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Bridge Don'ts



BY

WALTER CAMP





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CONDENSED
BRIDGE
FOR THE BUSY MAN

DON'T *blame your
partner or the
cards unless you follow
these DONT'S*

BY
WALTER CAMP



P. F. COLLIER & SON
NEW YORK

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To
A. S. C.
My Best Partner



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PREFACE or APOLOGY

BEFORE a foot-ball team enters an important match the coaches spend a day or two in repeating the injunctions taught during the previous preliminary work. Such injunctions come largely in the form of "Don'ts." This little book does not presume to make original suggestions to the advanced Bridge player. But just as the best football player that ever strode the gridiron is benefited by the injunctions, "Don't fumble,"

PREFACE or APOLOGY

“Squeeze the ball,” “Don’t tackle high,” and the like, repeated before the game, so it is hoped the Bridge player may find in these “Don’ts” some available cautions. And, further, in the belief that the average busy man and woman may prefer to have the world of information contained in the more extended disquisitions upon the game condensed into briefer and less experimental form, this book is offered.

BRIDGE DON'TS

DON'T quarrel over your partner's discard from strength or weakness. Simply say "I prefer strength, but shall be glad to do as you like and I play the Heart Convention."

Preliminary
Don't



B R I D G E D O N ' T S

Don'ts
for
Makes

DON'T forget more games are lost by bad makes than by poor play.

¶ Don't risk opponents' going game on your make and starting new game with the deal.

¶ Don't pass the make without considering what you are likely to get if you do pass it.



B R I D G E D O N ' T S

DON'T declare original on less than count of 8, counting each trump as one, each honor as one, and each sure trick outside as one.

Don'ts
for
Risks

¶ Don't forget that only one hand in 25 can take odd unassisted.

¶ Don't try risky no trump unless to the score.

¶ Don't take chances when a game in.

¶ Don't take a big chance because cards have been running against you and your hand looks better than what you have held.

BRIDGE DON'TS

DON'T forget that 40 per cent of passed no-trump makes fail.

Don'ts
for
No-Trump
Make

¶ Don't make passed no trumper if weak in red.

¶ Don't make original *no trumps* except to the score unless holding

1 - Four aces.

2 - Three aces.

3 - Two aces and protection in two suits.

4 - One ace, protection in three suits—four sure tricks.

B R I D G E D O N ' T S

5- No aces, King, Queen
or King, Jack in each
suit.

6- Don't declare no trumps
even with three aces.

A. If heart make is
stronger.

B. If suit make will surely
win game.

C. If you hold no other
honor and score is six
or more.

D. If you hold no other
honor and you are a
game in and 20 to 0
in your favor.

BRIDGE DON'TS

Don'ts
for
Heart
Make

DON'T make original *hearts* except to the score unless holding

- 1 - Seven trumps.
- 2 - Six trumps, one honor.
- 3 - Five trumps, two honors and one sure outside trick.
- 4 - Four trumps, three honors and three sure outside tricks.
- 5 - Four honors.

BRIDGE DON'TS

DON'T make original *diamonds* except to the score unless slightly better than above for hearts.

Don'ts
for
Other
Makes

¶ Don't make original diamonds with only four, even if all are honors, unless three honors are high and four tricks sure.

¶ Don't make original *clubs* except to the score, unless so black that the chances are against partner succeeding in red.

BRIDGE DON'TS

Don'ts
for
Spades

DON'T make original *spades* except to the score unless but one trick in the hand.

¶ Don't declare a trump without knowing the score.

¶ Don't ask the score after the hands are dealt.



B R I D G E D O N ' T S

DON'T miss the following advantageous score points:

Don'ts
for
Checking
Make

At 6 requires only 2 in no trumps, 3 in hearts.

12 requires only 3 in diamonds.

14 requires only 2 in hearts.

18 requires only 1 in no trumps, 2 in diamonds.

22 requires only 1 in hearts, 2 in clubs.

24 requires only 1 in diamonds.

B R I D G E D O N ' T S

Don't
Spoil
Partner's
Make

DON'T risk spoiling hearts or no trumps with original diamond unless the hand is above average.

¶ Don't make original clubs unless 14 or more in score and strong club hand with three outside tricks.

¶ Don't try four-card heart make unless with three honors two being A., K. or Q., or three sure outside tricks.



B R I D G E D O N ' T S

DON'T fail to lead highest heart to partner's double of no trumps. This is known as the "Heart Convention."

Don'ts
for
Original
Leads

¶ Don't fail to lead highest trump to partner's double of dummy's make of hearts, diamonds or clubs.

¶ Don't lead trump to partner's double of dummy's spade make unless you hold two or less, or four or more, or long strong suit.

¶ Don't forget to open your longest and strongest suit in no trumps.

B R I D G E D O N ' T S

Don'ts
for
Relative
Values

DON'T fail to rate your leads as follows:

- 1 - Ace King alone or with others.
- 2 - King Queen alone or with others.
- 3 - Singleton.
- 4 - Queen Knave alone or with others.
- 5 - Ace with three or more small, but not with Queen or Jack.
- 6 - Knave Ten alone or with others.
- 7 - Doubleton except King and one low or Ace Queen.

B R I D G E D O N ' T S

8 - And (except No. 1) don't fail to lead the highest. With Ace King and others lead King; with Ace King alone, the Ace. Also lead Ace from Ace King and four others in no trumps.



B R I D G E D O N ' T S

Don'ts
for
General
Leads

DON'T lead short suits with single high card.

¶ Don't lead away from Ace in declared trump unless nothing better and not more than two others. In latter case, if you have to lead suit holding four or more of it, always lead Ace.

¶ Don't lead suit with three or more and no honors.

¶ Don't, in opening lead against no trump, lead Ace of an Ace Queen Jack long suit unless you have re-entry. Send the Queen.

¶ Don't clear your opponent's suit for him.

B R I D G E D O N ' T S

¶ Don't fail to lead your own suit, rather than through dummy, unless dummy holds a suit with

King and others.

Queen and others.

Ace Queen alone or with others.

King Jack alone or with others.

Ace Jack alone or with others.

¶ Don't hesitate to lead trumps to stop an indicated ruff.

B R I D G E D O N ' T S

Don't
forget
your
Partner

DON'T fail to send Jack from your Ace Jack or King Jack suit through a dummy Queen.

¶ Don't lead a suit for partner to trump knowing he will be overtrumped.

¶ Don't forget your partner's lead.

¶ Don't return suit partner has led through dummy's weakness if you wish him to do it again.

¶ Don't lead suit where your highest is over dummy's highest.

BRIDGE DON'TS

DON'T lead through weakness or up to strength.

Don't
forget
your
Opponents

¶ Don't always return partner's lead in declared trump if there is a good chance to lead up to dummy's weakness.

¶ Don't return your highest to partner's suit in no trump if you hold more than four.

¶ Don't stop leading your suit because opponents hold the high card, provided you have re-entry.

B R I D G E D O N ' T S

Don'ts
for
Doubling

DON'T forget that doubling is dependent upon score.

¶ Don't double just to show your *sand*.

¶ Don't double spades just because you *think* opponents are weak.

¶ Don't double on right of maker unless very strong.

¶ Don't double unless five tricks in your hand.

¶ Don't redouble unless odd in your hand.

BRIDGE DON'TS

DON'T forget that double locates strong hand for your opponents.

Don't
Ignore
Chances

¶ Don't forget in considering a double that many players pass a fairly strong diamond make.

¶ Don't let the opportunity pass to double no trumps if you hold six or seven of a suit headed by Ace King, Queen and a sure re-entry.

¶ Don't hesitate to double hearts, diamonds or clubs, especially if sitting on left of maker, if you hold five with

B R I D G E D O N ' T S

two honors and protection
in at least two other suits.

¶ Don't double because
your partner hesitated before
asking.

¶ Don't double on intuition.



BRIDGE DON'TS

DON'T delay the game—
decide quickly and
play promptly.

Don'ts
for
Play and
Finesse

¶ Don't deceive your partner.

¶ Don't enlighten your opponents.

¶ Don't fail to unblock for your partner.

¶ Don't keep a high card of your partner's suit in your hand in no trumps after the first round, unless it is guarded by three.

BRIDGE DON'TS

Don't
Ignore
Result of
Finesse

DON'T finesse your partner's lead except holding Ace and Jack while King or Queen lies guarded in dummy.

¶ Don't finesse in no trumps when no score and you find you are sure only of five or sure only of seven or sure only of nine. Take that fifth, seventh, or ninth trick first before you try your finesse.

¶ Don't finesse in no trump any suit holding Ace King if your two hands show nine or more.

BRIDGE DON'TS

DON'T finesse to lose to the established hand.

¶ Don't play your Ace in opponent's suit in no trumps when holding no other possible trick in that suit until his partner can no longer return it.

¶ Don't forget in no trumps that third hand plays second best when making no attempt to take trick.

¶ Don't miss opponent's discard.

¶ Don't fail to keep count of trumps.

B R I D G E D O N ' T S

Don't
Accept
Conces-
sions

DON'T forget a touched card in dummy is regarded as played.

¶ Don't fail to insist upon paying every penalty you incur.

¶ Don't talk and don't explain. It is unnecessary.



P E N A L T I E S

Sometimes Missed

¶ No penalty can be exacted against Dummy.

¶ Dummy's only remark may be "Failing"—when his partner does not follow suit.

¶ A revoke is established when the trick has been turned and quitted, or when the player has led to the next trick.

¶ A player who has revoked and paid the penalty of three tricks may not win the game on that hand. He is not allowed to score above 28 points.

¶ If a player discover his revoke before it is established, there is no penalty except that the dealer may require him to play his highest or lowest of the suit or may call the card played in error an exposed card.

¶ A revoke must be claimed before the cards are cut for the next deal.

¶ The dealer has the right to shuffle last.

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P E N A L T I E S

Sometimes Missed

¶ The dealer has the right to expose all his cards without penalty. The adversary of the dealer may not expose his hand and claim the rest. The dealer may call all such cards, exposed cards.

¶ You should not look back at the last trick, but there is no penalty.

¶ After the cards have been touched to gather them in, you may not ask for them to be placed.

¶ Erroneous score affecting honors chicane or slam may be corrected at any time before the score of the rubber has been made up and agreed upon.

¶ Erroneous score affecting trick must be concluded prior to the conclusion of the game in which it has occurred; such game is not concluded until the following deal has been completed and the trump declared, unless it is last game of a rubber—then the score is subject to enquiry until an agreement is reached.

G L O S S A R Y

AVERAGE HAND—One containing equivalent of Ace, King, Queen, Jack, Ten.

BLOCK—To hold a card that prevents the continuance of the lead of that suit.

CARD OF RE-ENTRY—A winning card which will regain the lead.

CHICANE—A hand to which no trump has been dealt.

CLEAR—To establish a suit.

COMMAND—Holding the best card or cards of a suit.

CROSS RUFF—Partners trumping different suits.

DISCARD—Not to follow suit or trump.

DUCKING—Refusing to win a particular trick.

ECHO—Playing a higher card and then a lower one.

ELDEST HAND—The player at the Dealer's left.

ELEVEN RULE—Deducting spots on card led from 11 to remainder show number out higher than card led, not in leader's hand.

G L O S S A R Y

- ESTABLISH**—To force out any high cards which obstruct the suit.
- EXPOSED CARD** — Any card which is shown, but not played.
- EXPOSED HAND** — The hand of the Dummy.
- FALSE CARD**—To play an unnecessarily high card with an intent to deceive.
- FINESSE**—An attempt to take with a card which is neither the best, nor in sequence with the best.
- FORCE**—To lead a card which will win the trick, or compel the opponent to play a trump.
- FORCE DISCARDS**—To lead a suit which compels one or more players to discard.
- FOURCHETTE**—The cards directly above and below another card.
- FOURTH BEST**—The fourth best card of a suit counting from the top.
- GRAND SLAM**—All the thirteen tricks won by one side.



G L O S S A R Y

HOLD UP—To refuse to play the best card of a suit.

LEAD THROUGH STRENGTH—To lead a suit of which the player at your left holds high cards.

LEAD UP TO WEAKNESS—To lead a suit of which the fourth player has no high card.

LITTLE SLAM—Twelve of the thirteen tricks won by one side.

LONG SUIT—A suit of four or more cards.

ODD TRICK—The first trick over the book of six.

ORIGINAL MAKE—A declaration of trumps by the Dealer.

ORIGINAL LEAD—The card first led by the player at the left of the Dealer.

PASSED MAKE—A declaration by the Dummy.

PLAIN SUIT—Any one of the three suits not trumps.

G L O S S A R Y

- PONE—The partner of the eldest hand.
- PROTECTED SUIT—Any suit in which you can take a trick.
- QUITTING—Removing fingers from trick after it has been turned down.
- RE-DOUBLE—To double again after an adversary has doubled. It is sometimes spoken of as “going back.”
- RUFF—To trump a trick.
- REVERSE DISCARD — To change the original meaning of the discard by an echo in the suit discarded.
- REVOKE—To play a card of another suit when you hold a card of the suit led.
- SECONDARY LEAD — The lead by the original leader, directly after he has won the first trick.
- SEQUENCE—Three or more cards in consecutive order.
- SHORT SUIT—A suit of three cards or fewer.
- SINGLETON—The only card of a suit dealt to a hand.

G L O S S A R Y

STRONG HAND—Usually the maker of the trump.

TENACE—A combination of two or more cards of one suit from which an intermediate card is missing. The best and third best card of a suit is the major tenace, the second and fourth best the minor.

THIRD HAND—The Leader's partner.

UNBLOCK—To rid a hand of any card which may interrupt the continuation of the partner's suit.

WEAK HAND—The partner of the player who makes the trump.

WEAK SUITS—Those in which you hold no tricks, or a very improbable trick.

YARBOROUGH—A hand of which all the cards are smaller than the ten.

BRIDGE SCORE

WHEN TRUMPS ARE	No Trumps	Hearts	Diamonds	Clubs	Spades
EACH TRICK OVER } 6 COUNTS	12	8	6	4	2
* 3 Honors count .	30	16	12	8	4
* 4 Honors count .	40	32	24	16	8
5 Honors count .	—	40	30	20	10
* 4 Honors in one hand	100	64	48	32	16
4 Honors in one hand, 5th in partner's . . .	—	72	54	36	18
5 Honors in one hand	—	80	60	40	20
Chicane	—	16	12	8	4
Double chicane .	—	32	24	16	8

* At no trumps the aces count as honors.

With a declared trump, the honors are A., K., Q., J. and 10.

Little slams (taking 12 of 13 tricks) adds 20 points to honor score.

Grand slam (taking all 13 tricks) adds 40 points to honor score.

Rubber (2 out of 3 games) adds 100 to honor score.

Doubling does not increase the honor score.



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