game goes against you. "Keep your eye on the ball, don't press, and keep sweet."

Don't be late for the game. Guests for dinner or card parties should arrive at the appointed time.

Don't fail to read and become familiar with the laws, rules, and etiquette of the game "Ignorance of the law excuses no man."

GLOSSARY OF COMMON AND TECHNICAL TERMS

Ace.—A card with a single spot. The card of highest value in the game, but lowest in cutting.

Adverse Lead.—The lead of a suit of which your opponents hold the command.

Adverse Trick.—The trick held by opponents.

Bid.—A declaration of one of the suits or no trump.

Blocking.—Obstructing or stopping partner's long suit. See "Unblocking."

Bring in.—To take every trick with the remaining cards of any suit that is established, after trumps are out.

Bumble-puppy.—"A manner of playing, either in ignorance of all known rules, or in defiance of them, or both."—*Century Dictionary*.

Card of Re-entry.—Any winning card that may enable the player to obtain the lead.

Command.—The winning cards over all that are in play.

Contract.—The final declaration.

Conventional.—A term applied to an established usage, as conventional lead or play from certain combinations of cards.

Cross-Ruff.—Each partner ruffing or trumping the other's suit, led alternately for that purpose.

Cutting.—The act of separating one part of the pack from the other.

Dealing.—The distribution of cards among the four players.

Declaration.—Another term for bid.

Declarer.—The player who wins the bid and plays Dummy's hand.

Deuce.—A card with two spots.

Discard.—The card you play when unable to follow suit and do not trump.

Double.—To double a bid increases the value of the points and penalties two times.

Doubleton.—An original suit of only two cards.

Doubtful Card.—A card of a suit of which your partner may or may not have the best.

Draw Your Cards.—If during the play of a trick, you have not noticed by whom the cards were played, you may not ask who played a certain card, but “may demand that the players draw their cards.”

Dummy.—The Declarer’s partner, or the exposed hand.

Echo.—The high-low play to show partner that you can win the next trick or trump it.

Eldest Hand.—The first hand. See “Leader.”

Equal Cards.—Two or more cards in sequence originally, or after the intermediate cards have been played, thus rendering all of equal value in one hand.

Established.—A suit is established when you hold the command or have exhausted the best cards in it which were against you, and can take every card of the suit unplayed.

Exposed Card.—Any card falling from your

hand, or exposed in any manner so as to be recognized, and liable to be called.

Face Cards.—The three picture cards—king, queen, and knave.

Fall.—The cards that have been played; synonymous with “Out.”

False Card.—One played contrary to conventional rules, with intent to mislead your opponents; but as such play is likely at same time to mislead your partner, it should be used with great care and judgment.

Finesse.—The attempt to win with a card lower than your highest, and not in sequence with it, trusting that no intermediate card may lie on your left.

First Hand.—In the bidding, the Dealer. In the play the Leader or first player, each round.

Flag-Flying.—Bidding for a possible loss when opponents may go game on their own declaration.

Follow.—The cards played to the card led; or a player's second lead from the same suit.

Forced Bid.—Any bid of two or more necessary to overcall a previous bid.

Forced Double.—The double of a bid, which, if successful, would not go game, without the double.

Forced Lead.—Leading from a short suit; having no long one to lead from, and do not return partner's suit.

Forcing.—Leading a plain suit card, which will compel your partner or opponents to trump in order to win.

Fourchette.—A fork, *i.e.*, the card next higher and the card next lower than the one led.

Fourth-best.—The fourth card of any suit, counting from the highest.

Fourth Hand.—In the bidding, the player on the right of the dealer. In the play, the player on the right of the leader.

Free Bid.—An original bid, or any bid of one that overcalls a previous bid of one.

Free Double.—The double of a bid, which if successful would go game without the double.

Game.—Thirty or more points won by tricks.

Guarded.—A second-best card is guarded when you hold a small card of the same suit, which you can play to the best card.

Hand.—The thirteen cards received by each player from the dealer.

High Cards.—The five highest cards, namely, A. K. Q. J. and 10.

Holding Up.—Refusing to play the winning card in the first and second rounds of a suit.

Honors.—The five high cards of the trump suit, and the four aces in a no trump.

In.—The cards that have not been played are said to be “in,” or “in play.”

Indifferent Cards.—Two or more cards in sequence originally, or after the intermediate

cards have been played, the leading of one of which will mark the other in the hand.

Lead.—The first card played of any round.

Leader.—The first one to play in any round.

The "First Hand," or the "Eldest Hand."

Leading Through and Up to.—The first hand leads through his left, and up to his right opponent.

Little Slam.—Making twelve tricks in any deal.

Long Cards.—The cards remaining in hand after all the others of same suit are out.

Long Suit.—One originally containing four or more cards.

Losing Card.—One unlikely to take a trick.

Love.—No points to score. Nothing. To play for love is to play without stakes.

Low Cards.—Deuce to nine, inclusive.

Major Suits.—Spades and Hearts. Also called the winning suits.

Make.—To make a card is to win a trick with it. To make *the* cards means to shuffle.

Master Card.—The highest one of the suit at the time. Called also the King card or Best card.

Minor Suits.—Clubs and Diamonds. Also called the losing suits.

No Trumps.—A hand in which there is no trump and all the suits are equal in trick taking.

Nullo.—A contract to lose tricks at no trumps. This bid was suggested by F. C. Thwaites, of Milwaukee, but it was not incorporated in the game by the authorities and is therefore not used.

Odd Trick.—The one trick above six that counts in the game score.

Original Bid.—Same as Free Bid.

Original Lead.—The first lead from any hand.

Out.—The cards that have been played are “out” of play.

Overcall.—Any bid that is higher or over the previous bid.

Pack.—A set or deck of fifty-two playing cards.

Pass.—Declining to bid.

Plain Suits.—The three suits not trumps for the deal.

Play.—The act of taking a card from your hand and placing it on the table. The first hand *leads*, the second, third, and fourth hands *play* their cards.

Playing Cards.—A pack of fifty-two cards used for playing games. Supposed to be of Asiatic origin, and connected with oriental religious, necromantic, and scientific associations. They were introduced into Europe before the thirteenth century and became very popular in England, France, and Germany. The characters upon the different suits are supposed to have represented the four classes of society: hearts representing the clergy, spades the nobility, diamonds the citizens, and clubs the serfs.

Playing to the Score.—To play your cards to make the number of tricks required, either to win the game or to save it.

Points.—The score made by tricks. Each trick won after six are taken.

Pone.—The right-hand adversary of the Declarer. The original Leader's partner.

Pre-emptive.—An original bid of more than one, or the bidding of one more than necessary to overcall a preceding bid.

Private Conventions.—Special signs or systems of play known only to the partners who use them.

Quart.—Four cards in sequence. The four highest honors of any suit are Quart Major.

Quick Trick.—A trick that can be made on the first or second round of a suit.

Quint.—Five cards in sequence.

Quitted.—A trick gathered and turned down on the table.

Re-double.—Increases the values of the points and penalties four times.

Re-entry.—Winning a trick late in the hand to obtain the lead.

Renounce.—Holding none of the suit led to discard from another.

Revoke.—Holding one of the suit led to play a card from another.

Round.—In the bidding, a bid, pass, or double by each player. In the play, a trick.

Round.—Every four cards played in succession.

Rubber.—Two out of three games, or two in succession.

Ruffing.—Another word for trumping a suit.

Save Game.—Preventing Declarer from winning game on his bid.

Score.—The points marked by counters or otherwise. See "Game."

Second Hand.—In the bidding, the player to the left of the dealer. In the play, the player to the left of the leader.

See-Saw.—See "Cross-Ruff."

Sequence.—Two or more cards in consecutive order of value. A sequence of three is a tierce; four, a quart; five, a quint, etc. A. K. and Q. are tierce-major. An under

sequence is one at the bottom of the suit. An intermediate sequence, one to which you hold higher and lower cards.

Short Suit.—One originally containing three cards or less.

Shout.—Same as “Pre-emptive Bid.”

Shuffle.—The making or changing the relative positions of the cards in the pack.

Singleton.—An original suit of only one card.

Slam.—Making every trick in any deal.

Small Cards.—Deuce to nine, inclusive.

Still Pack.—The pack of cards not in play.

Strengthening Play.—The use of high cards irregularly to assist in exhausting opponents' strength, and so aid partner in establishing his suit.

Strong Suit.—One with more than the average number of high cards in distinction from a long suit.

Suit.—A series of thirteen cards from deuce to ace inclusive, there being four suits—

clubs, diamonds, hearts, and spades—in each pack.

Take-Out.—To overcall partner's bid to deny his suit, or to make a safer bid.

Tenace.—The best and third best for the time being of any suit held in one hand. The first and third best are tenace major; the second and fourth are tenace minor; the first, third, and fifth are tenace double.

Third Hand.—In the bidding, the partner of the dealer. In the play, the partner of the leader.

Thirteenth.—The card of any suit in hand after twelve of that suit have been played.

Throwing the Lead.—Playing a card that makes another player take the trick.

Tierce.—A sequence of three cards. Ace, King, and Queen are tierce major.

Trey.—A card with three spots.

Trick.—The four cards played in one round; namely, the card led and the three cards played to it.

Trump Suit.—The suit named by the last bidder, and accepted for that deal. The trump suit is superior to the other three suits.

Unblocking.—Getting rid of the commanding cards of your partner's long suit when you hold a less number of the same suit.

Under Play.—Keeping back the best cards, and playing lower ones instead. It differs from finessing in this, that the object is not to take the trick with the smaller card, but to throw the lead, or conceal the possession of the higher cards, so as to use them more effectively later in the hand.

Weak Suit.—A suit containing few or no high cards.

Winning Cards.—The highest cards of any suit in play.

“Without.”—A slang expression for the bid of no trump. Not found in the literature of the game and not used by educated players.

Yarborough.—A hand containing no card above a nine.

DUPLICATE AUCTION

Duplicate Auction is rapidly increasing in popularity, especially in the clubs. As in Duplicate Whist, it eliminates, to a large degree, the element of chance, in the run of the cards, and materially increases the interest in good play.

The laws of straight Auction govern the play in duplicate, except where the machinery of the game requires some modifications.

In the duplicate game, the duplicate Whist trays are used, and there must be a separate pack of cards for each deal.

The bidding is made the same as in the regular game, but when the declaration is settled and the play begins, each player, when it is his turn to play, must place his card, face upward, on the table, near the tray, where it must remain

until all have played to the trick. The cards are then turned back, toward the edge of the table, and pointed toward the side winning the trick.

Dummy plays the cards of his hand by the direction of the Declarer.

The cards must be left in the order in which they are played until the score for that deal has been recorded. They are then replaced in the tray in the same order as when received.

For each game of 30 points or more won against the same adversaries, 125 points are added in the honor column, but nothing is added for an unfinished game. There are no rubbers.

At the end of each deal, or series of deals, each side adds up its total score for tricks and honors, and the lower is deducted from the higher, the difference being the amount won or lost. The pair having the higher score shall take "plus" the difference so obtained, and the opposite pair "minus" the same amount.

In a game of two or more tables the score

of any pair is compared only with that of the other pairs who have played the same hands.

At the end of the game or tournament, the average of all the scores in each position is ascertained, and a pair takes a "plus" score when its net total is more than the average, or a "minus" score when less than the average. The pairs having the largest "plus" win the contest in their respective positions.

In the bidding, if four players pass at the table at which the hand is first dealt, the cards must be dealt over again by the same player. But if four players pass a hand which has been dealt and played at another table, the score must be recorded as nothing to nothing, and the tray passed to the next table.

PART VI

THE LAWS¹

(Effective January 1, 1917)

THE RUBBER

1. A rubber continues until one side wins it by winning two games. When the first two games decide the rubber, a third is not played.

SCORING

2. Each side has a trick score and a score for all other counts, generally known as the honor score. In the trick score the only entries made are points for tricks won (see Law 3), which count both toward the game and in the total of the rubber.

¹ *The Laws of Auction.* By the courtesy and permission of The Whist Club of New York.

All other points, including those scored for honors, penalties, slam, little slam, and undertricks, are recorded in the honor score, which counts only in the total of the rubber.

3. When the declarer wins the number of tricks bid or more, each above six¹ counts on the trick score: six points when clubs are trumps, seven when diamonds are trumps, eight when hearts are trumps, nine when spades are trumps, and ten when the declaration is no trump.

4. A game consists of thirty points made by tricks alone. Every deal is played out, whether or not during it the game be concluded, and any points made (even if in excess of thirty) are counted.

5. The ace, king, queen, knave, and ten of the trump suit are the honors; when no trump is declared, the aces are the honors.

6. Honors are credited to the original holders; they are valued as follows:

¹ Such tricks are generally called "odd tricks."

WHEN A TRUMP IS DECLARED

3*	honors held between partners equal value of 2 tricks.					
4	" " " " " "				4	"
5	" " " " " "				5	"
4	" in 1 hand				8	"
4	" " 1 " { 5th in }				9	"
5	" " 1 " { partner's }				10	"
						hand

WHEN NO TRUMP IS DECLARED

3	aces held between partners count	30
4	" " " " " "	40
4	" " in one hand	100

* Frequently called "simple honors."

7. Slam is made when partners take thirteen tricks.¹ It counts 100 points in the honor score.

8. Little slam is made when partners take twelve tricks.² It counts 50 points in the honor score.

¹ Law 84 prohibits a revoking side from scoring slam, and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a slam not otherwise obtained.

² Law 84 prohibits a revoking side from scoring little slam, and provides that tricks received by the declarer as penalty for a revoke shall not entitle him to a little slam not otherwise obtained. When a declarer bids 7 and takes twelve tricks he counts 50 for little slam, although his declaration fails.

9. The value of honors, slam, or little slam is not affected by doubling or redoubling.

10. At the end of a rubber the winners score 250 points additional.

The trick, honor, and bonus scores of each side are then added and the size of the rubber is the difference between the respective totals.

The losers of the rubber are entitled to the difference when they have the larger total.

11. 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 unfinished at that hour, the score is made up as it stands, 125 being added to the score of the winners of a game. A deal if started must be played out.

11a. If a rubber be started without any agreement as to its termination, and before its conclusion one player leaves without appointing an acceptable substitute (see Law 26), his adversaries have the right to elect whether the

score be cancelled or counted as if covered by Law 11.

12. A proved error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proved error in the trick score may be corrected at any time before a declaration has been made in the following game, or, if it occur in the final game of the rubber, before the score has been made up and agreed upon.

CUTTING

14. In cutting, the ace is the lowest, the king the highest card; between cards of otherwise equal value, the spade is the lowest, the heart next, the diamond next, and the club the highest.

15. Every player must cut from the same pack.

16. Should a player expose more than one card, the highest is his cut, except as provided for in Law 19.

FORMING TABLES

17. Those first in the room have the prior right to play. Candidates of equal standing decide their order by cutting; those who cut lowest play first.

18. Six players constitute a complete table.

19. After the table has been formed, the players cut to decide upon partners, the two lower play against the two higher. In cutting for partners, should a player expose more than one card he must cut again. The lowest is the dealer, who has choice of cards and seats, and having made his selection, must abide by it.¹

20. The right to succeed players as they retire is acquired by announcing the desire to do so, and such announcements, in the order made entitle candidates to places as vacancies occur.

¹ He may consult his partner before making his decision.

CUTTING OUT

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or players who have played the greatest number of consecutive rubbers withdraw; when more players than there are candidates have played the same number, the outgoers are decided by cutting; the highest are out.¹

RIGHT OF ENTRY

22. At the beginning of a rubber a candidate is not entitled to enter a table unless he declare his intention before any player cut, either for partners, for a new rubber, or for cutting out.

23. In the formation of new tables, candidates who have not played at an existing table have the prior right of entry. Others determine their right to admission by cutting.

¹ See Law 14 as to value of cards in cutting.

24. When one or more players belonging to an existing table aid in making up a new one, which cannot be formed without him or them, he or they shall be the last to cut out.

25. A player belonging to one table who enters another, or announces a desire to do so, forfeits his rights at his original table, unless the new table cannot be formed without him, in which case he may retain his position at his original table by announcing his intention to return as soon as his place at the new table can be filled.

26. Should a player leave a table during the progress of a rubber, he may, with the consent of the three others, appoint a substitute to play during his absence; but such appointment becomes void upon the conclusion of the rubber, and does not in any way affect the rights of the substitute.

27. If a player break up a table, the others have a prior right of entry elsewhere.

SHUFFLING

28. The pack must not be shuffled below the table nor so the face of any card be seen.

29. The dealer's partner must collect and shuffle the cards from the preceding deal. He must then place them face downward to the left of the next dealer, where they must remain untouched until the end of the current deal.

30. At the conclusion of the deal the next dealer has the right to shuffle his pack, but should a card or cards be seen during his shuffling or while the pack is being cut, he must reshuffle.¹

THE DEAL

31. Players deal in turn; the order of dealing is to the left.

32. Immediately before the deal, the player on the dealer's right cuts, so that each packet

¹ The dealer has the right to shuffle last except in the case covered by Law 34.

contains at least four cards. When in or after cutting, and prior to the beginning of the deal, a card is exposed, or when any doubt exists as to the place of the cut, the dealer must reshuffle and the same player must cut again.

33. After the pack has been properly cut, it should not be reshuffled or recut except as provided in Law 32.

34. Should the dealer shuffle after the cut, his adversaries may subsequently shuffle and the pack must be cut again.

35. The fifty-two cards must be dealt face downward. The deal is completed when the last card is dealt.

36. In the event of a misdeal, the same pack must be dealt again by the same player.

A NEW DEAL

37. There *must* be a new deal:

(a) If the cards be not dealt, beginning at the dealer's left, into four packets,

- one at a time and in regular rotation.
- (b) If, during a deal, or during the play, the pack be proved incorrect.¹
 - (c) If, during a deal, any card be faced in the pack or exposed, on, above, or below the table.
 - (d) If more than thirteen cards be dealt to any player.²
 - (e) If the last card does not come in its regular order to the dealer.
 - (f) If the dealer omits having the pack cut, deals out of turn or with the adversaries' cards, and either adversary call attention to the fact before the end of the deal, and before looking at any of his cards.

¹ A correct pack contains fifty-two cards divided into four suits of thirteen cards each, each suit containing one card of each denomination.

² This error, whenever discovered, renders a new deal necessary.

(g) If, before, during, or at the conclusion of the play, one player hold more than the proper number of cards and another less.

38. Should a correction of any offense mentioned in 37 (f) not be made in time, or should an adversary who has looked at any of his cards be the first to call attention to the error, the deal stands, and the game proceeds as if the deal had been correct, the player to the left dealing next. When the deal has been with the wrong cards, the next dealer when it is his turn to deal may take whichever pack he prefers.

39. If, prior to the cut for the following deal, a pack be proved incorrect, the deal is void, but all prior scores stand.

The pack is not incorrect when a missing card or cards are found in the other pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were part of the pack during the deal.

40. Should three players have their proper

number of cards, the fourth, less, the missing card or cards, if found, belong to him, and he, unless dummy, is answerable for any established revoke or revokes he may have made just as if the missing card or cards had been continuously in his hand. When a card is missing, any player may search the other pack, the quitted tricks, or elsewhere for it.¹

41. A player may not cut, shuffle, or deal for his partner if either adversary object.

41*a*. A player may not lift from the table and look at any of his cards until the end of the deal. The penalty for the violation of this law is 25 points in the adverse honor score for each card so examined.

THE DECLARATION

42. The dealer, having examined his hand, must either pass or declare to win at least one

¹ The fact that a deal is concluded without any claim of irregularity shall be deemed as conclusive that such card was part of the pack during the deal.

odd trick,¹ either with a specified suit as trump or at no trump.

43. The dealer having declared or passed, each player in turn, beginning on the dealer's left, must pass, make a higher declaration, double the last declaration made by an opponent, or redouble an opponent's double, subject to the provisions of Law 56.

44. When all four players pass their first opportunity to declare, the deal passes to the next player.

45. The order in value of declarations from the lowest up is clubs, diamonds, hearts, spades, no trump.

To overbid a declaration, a player must bid, either

(a) An equal number of tricks of a more valuable declaration, or

(b) A greater number of tricks.

E. g., 3 spades over 3 diamonds; 5 clubs over 4 hearts; 4 diamonds over 3 no trump.

¹ One trick more than six.

46. A player in his turn may overbid the previous adverse declaration any number of times, and may also overbid his partner, but he cannot overbid his own declaration which has been passed by the three others.¹

47. The player who makes the final declaration² must play the combined hands, his partner becoming dummy, unless the suit or no trump finally declared was bid by the partner before it was called by the final declarer, in which case the partner, no matter what bids have intervened, must play the combined hands.

48. When the player of the two hands (hereinafter termed "the declarer") wins at least as many tricks as he declared, he scores the full value of the tricks won (see Law 3).³

¹ Seven is the maximum declaration, and if it be made, the only bid thereafter permitted (except a double) is seven of a higher valued declaration.

² A declaration becomes final when it has been passed by three players.

³ For amount scored by declarer, if doubled, see Laws 55 and 58.

48*a*. When the declarer fails to win as many tricks as he declares, neither he nor his adversaries score anything toward the game, but his adversaries score in their honor column 50 points for each undertrick (*i. e.*, each trick short of the number declared). If the declaration be doubled, the adversaries score 100 points; if redoubled, 200 points for each undertrick.

49. If a player make a declaration (other than a double¹ or a pass²) out of turn either adversary may cancel or accept it.

When a declaration out of turn is cancelled the player whose turn it was to declare bids, and the partner of the offending player may not thereafter participate in the declaration.

When a declaration out of turn is accepted it becomes the turn of the player to the left of the offender to declare and the partner of the offending player retains the right to participate in the declaration.

¹ See Law 49*a*.

² See Law 49*b*.

After a declaration out of turn, should the adversary to the left of the offender either pass, double, or declare before the improper bid is accepted or cancelled, such act accepts the bid and thereby makes it the turn of said adversary.

Should the adversary to the right of a player who has bid out of turn be the proper declarer, and should he pass, double, or declare before the improper bid be accepted or cancelled, such act is a cancellation of the improper declaration.

When a bid out of turn is cancelled, it having been the turn of the partner of the offending player to declare, such turn passes to the adversary on the left of said partner.

49*a*. If a player double, or redouble when it is his partner's turn to declare, either adversary may—

- (*a*) Accept the double or redouble as if it had been made in turn.
- (*b*) Demand a new deal.

- (c) Call the bid that was doubled or redoubled final, and elect whether the double or redouble stand.

There is no penalty for a double or redouble out of turn when the partner of the offender has already passed the declaration.¹

When a declaration is made final neither a redouble nor any other declaration may be made.

49*b*. A pass out of turn cannot be penalized and does not affect the order of bidding. The bidding is continued by the player whose turn it was when the pass out of turn was made.

The player who has passed out of turn may only re-enter the bidding in case the declaration he has passed be overbid or doubled.

Should the adversary to the left of a player who passes out of turn be misled thereby and either pass or declare, such act accepts the pass as being in turn.

50. If a player make an insufficient declara-

¹ See Law 50*b*.

tion, either adversary may demand that it be made sufficient in the declaration named, in which case the partner of the declarer may not further declare unless an adversary subsequently bid or double.

50*a*. If a player who has been debarred from bidding under Laws 49, 50, 52, or 66, during the period of such prohibition, make any declaration (other than passing), either adversary may decide whether such declaration stand, and neither the offending player nor his partner may further participate in the bidding even if the adversaries double or declare.

50*b*. A penalty for a declaration out of turn (see Law 49), an insufficient declaration (see Law 50), or a bid when prohibited (see Law 50*a*) may not be enforced if either adversary pass, double, or declare before the penalty be demanded.¹

¹ When the penalty for an insufficient declaration is not demanded, the bid over which it was made may be repeated unless some higher bid has intervened.

50c. Laws which give to either adversary the right to enforce a penalty, do not permit consultation. Either adversary may call attention to the offence and select or forego a penalty, or may pass the privilege to his partner. If consultation take place the right to demand a penalty is forfeited.¹ The first decision made by either adversary is final and cannot be altered.²

51. At any time during the declaration, a question asked by a player concerning any previous bid must be answered, but, after the final declaration has been accepted, if an adversary of the declarer inform his partner regarding any previous declaration, the declarer may call a lead from the adversary whose next turn it is to lead. If the dummy give such information to the declarer, either adversary of the declarer may call a lead when it is the next turn of the

¹ The question, "Partner, will you select the penalty, or shall I?" is a form of consultation and is not permitted.

² When the player directs his partner to select the penalty and the partner fails to do so or attempts to refer the privilege back, the right is forfeited.

dealer to lead from either hand. A player, however, at any time may ask what declaration is being played and the question must be answered.

52. If before or during the declaration a player give any information concerning his hand other than that conveyed by a legitimate declaration, his partner may not thereafter participate in the bidding.

53. A double once made may not be altered.

No declaration may be altered after the next player acts.¹

Before action by the next player a no trump or suit declaration may be changed:

- (a) To correct the amount of an insufficient bid.
- (b) To correct the denomination but not the size of a bid in which, due to a *lapsus linguæ*, a suit or no trump has been called which the declarer did not intend to name.

¹ Such an alteration may be penalized as a bid out of turn. (See Law 49.)

No other alteration may be made.

54. After the final declaration has been accepted, the play begins; the player on the left of the declarer leads.

DOUBLING AND REDOUBLING

55. Doubling and redoubling doubles and quadruples the value of each trick over six, but it does not alter the value of a declaration; *e. g.*, a declaration of "three clubs" is higher than "two spades" doubled or redoubled.

56. Any declaration may be doubled and redoubled once, but not more; a player may not double his partner's declaration nor redouble his partner's double, but he may redouble a declaration of his partner which has been doubled by an adversary.

The penalty for redoubling more than once is 100 points in the adverse honor score or a new deal; for doubling a partner's declaration, or redoubling a partner's double it is 50 points

in the adverse honor score. Either adversary may demand any penalty enforceable under this law.

57. Doubling or redoubling reopens the bidding. When a declaration has been doubled or redoubled, any one of the three succeeding players, including the player whose declaration has been doubled, may, in his proper turn, make a further declaration of higher value.

58. When a player whose declaration has been doubled wins the declared number of tricks, he scores a bonus of 50 points in his honor score, and a further 50 points for each additional trick. When he or his partner has redoubled, he scores 100 points for making the contract and an additional 100 for each extra trick.

DUMMY¹

59. As soon as the player on the left of the declarer leads, the declarer's partner places his

¹ For additional laws affecting dummy, see 51 and 93.

cards face upward on the table, and the declarer plays the cards from that hand.

60. The partner of the declarer has all the rights of a player (including the right to call attention to a lead from the wrong hand), until his cards are placed face upward on the table.¹ He then becomes the dummy, and takes no part whatever in the play, except that he has the right:

- (a) To call the declarer's attention to the fact that too many or too few cards have been played to a trick;
- (b) to correct an improper claim of either adversary;
- (c) to call attention to a trick erroneously taken by either side;
- (d) to participate in the discussion of any disputed question of fact after it has arisen between the declarer and either adversary;
- (e) to correct an erroneous score;

¹ The penalty is determined by the declarer (see Law 67).

- (f) to consult with and advise the declarer as to which penalty to exact for a revoke;
- (g) to ask the declarer whether he have any of a suit he has renounced.

The dummy, if he have not intentionally looked at any card in the hand of a player, has also the following additional rights:

- (h) To call the attention of the declarer to an established adverse revoke;
- (i) to call the attention of the declarer to a card exposed by an adversary or to an adverse lead out of turn;
- (j) to call the attention of the declarer to any right which he may have under any law;
- (k) to direct the declarer who would concede a trick or tricks to the adversaries to play out the hand.¹

61. Should the dummy call attention to any other incident in the play in consequence of

¹ See Law 95.

which any penalty might have been exacted, the declarer may not exact such penalty. Should the dummy avail himself of rights (*h*), (*i*), (*j*), or (*k*), after intentionally looking at a card in the hand of a player, the declarer may not benefit thereby.

62. If the dummy, by touching a card or otherwise suggest the play of one of his cards, either adversary may require the declarer to play or not to play such card.

62*a*. If the dummy call to the attention of the declarer that he is about to lead from the wrong hand, either adversary may require that the lead be made from that hand.

63. Dummy is not subject to the revoke penalty; if he revoke and the error be not discovered until the trick be turned and quitted, whether by the rightful winners or not, the revoke may not be corrected.

64. A card from the declarer's hand is not played until actually quitted, but should he name or touch a card in the dummy, such card is

played unless he say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which to play.

EXPOSED CARDS

65. The following are exposed cards:

- (1) Two or more cards played simultaneously;
- (2) a card dropped face upward on the table, even though snatched up so quickly that it cannot be named;
- (3) a card so held by a player that his partner sees any portion of its face;
- (4) a card mentioned by either adversary as being held in his or his partner's hand.

A card dropped on the floor or elsewhere below the table and not seen by the partner,¹ or so held that it is seen by an adversary but not by the partner, is not an exposed card.

¹ If seen by the partner it is an exposed card.

CARDS EXPOSED BEFORE PLAY

66. After the deal and before the declaration has been finally determined, if any player lead or expose a card, his partner may not thereafter bid or double during that declaration,¹ and the card, if it belong to an adversary of the eventual declarer, becomes an exposed card.² When the partner of the offending player is the original leader, the declarer may also prohibit the initial lead of the suit of the exposed card.

67. After the final declaration has been accepted and before the lead, if the partner of the proper leader expose or lead a card, the declarer may treat it as exposed or may call a suit from the proper leader. A card exposed by the leader, after the final declaration and before the lead, is subject to call.

¹ See Law 50a.

² See Law 68.

CARDS EXPOSED DURING PLAY

68. An exposed card must be left face upward on the table.

Until it is played the declarer has the right to call it at any time when it is the turn of its owner to play or lead, but the owner may play or lead it whenever he has the opportunity.

69. A player cannot be compelled to play a card which would oblige him to revoke.

70. Should an exposed card be called and the player be unable to obey the call because he is obliged to follow suit, the card is still exposed and the call may be repeated any number of times until the card is played.

71. Two or more cards played simultaneously by either of the declarer's adversaries give the declarer the right to call any one of such cards to the current trick and to treat the other card or cards as exposed.

72. Should an adversary of the declarer expose his last card before his partner play to the

twelfth trick, the two cards in his partner's hand become exposed, must be laid face upward on the table, and are subject to call.

73. If, without waiting for his partner to play, either of the declarer's adversaries play or lead a winning card, as against the declarer and dummy and continue (without waiting for his partner to play) to lead several such cards, the declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks. The other cards thus improperly played are exposed.

74. If either or both of the declarer's adversaries throw his or their cards face upward on the table, such cards are exposed and liable to be called; but if either adversary retain his hand, he cannot be forced to abandon it. Cards exposed by the declarer are not liable to be called. If the declarer say, "I have the rest," or any words indicating the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. He

is not then allowed to call any cards his adversaries may have exposed, nor to take any finesse, not previously proven a winner, unless he announce it when making his claim.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 80, 86, and 92) fail to play as directed, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of the suit demanded (Laws 66, 76, and 93), or if, when called upon to win or lose a trick, he fail to do so when he can (Laws 73, 80, and 92), or if, when called upon not to play a suit, he fail to play as directed (Laws 66, 67) he is liable to the penalty for revoke (Law 84), unless such play be corrected before the trick be turned and quitted.

LEADS OUT OF TURN

76. If an adversary of the declarer lead out of turn, the declarer may treat the card so led

as exposed or may call a suit as soon as it is the turn of either adversary to lead. Should they lead simultaneously, the lead from the proper hand stands, and the other card is exposed.

77. If the declarer lead out of turn, either from his own hand or dummy, he incurs no penalty, but he may not rectify the error unless directed to do so by an adversary.¹ If the second hand play, the lead is accepted.

78. If an adversary of the declarer lead out of turn, and the declarer follow either from his own hand or dummy, the lead is accepted. If the declarer before playing refuse to accept the lead, the leader may be penalized as provided in Law 76.

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

¹ The rule in Law 50c as to consultations governs the right of adversaries to consult as to whether such direction be given.

CARDS PLAYED IN ERROR

80. Should the fourth hand, not being dummy or declarer, play before the second, the latter may be required to play his highest or lowest card of the suit led, or to win or lose the trick. In such case, if the second hand be void of the suit led, the declarer in lieu of any other penalty may call upon the second hand to play the highest card of any designated suit. If he name a suit of which the second hand is void, the penalty is paid.¹

81. When any one, except dummy, omits playing to a trick, and such error is not corrected until he has played to the next, the declarer or either of his adversaries, as the case may be, may claim a new deal; should either decide that the deal stand, the surplus card (at the end of

¹ Should the declarer play third hand before the second hand, the fourth hand may without penalty play before his partner.

the hand) is considered played to the imperfect trick, but does not constitute a revoke therein.¹

82. When any one, except dummy, plays two or more cards to the same trick and the mistake is not corrected, he is answerable for any consequent revokes he may make. When the error is detected during the play, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card or cards may be examined and such card or cards restored to the original holder.²

THE REVOKE³

83. A revoke occurs when a player, other than dummy, holding one or more cards of the

¹ As to the right of adversaries to consult, see Law 50c.

² Either adversary may decide which card shall be considered played to the trick which contains more than four cards, but such decision shall not affect the winning or losing of the trick.

³ See Law 75.

suit led, plays a card of a different suit. It becomes an established revoke when the trick in which it occurs is turned and quitted by the rightful winners ¹ (*i. e.*, the hand removed from the trick after it has been turned face downward on the table), or when either the revoking player or his partner, whether in turn or otherwise, leads or plays to the following trick.

84. The penalty for each established revoke is:

- (a) When the declarer revokes, he cannot score for tricks and his adversaries add 100 points to their score in the honor column for each revoke, in addition to any penalty to which they may be entitled for his failure to make good his declaration.
- (b) When either of the adversaries revokes, the declarer for the first revoke may either score 100 points in his honor column or take three tricks from his

¹ Except as provided in Law 85.

opponents and add them to his own.¹ Such tricks may assist the declarer to make good his declaration,² but shall not entitle him to any further bonus in the honor column, by reason of the declaration having been doubled or redoubled, nor to a slam or little slam not otherwise obtained³ (see Laws 7, 8 and 58). For each subsequent revoke he adds 100 points to his honor score.

The value of their honors is the only score that can be made by a revoking side.

85. A player may ask his partner if he have a card of the suit which he has renounced; should the question be asked before the trick be turned and quitted, subsequent turning and

¹ The dummy may advise the declarer which penalty to exact.

² They may enable him to win a game and if that game conclude the rubber, give him the 250 points bonus.

³ The value of the three tricks, doubled or redoubled, as the case may be, is counted in the trick score.

quitting does not establish a 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.

85a. Should the dummy leave the table during the play, he may ask his adversaries to protect him from revokes during his absence; such protection is generally called "the courtesies of the table" or "the courtesies due an absentee."

If he makes such request the penalty for a revoke made by the declarer during the dummy's absence may not be enforced unless in due season an adversary have asked the declarer whether he have a card of the suit he has renounced.

86. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw his or their cards and substitute others, and the cards so withdrawn are not exposed. If the player in fault be one of the declarer's adversaries, the card

played in error is exposed, and the declarer may call it whenever he pleases, or he may require the offender to play his highest or lowest card of the suit to the trick.

86a. If the player in fault be the declarer, either adversary may require him to play the highest or lowest card of the suit in which he has renounced, provided both his adversaries have played to the current trick; but this penalty may not be exacted from the declarer when he is fourth in hand, nor can it be enforced at all from the dummy.

87. At the end of the play the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary and the claim is established if, after it is made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

88. A claim that a revoke has been made cannot be allowed after the cards have been cut for

the following deal, or when the deal concludes the rubber, after the score has been made up and agreed upon, or after the cards have been cut for any purpose connected with the next rubber.

89. Should both sides revoke, the only score permitted is for honors. In such case, if one side revoke more than once, the penalty of 100 points for each extra revoke is scored by the other side.

GENERAL LAWS

90. A trick turned and quitted may not be looked at (except under Law 82) until the end of the play. The penalty for the violation of this law is 25 points in the adverse honor score.

91. Any player during the play of a trick or after the four cards are played, and before the trick is turned and quitted, may demand that the cards be placed before their respective players.

92. When an adversary of the declarer, be-

fore his partner plays, calls attention to the trick, either by saying it is his, or, without being requested to do so, by naming his card or drawing it toward him, the declarer may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

93. An adversary of the declarer may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, he make any unauthorized reference to any incident of the play, the declarer may call a suit from the adversary whose next turn it is to lead. If the dummy similarly offend, either adversary may call a lead when it is the next turn of the declarer to lead from either hand.

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

95. If the declarer concede one or more tricks and the concession be accepted, such trick or tricks belong to the adversaries even if it would have been impossible for the declarer to lose

such trick or tricks had the hand been played out.¹

If an adversary of the declarer concede a trick or tricks, such concession is binding if agreed to at the time by the partner of the conceding player. Silence shall be regarded as consent.

NEW CARDS

96. Unless a pack be imperfect, no player has the right to call for one new pack. When fresh cards are demanded, two packs must be furnished. When they are produced during a rubber, the adversaries of the player demanding them have the choice of the new cards. If it be the beginning of a new rubber, the dealer, whether he or one of his adversaries call for the new cards, has the choice. New cards cannot

¹ Unless before the acceptance of the concession, the dummy, who has not looked at any cards in the hand of an adversary, demand that the deal be played out. (See Law 60k.)

be substituted after the pack has been cut for a new deal.

97. A card or cards torn or marked must be replaced by agreement, or new cards furnished.

BYSTANDERS

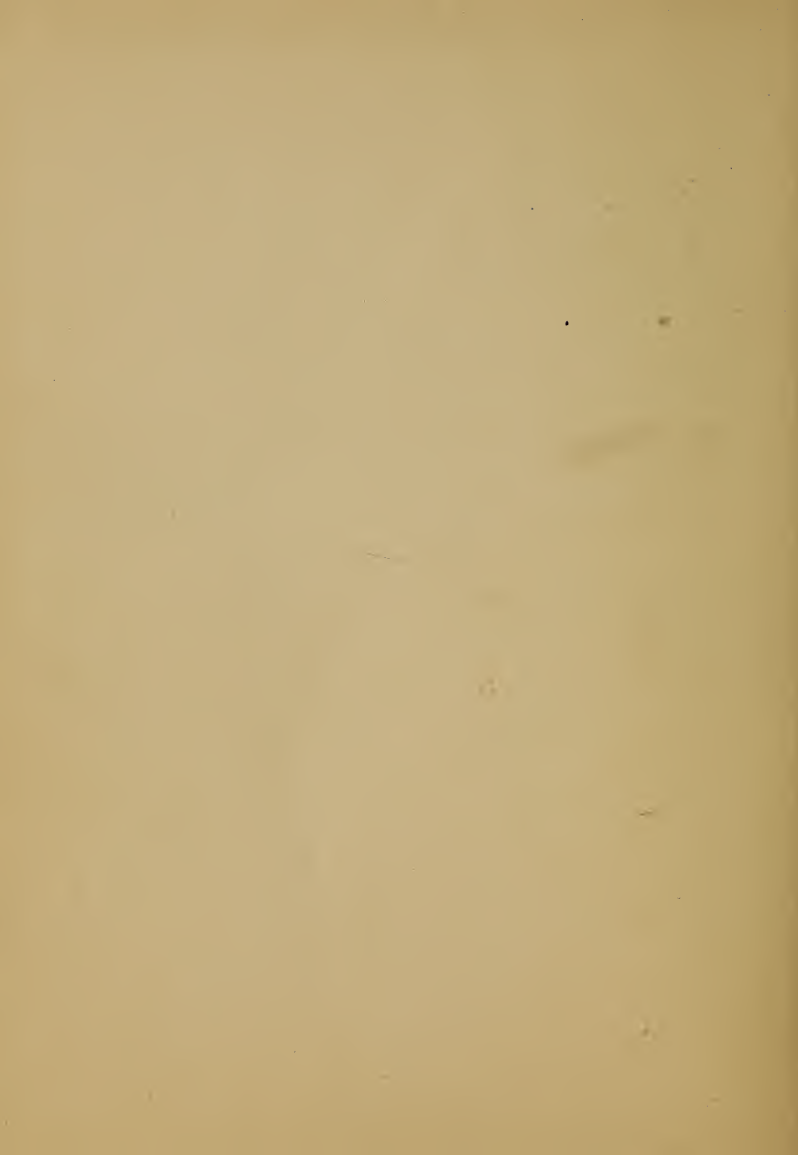
98. While a bystander, by agreement among the players, may decide any question, he should not say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.

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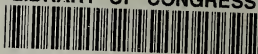
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