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A · B · C

OF

AUCTION

BRIDGE





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THE A B C
OF
AUCTION BRIDGE

INCLUDING
"NEW COUNT"

BY
George EDWARD ATHERTON
'
OF THE
Philadelphia Racquet Club

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INTRODUCTION

THE popularity of Auction Bridge promises to be as rapid and as complete as was that of the parent game—Bridge proper. Just as the superior attractions of the latter over the sober interests of Whist were at once recognized, so are the greater possibilities of the new variant claiming adherents among those who prefer excitement to science in their recreations. And it must be admitted, although as a confirmed Bridge en-

thusiasm I grieve to have to concede the point, Auction offers far greater scope for individual enterprise than its older rival, and for a time at least its fascination promises to be irresistible.

For one thing, it appeals to the gambling instinct. It is a clever combination of Bridge, Solo Whist, and Poker, and calls for the qualities which make for success in all three games. The stereotyped Bridgeplayer would be at as great a disadvantage without a thorough knowledge of the intricacies of Auction as would a Poker player who did not know Bridge. Given each an equal

proficiency, and the player with the Poker temperament will have the upper hand.

I shall, however, for the sake of brevity, take it for granted that readers of this little volume are acquainted with the laws and play of ordinary Bridge. Those who are not can gain the requisite information from any of the hundred and one excellent Bridge manuals. But does there exist a card-player in this year of grace who does not understand Bridge? If so, he must be in too small a minority to deserve special consideration. We will, therefore, start with the assumption that we are all sufficiently stu-

dents of Bridge to be able to appreciate the distinctions between the two games.

And here let it be said that the confirmed Bridge-player will have as much to unlearn as to learn in acquiring the principles of Auction Bridge. For instance, what can be more difficult to grasp than the fact that the calling of "No Trumps" entails no greater risk than a spade declaration? Again, that calling to the score loses its significance, as the opposition cannot win the game on a defeated call, or that, as a rule, it is more profitable to defeat an opponent's call than to win the game?

The whole point of view is changed, and the more ingrained are the fundamental principles of ordinary Bridge, the greater will be the confusion of the player until he shall become imbued with the reckless optimism essential to Auction Bridge, but fatal to its predecessor.

“NEW COUNT”

When “Auction” first began to take the place of “Bridge” in popularity, the same count as to the valuation of the different suits was used, namely: Spades, 2; Clubs, 4; Diamonds, 6; Hearts, 8, and No Trumps, 12. But as Auction became more

and more played it was realized that the competition in the bidding with the above valuation for the different suits would not do, and finally, after many experiments, the following count—namely: Spades, 2; Clubs, 6; Diamonds, 7; Hearts, 8; Lilies or Royal Spades, 9, and No Trumps, 10—was adopted by the players of the Philadelphia Racquet Club in the fall of 1911, and this count is now being used by all the leading players and clubs in this country and abroad.

Under this system of counting it can be seen that each suit declaration has now an aggressive value and is capable of making game. This, of

course, was not true under the old count as used in Bridge proper, where the Club bid could only be used to give indication of strength in that suit in the event of his partner wishing to make it No Trump.

HOW TO SCORE AT AUCTION

Since the changing of value of the tricks by the "New Count" there has been some confusion among beginners as to value of the honors, also what points should be scored in the trick and honor column. For these players I have added the following table, "How to Score at Auction Bridge," giving in a condensed form what

HOW TO SCORE AT AUCTION BRIDGE

WHEN DECLARATION IS

Each Trick beyond six scores
 Three Honors
 Four Honors
 Five Honors
 Four Honors in one hand
 Five Honors (one in Partner's hand)
 Five Honors in one hand
 Chicane

SPADES	CLUBS	Diamonds	HEARTS	ROYAL LILY	NO TRUMP
2	6	7	8	9	10
4	12	14	16	18	30
8	24	28	32	36	40
10	30	35	40	45	
16	48	56	64	72	100
18	54	63	72	81	
20	60	70	80	90	
4	12	14	16	18	

Little Slam, 20; Grand Slam, 40; Rubber, 250. If doubled, 50 points if contract is fulfilled and 50 points for each trick taken over contract. If redoubled, 100 points if contract is fulfilled and 100 for each trick taken over contract. If contract is not fulfilled, opponents score 50 for each trick under contract; if doubled, 100 points; if redoubled, 200 points.

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REVOKE, see page 14.

SCORED IN HONOR COLUMN

SPECIMEN SCORE SHEET

OUR SCORE			OPONENTS' SCORE		
TRICKS	HONORS	TOTAL	TRICKS	HONORS	TOTAL

See New System of Scoring, page 77.

points should be scored in the trick column and what points should be scored in the honor column. This differs from the old system of scoring above and below the line See p. 77.

THE LAWS

I shall first set forward, as briefly as possible, the laws of the game, always, of course, taking for granted that my readers are Bridge-players. The game and the rubber are the same in both cases—thirty points in the trick column, and the best of three games constitutes the rubber. Honors, chicane, and grand and little slam are scored in the honor column and are counted

just as in ordinary Bridge. The difference lies in the scoring of tricks made against the declarer. These are invariably scored in the honor column and are counted at the end of the rubber. They have no bearing upon the game. Only the tricks won by the *declarer* are scored in the trick column. Every trick below the number the declarer has contracted to make counts 50 points to the opposition, no matter in what suit or call it may be. Thus the failure to make one odd trick in spades is as expensive as in clubs, diamonds, hearts, or No Trumps. The penalty is uniform.

To the score of the side winning the

rubber is added 250 points in the honor column. The laws as to shuffling, cutting, and dealing are the same; also those applying to exposed cards and cards liable to be called as played in error.

THE REVOKE

There are differences, however, in the penalty for a revoke. When a revoke against the declarer is claimed, his adversaries score 150 points in the honor column in addition to the amount of the undertricks by which the declarer has failed to carry out his contract. In the case of the adversaries revoking, the declarer may

add 150 points in the honor column, or he may add three tricks to those he has taken, if, for instance, he should need them to complete his contract. In neither case is the penalty increased by a double or redouble, nor is the bonus for a double or redouble (see later) to be taken.

When more than one revoke is made during the play of the hand, the penalty for each revoke after the first is 100 points in the honor column. The revoking side cannot score except for honors in trumps or chicane.

THE DECLARATIONS

Before coming to the all-important

question of the declaration, wherein lies the whole art of Auction as distinguished from ordinary Bridge, it may be as well to set forth the progressive calls as they take precedence over each other. When two contracts are of equal point value, the undertaking to make the greater number of tricks ranks the higher. To avoid any confusion, it may be mentioned here that the contract to make one trick in any suit means the odd trick; two tricks in a suit, eight tricks, and so on.

Eliminating the spade bid as being purely defensive, the following list of progressive calls may be found useful:

CLUBS

2 Clubs	= 12	beat 1 Diamond	= 7.
2 "	= 12	" 1 Heart	= 8.
2 "	= 12	" 1 Lily	= 9.
2 "	= 12	" 1 No Trump	= 10.
3 "	= 18	" 2 Diamonds	= 14.
3 "	= 18	" 2 Hearts	= 16.
3 "	= 18	" 2 Lilies	= 18.
4 "	= 18	" 3 Diamonds	= 21.
4 "	= 18	" 3 Hearts	= 24.
4 "	= 18	" 2 No Trumps	= 20.
5 "	= 30	" 3 Lilies	= 27.
5 "	= 30	" 3 No Trumps	= 30.
6 "	= 36	" 5 Diamonds	= 35.
6 "	= 36	" 4 Hearts	= 32.
6 "	= 36	" 4 Lilies	= 36.
7 "	= 42	" 6 Diamonds	= 42.
7 "	= 42	" 5 Hearts	= 40.
7 "	= 42	" 4 No Trumps	= 40.

DIAMONDS

2 Diamonds	= 14	beat 1 Heart	= 8.
2 "	= 14	" 1 Lily	= 9.
2 "	= 14	" 1 No Trump	= 10.

3	Diamonds	= 21	beat	2	Hearts	= 16.
3	"	= 21	"	2	Lilies	= 18.
3	"	= 21	"	2	No Trumps	= 20.
4	"	= 28	"	3	Hearts	= 24.
4	"	= 28	"	3	Lilies	= 27.
5	"	= 35	"	4	Hearts	= 32.
5	"	= 35	"	3	No Trumps	= 30.
6	"	= 42	"	4	Lilies	= 36.
6	"	= 42	"	5	Hearts	= 40.
6	"	= 42	"	4	No Trumps	= 40.
7	"	= 49	"	5	Lilies	= 49.
7	"	= 49	"	6	Hearts	= 48.

HEARTS

2	Hearts	= 16	beat	1	Lily	= 9.
2	"	= 16	"	1	No Trump	= 10.
3	"	= 24	"	2	Lilies	= 18.
3	"	= 24	"	2	No Trumps	= 20.
4	"	= 32	"	3	Lilies	= 27.
4	"	= 32	"	3	No Trumps	= 30.
5	"	= 40	"	4	Lilies	= 36.
5	"	= 40	"	4	No Trumps	= 40.
6	"	= 48	"	5	Lilies	= 45.
7	"	= 56	"	6	Lilies	= 54.
7	"	= 56	"	5	No Trumps	= 50.

LILIES OR ROYALS

2 Lilies	= 18	beat 1 No Trump	= 10.
3 “	= 27	“ 2 No Trumps	= 20.
4 “	= 36	“ 3 No Trumps	= 30.
5 “	= 45	“ 4 No Trumps	= 40.
6 “	= 54	“ 5 No Trumps	= 50.
7 “	= 63	“ 6 No Trumps	= 60.

The deal in Auction does not carry with it the advantage of the deal at Bridge. The dealer has to make a compulsory call; he cannot leave the obligation to his partner. Neither is the play of the two hands assured to him as in ordinary Bridge. Either of his adversaries or his partner may become the declarer by calling above him. It is true that he has the right of the final call after every-

one else has been satisfied, but, as we shall see, the odds against his being able to avail himself of this privilege are such as to render it only an occasional benefit.

Having to start the running, however, his policy, for reasons given later, should be aggressive, if possible. Where the hands are about evenly divided in strength, the advantage to the side playing the hand is about one trick. Therefore it is permissible to make a No Trump considerably lighter than would be safe at Bridge. Failing the nucleus of a No Trump, the dealer should name his strong suit—if it has the higher honors. By

bidding a suit of this nature his partner knows what he can count on, if he has a fair hand himself, and it frequently happens that third hand has a good No Trump make if he knows that his weak suit is protected in his partner's hand. Moreover, if the dealer's named suit is especially strong, he can overbid his partner's No Trump at slight cost, if it should seem advisable.

Without a possible No Trump, or a really strong suit, the dealer should call "One Spade." This does not necessarily correspond to the yarrow original make at Bridge. It merely says to the partner, "I

cannot make it No Trump, and have no especially strong suit—my strength, if any, is scattered.” So, with “One Spade” from dealer, second player can overcall or pass. If third player calls “Two Spades,” “One Club” is the lowest contract that takes precedence over it. A double reopens the bidding (see later). For instance, if, say, a call of “Two Hearts” has been doubled, the declarer of that contract can amend it to “Two Lilies” or “Two No Trumps,” and so on. And this he can do, if expedient, without any fear of increasing the penalty for failure, for the loss is the same in both in-

stances—50 points for every trick under the contract and scored in the honor column. Failure does not affect the game, and therefore he may take wider liberties in this direction than at ordinary Bridge. We will give an illustration.

Let us suppose that one of the players has been forced to call “Two Hearts” on doubtful strength. The declaration is doubled and he stands to lose 100 points for every trick below the number he has undertaken to make. Whereas if he raises his call to “Two No Trumps,” and it is not doubled, he at least halves his loss per trick.

Occasionally "One Spade" is a useful call when dealer has a certain No Trump hand, with strength in all four suits. If "One No Trump" or "Two Hearts" has been called over him, he is in a safe position to call "Two No Trumps," and in the very improbable case of being doubled, can then redouble, by this means perhaps forcing the opposition to call beyond their strength, as explained above, when the dealer in turn can double with every chance of defeating the declaration. For it must be understood that the winning of the game is not the only object of Auction Bridge. The heavy scoring is done

in the honor column by defeating one's adversaries.

With moderate strength in three or more suits, however, an initial call of "One No Trump" can be recommended. The dealer is not likely to be left to make it or to be doubled, and so he at once forces up the bidding to "Two Clubs" at least, and gives his partner some idea of the kind of hand he holds. Thus, if the latter has strength in one of the red suits or "Lilies," he can contract to make two in it, so going a step higher.

The dealer should never make an initial suit or declaration without

pronounced strength in it and the possession of the head cards. Aces and Kings are of far greater importance than in ordinary Bridge. At all times the dealer should be careful not to deceive his partner. If he possesses, however, overwhelming strength in one of the suits and nothing else, it will be better for him to commence with a call of two tricks in it. It can do no harm and will be at least a guide to third player.

From these remarks it will be seen that far more strategy goes to the making of an original declaration in Auction than in ordinary Bridge. The dealer does not necessarily set

out to secure the play of the two hands or to win the game. Failure may be so much more expensive than the advantage of fulfilling a contract that his policy is rather to foster the sporting instincts of his adversaries than to take risks himself. "Bluff" enters considerably into the essence of the game, but it may prove expensive when carried too far with players who can draw sound deductions. On the other hand, it is often advisable to incur certain small losses in the honor column in order to keep the game open, with the hope of retrieving it in subsequent deals. The loss of the

dealer's advantage makes this possible at any time.

Let us now proceed from the original call of "One Spade." In some cases second player may pass this, for the reason that if third player does not increase it, he makes a confession of weakness, and, fourth player also passing, the dealer is left to get the odd trick in spades with no chance of materially augmenting his score, and with a corresponding chance of losing up to 100 points for failing in his contract.

Suppose, however, that the dealer has made "One No Trump."

Now second hand is in some diffi-

culty. He has gained no certain knowledge regarding the nature of dealer's cards and none whatever about his partner's. If he makes a rash call, he may be promptly doubled, and then he or his partner may be constrained to declare higher in order to get out of a dangerous situation. If, however, he possesses good strength in one of the suits and high cards in the other suits, what, in fact, would be otherwise a moderate No Trumper, then a two-card call in it is advisable. Although, if he bids two of a suit and is short of a suit of higher declaration, for example, he bids "Two Clubs" or "Dia-

monds" and is short of "Hearts" or "Lilies," he reopens the bidding for the dealer's partner or the dealer. This may result in game, whereas, if he lets the one "No Trump" stand, with his strength he would probably save the game and might defeat the declaration. The bidding will have reached an interesting stage.

Failing such strength, second hand should leave things to his partner, who, possessing unusual strength, may prefer to leave the dealer in with a "One No Trump" call on the tolerable certainty of being able to beat it. To double this call would be a tactical error, as one of the other

side would probably take refuge in two of a suit. If this is the object of the opposition, then the first double would be justified. The whole strategy of the game is to entice the other side into a risky declaration and then *to defeat it*. The higher the stage reached, the greater becomes the value of top cards in any of the suits. Say, for instance, one of the players has been driven to "Three Hearts." He has undertaken to make nine tricks. The adversaries have only to secure five and the declaration fails.

In supporting a partner's call, it is essential to grasp his motive for making it. Is it a voluntary one

from strength or a compulsory one to evade a tight corner? Let me give an illustration: "One Spade" has come from dealer. Second hand declares "One Heart." His only reason for doing so can be genuine strength in hearts. Hence if third hand tops it with "One No Trump," fourth hand, holding, say, one trick in hearts and two other tricks, or good general strength, may with safety say "Two Hearts."

On the other hand, an illustration of a forced call would be as follows: Third hand has raised dealer's original call of "One Spade" to "Two Spades." Fourth hand is unwise

enough to double it. Dealer must get out of the declaration somehow. He contracts to make one trick in a more expensive suit. His partner must not take this to mean that he has made a sound call. The dealer may be only seeking a way of escape. Deductions of this kind have a most important bearing upon the game. The adversaries, too, should draw the same distinctions. For example, dealer has been driven to call "One Heart." Second hand, having strong cards, with good trumps, may venture on "Two Hearts." If he has made a mistake and it is doubled, he can take refuge in "Two No Trumps."

Or, if confident of his own ability to fulfil his undertaking, he can redouble. Should, however, the dealer's call have been a weak one, the latter's only refuge is "Two No Trumps," with the risk of being doubled.

Information afforded by the different declarations is most valuable and should be treasured up. It is as essential to note what has not been called as what has been called. And it is in this connection that the importance of following the score comes in. For instance, if your opponents, with their score at 16 or 18 in the rubber game, passed your partner's "One No Trump" declaration, the

inference would be that they were weak in one of the other suits that would take them out with a two-trick call. One of them would certainly have overcalled if he saw any chance of victory. Again, suppose that the bidding had been raised to "Three Clubs" by one of the adversaries, and, instead of doubling, your partner branches into "Two No Trumps," is it not safe to infer that "Clubs" is his weak spot? The instances may be multiplied, and will suggest themselves to the intelligent player. More direct information can, of course, be drawn from what has been called. Say your partner has gone "Two

Diamonds"; possessing nothing in that suit yourself, but strength in the other suits, you are at once encouraged to raise the declaration to "Two No Trumps." If such a call came from the other side, the information would, in the same way, suggest caution.

On the subject of raising your partner's call, there is one point to be noted. It is the original caller of the suit that plays the hand. Thus, if your partner should say, "One Heart," and is overcalled by "One No Trump," if you are able to support him by "Two Hearts," which is passed, you become dummy, although your declaration is higher.

DOUBLING

Doubling in Auction differs in several respects from ordinary Bridge. In both cases only the score is affected. But in Auction the bidding is reopened by a double or redouble, and a doubled "Two Diamonds" would give place to the higher call of "Two Hearts." A call can only be doubled or redoubled once. A player may redouble a double of his partner's declaration, but he may not double it. If the final declarer's contract has been doubled, and he shall succeed in carrying it out, he is entitled to add a bonus of 50 points to

his honor score, and a further 50 points for every trick he shall make above the stipulated number. The value of the trick is also doubled and redoubled. Again, if the declarer or his partner redouble their opponent's double, they are entitled to 100 points in the honor column for making their contract and 100 points for each additional trick.

When the opposing side have doubled and defeated a call they score 100 points in the honor column for every trick under the number which the declarer has undertaken to make, *i. e.*, suppose the call has been "Two No Trumps doubled" and the

player only makes five tricks, his adversaries score 300 points. In the case of a redouble they receive 200 points for every undertrick. But the adversaries of a defeated call do not score in trick column.

There is one important exception, however, which tends to minimize the possible hardship of the dealer having to make a compulsory original call on a very poor hand. The maximum amount his adversaries are entitled to score in the honor column for defeating a doubled one-spade call is 100 points. If his partner raises the call to "Two Spades," the rule does not apply, but, holding no strength himself, third

player has thus the option of leaving the dealer with the initial declaration. In spite of what we have said regarding the obligation of third hand to help his partner out of this more or less formal opening, it may sometimes be expedient to take advantage of this refuge for extreme weakness. A player must use his own judgment when the occasion for exercising caution presents itself.

Doubling plays such an essential part in Auction Bridge that I will add a few general remarks under this heading before passing to the general play of the game. For one thing, it is the most potent factor in forcing the

opposing hands to call above their capacity. The loss in the honor column on a doubled contract when defeated is so heavy that most players will be tempted to bluff, in order to avoid it. As the liability is not increased by losing in a higher declaration, this policy is more often than not justifiable. Thus a player, having called two of a suit and being doubled, may find it expedient to rise to "Two No Trumps," especially if he knows his partner has strength in one of the other suits. If, on the other hand, he is doubled, again he is in no worse position as regards his losses.

The loophole afforded by the right

to call again makes it advisable not to double too soon, as it gives your opponent an opportunity of taking himself out with a higher declaration that you cannot defeat. The proper course, as I have said before, is to try to force the declaration higher by calling something else, for to double a one-trick make on trumps alone, without outside strength, is an error in the majority of cases.

The more favorable position for doubling is when you are on the right of the declarer, as, sitting over his partner, you deprive the latter of the chance of changing his suit. Of course, if you wish the suit changed,

the reverse policy holds good. The state of the game must always be a consideration in doubling. In addition to piling up your score in the honor column, your object is to keep the game open, and so to double "Two Hearts," "Two Lilies," or "Two No Trumps" at love all in the rubber game is not so justifiable as when the adversaries' score is well advanced. If they just fulfil their contract they go out on the doubled call, whereas, if left alone, they would fall short of the game. If, however, the making of the contract will take them out any way, the loss is not so significant, unless (and this point must

be borne in mind) you lay yourself open to a redouble, in which case your position is a very bad one, unless you can then take yourself out by making a still higher declaration without the danger of losing too much if your opponents in turn double you. One must always bear in mind the fact that your opponents are trying to do the same thing that you are, namely: To make the rubber as large as possible by adding to the honor score. The higher the call, the better the chance of defeating it.

Finally, it cannot be impressed too clearly upon the beginner that a confident and premature double nearly al-

ways defeats its object. The opponents take fright and turn to something else. With the certainty of defeating a declaration it is better to simply pass it and be satisfied with the 50 points per undertrick. To double a weak call holding invincible strength in it is a blunder. Only when the strength of a hand would justify a double of a higher call in another suit, or in a "No Trumper," should it be attempted.

I shall now take each of the four hands separately, and, for the sake of emphasis, elaborate the advice already given.

THE DEALER

In the early stages of Auction the position of the dealer was considered a disadvantage. He was forced to make some declaration, no matter what cards he held. And this situation undoubtedly had its drawbacks until the establishment of the rule limiting the loss on one spade to 100 points.

It has now been generally admitted that, on an even score, the bidding is a rush for the first "No Trump" declaration. As the dealer has the first opportunity to gain this advantage, his position is now accepted as

the most desirable. The dealer should declare one No Trump on a very much lighter hand than would warrant that declaration at Bridge, for several reasons: (1) The adversaries can never score toward their game if he plays the hand. (2) It costs no more to go down in this, the most valuable declaration, than in, say, one club. (3) It forces a two-trick bid from the adversaries. He can then either pass and try to defeat their bid, or, aided by the valuable information given by the bid, increase his own make. (4) One No Trump is seldom doubled—the solid suit which must inevitably defeat it must

be called, which, of course, affords an opportunity for escape. If the adverse suit is black and long, there is the strong possibility that the third hand will take a weak make out with two of a suit, and even if he does not, only 50 a trick is lost, because second in hand, with a long suit, cannot double for fear of warning the maker off into a two-suit declaration. (5) His partner can always shift the make to two of suit if it seems advisable.

Therefore, the dealer, without the nucleus of a No Trump, should declare one in suit in which he holds, say, Ace, King, or King, Queen, and others, as an indication to his partner

that third hand need not fear that suit in the play of his own "No Trump." Failing a strong suit, however—and by this is meant a suit holding the higher honors—the dealer should make "One Spade." This does not correspond exactly to the Yarborough make at Bridge—it may be made from a hand which holds an Ace, King, and other high cards. This make merely says to the partner, "I cannot make it No Trump myself, and my strength, if any, is scattered." A suit should never be named on the first bid, however, which contains no higher honor than the Queen, no matter what its length.

THE TWO SPADE BID

The "Two Spade" bid by the dealer or second hand as an invitation to a "No Trumper" by his respective partner is a subject of much discussion among Auction experts. The majority seem to be in favor of one of the two following conventions in declaring the above:

1. One certain trick in spades and some outside strength, in other words, a skeleton "No Trump."

2. The highest card strength in spades, but not enough length to bid a "Lily" or "Royal Spade."

As we have seen, a No Trump

declaration can be made on a more slender foundation than in ordinary Bridge, so that if he holds moderate cards in three suits, "One No Trump" offers little risk and is not likely to be doubled. It forces the opposition, moreover, up to a minimum of "Two Clubs"; and if third hand possesses strength in only the suit that is named, he may then support the dealer with "Two No Trumps." But as he may reasonably suppose that the dealer's second call was a forced one, he may elect to leave the situation to the latter.

The "Two Club" contract comes round in turn to the dealer; the in-

ference now is that his partner has no pronounced strength of any kind. Let us consider the kind of hand he himself is holding: Clubs, Queen, and two small ones; hearts, Ace, King, and two others; diamonds, Queen, ten, and another; spades, King and two others. Hands of this kind can be multiplied according to the ingenuity of the reader, but it may be taken as typical of a weak No Trumper. To undertake to make two tricks in hearts or No Trumps on it is no light matter. The dealer should, therefore, be guided by the score. If it is "Love all," he should be advised to pass, but if the adversaries are in a

position to win the game, and maybe the rubber, by fulfilling their contract, then a little bluff is permissible. "Two No Trumps" should be his next call. It will impress the opposition and will make them cautious about doubling. The probability is that the dealer will be left with the call, and may find little or no support from Dummy, but he will at least have kept the game open.

An "Auction" player should trust to his luck to a certain extent, but not to the exclusion of his judgment or common sense.

But, holding such a hand as the above, a first call of "One No Trump"

has much to recommend it, as at once forcing the adversaries' declaration up to a high point before either of them has been able to make any disclosures to the other.

Occasionally, having a cast-iron No Trumper, you should "lie low," and use it for forcing the other side into a rash undertaking which can be doubled. Having a strong trump, some sound players advocate beginning at once with it, on the ground that it is a guide to third player. When your strength in two suits is equal—say you have five of each and nothing else—it is better to call the lower of the two, *i. e.*, diamonds in prefer-

ence to hearts. If you are doubled in diamonds, you have a way of escape through the hearts.

An original bid of "Three Clubs" is sometimes of great value, as it tells the partner of declarer he can safely go to "Two No Trumps" if he has the other suits stopped. That you will give him at least five tricks in the suit mentioned. This bid should not be made without the three top honors and five or six of a suit. The above bid of three may be used in diamonds, although this would force your partner to "Three No Trumps."

Do not let the fascination of piling up your score in the honor column

make you altogether blind to the advantage of the rubber. It is true that there is more to be made by defeating your opponents than by fulfilling your own contract. Still, there are many occasions when it is more profitable to make the rubber than to put your adversaries in on the problematical chance of their having to present you with 50 or 100 points in honors. Hence, if you are in an easy position to win the rubber, I say go for a moral certainty. It is true that you may have an equal chance in the next deal, but then it is just as likely not to present itself, and you may have sacrificed a substantial score in the trick

column in order to secure a third of the amount in honors. On the same principle, it is sometimes cheaper to let the opposition make the rubber on a safe declaration than to hazard a hopeless overcall, which is likely to be doubled. There are players who insist that the game should be kept open at any cost, but the theory, correct enough up to a certain point, can be carried too far.

A first call of "One No Trump" is sometimes expedient with moderate strength, but more as a guide to third hand and to force up adversaries' declaration than with any expectation of being left to make it. For the same

reason, he may begin with "Two Clubs" if his sole strength lies in this suit. Dealer should not leave the opposition with a call which will give them game or rubber if he can possibly avoid it, but he must not be too foolhardy in this direction.

We will now consider the policy of dealer's partner.

THIRD HAND

After hearing the bids of the first two players, the bid of the third hand is generally merely an application of his common sense. A bid of One Spade from the dealer, passed by second in hand, should be a clear

warning that the strength is probably divided between himself and the fourth in hand; therefore, without an exceptionally strong hand, or a state of the score which warrants some rashness, he should be very cautious about making an expensive bid without some means of escape. In this situation second in hand is apt to have more strength than the dealer, and a double may be disastrous.

If the dealer has made "One No Trump," and has been overcalled by a two bid, third hand should not help the No Trump without sure stoppers in his adversaries' make unless he holds remarkable strength outside.

It is frequently better, holding a good hand in another suit of higher value, to overbid his opponent in that suit, leaving it to the dealer to decide, after receiving this information, whether it is advisable to carry on his No Trump.

It is a common error of beginners to help the dealer's one-trick bid in a suit, holding four trumps to a low honor and nothing else. This is dangerous. The dealer is entitled to expect at least one sure trick in the dummy, consequently you should hold a minimum of two tricks before increasing the make, and those tricks should be preferably in side cards, as

these are essential to fulfilling an eight- or nine-trick contract.

To overcall lightly on a suit is still more indefensible. For instance, third hand, having five small diamonds to the knave and little else of value, calls one of that suit first round. Fourth player rises to "One Heart." Dealer, having no diamonds himself, but three probable tricks in other suits, risks "Two Diamonds." It is doubled and defeated. The dealer was not to blame. He rightly inferred that his partner had the command in the trump suit.

There is no such objection to an overcall of "One No Trump" on the

part of third hand. Indeed, it is to be recommended on very light strength. Nevertheless there should be the foundation of a No Trumper. The advantage lies in its persuasive influence upon the opposition. Eight tricks in one of the suits is the lowest undertaking that has precedence over it. Then, if not overcalled, it is no more expensive to lose than any other declaration, and, moreover, offers the best chance of success on moderate cards.

To the beginner I would say, never hesitate to overcall your partner's declaration. I have seen so many opportunities lost by this mistaken

caution. Because the dealer has gone "One No Trump," that is no reason why you should not raise it to two in another suit if you see a probability of making eight tricks. You have at once told him the character of your hand, and if he cannot see his way, with this assistance, to "Two No Trumps," then you have relieved him of a very doubtful contract. Again, one of the adversaries may be lured into a risky call which one of you may be able to double. This last consideration is the most important inducement of all. In the same way, with divided strength, third hand should call "One No Trump" over

partner's suit declaration. Or, if hearts is his suit, he should call it over a diamond declaration; but if dealer proceeds with his diamond contract, third hand should then take it as an indication of confidence, and should not bid over it again. An original call of "Two Clubs" should mean an invitation to third hand to call "No Trumps," with the knowledge that one suit at least is thoroughly protected.

In bidding against the opposition more care will have to be exercised. For instance, dealer has gone "One No Trump" either on first or second round. Second hand has responded

with two tricks in one of the other suits, of which third hand holds little or nothing. Even with something in the other suits, he runs a risk in helping his partner with "Two No Trumps." The lead will come from the previous declarer, if he is left with this contract, and it is certain to be in the suit of which he is short. Dealer may also hold nothing in it, and the contract may be defeated before the lead is secured. If, on the other hand, third player holds good cards in the trump suit called, he has to decide whether it is better to double it or to support the dealer's call. The latter has shown that he possesses fair

general strength. With third hand's trumps, there should be a reasonable prospect of the two hands being too much for the two-trick contract in the suit declared.

We may now turn to the policy of those who, until the declarations are completed, may be termed the opposition.

SECOND HAND

We have seen that second hand should, in some instances, pass the original call of "One Spade," because it is morally certain to be raised by third hand, and the chance will come again of calling from his strength if

dealer does not wish to be left with the two-spade contract. His position has then been improved by the fact that the second declaration of dealer has conveyed some sort of information as to the nature of the cards he holds. That the dealer will elect to get out of an unprofitable spade call at any risk is only too probable, and second hand must, therefore, use his judgment in distinguishing between a forced call and a genuine undertaking. For example, "One No Trump" comes from dealer second round; has this been made from strength or as a tentative means of escape? Or, again, is it a trap

set for the unwary? Dealer may be lying low with fine attacking cards, and when second hand blithely calls two tricks in suit with fair strength in it and little else, may promptly double. Second hand has thus undertaken to make eight tricks with perhaps only five trumps as his hope of succeeding.

Second hand should, therefore, be guided by the general strength of his own cards in raising a "One No Trump" contract or in leaving it alone. If he himself has good general cards and a strong suit, it is better for him to declare two tricks in the latter. What he should not

do is to double the preceding contract. To do so may be to frighten his opponents into another suit in which he may not be able to render any help in defeating. And then in calling to his hand he has told his partner wherein lies his strength. But if second hand is in doubt, he should leave matters to his partner. The state of the score must, of course, be a consideration. If the dealer can make the rubber game on a one-trick contract, there is a more cogent reason for trying to force him up. The extra loss entailed in the event of his succeeding is not of so much consideration as the chance of being still able

to keep the game open. But it must be remembered that dealer is quite as ready to score heavily in the honor column as to win the rubber, and that a double of a light two-trick call in a suit is only too likely to be the result.

Another reason for leaving fourth hand with the onus of forcing the dealer is that in the event of the latter retaining the play of the hands, second hand as leader has learned which suit to lead up to his partner. But with genuine strength himself, he should not hesitate to show it. There is a somewhat debatable point in connection with an original one-spade call, when second hand holds complete

command in that suit. He should bid "Two Spades" immediately, for three reasons: First. It shows the fourth hand that he need not worry about the spades in case he otherwise would make it "No Trump." Second. It shows the fourth what suit to lead if third hand gets the declaration. Third. It puts his opponents on the defensive and may force them to a bid which may be disastrous.

I have said little about the play of the hands because, once the declaration is settled, it does not differ materially from ordinary Bridge beyond the fact that more information has

been given away before a commencement is made. There is, nevertheless, always the necessity of making the defeat of the call the primary object. Thus, when the contract is to make three or four odd tricks, the policy of the opposition should be to secure every available trick at the earliest opportunity, and not to finesse with a view to winning more tricks than are necessary for the purpose. If these can be made, so much the better, but no great risks should be taken. So in opening, second hand should make his high cards early, and lead up to any suit in which his partner has shown himself to hold

strength. There is no need to lead him a trump if he has doubled a suit declaration, as he is probably relying largely upon strength in other suits.

FOURTH HAND

He is in the most enviable position of all, inasmuch as he has at the start the best opportunity of studying the composition of the other hands. When a high call has been made, it devolves mainly on him to put on the pressure. We have seen that second hand should use some caution in bidding too freely, but his partner may display a more sporting spirit, short, of course, of courting

certain disaster. Again, it may often be advisable to make a somewhat slender call in order to inform second hand of the suit he wishes led. Still, the danger of being doubled should always be kept in view. It is in the initial stages that fourth hand may take some liberty.

The advice as to overcalling one's partner applies equally to fourth hand, and should invariably be done without hesitation. The information thus conveyed is invaluable, and the principle of forcing up the opposition is served at the same time. But in all cases he should be guided by the calls that have been made and use

this knowledge with discretion, always watching his opportunity of leaving the opposition in with a risky call.

SUMMARY OF THE BIDDING

It can readily be seen that the position of the dealer and second hand is analogous, namely, that unless they have an aggressive declaration and one which with an average break of cards or luck they can make game, their duty lies in giving their respective partner the most correct information as to their own hand, so that from information so given the partner may be justified in assuming an attacking or defensive attitude.

SCORING

The score should always be kept on the table in plain view of each player. The old system of scoring, above and below the line, while still used by a great many players and in many clubs, is gradually being done away with, as it is too lengthy and liable to errors in addition, and the following method, showing the net result of each game, is taking its place.

OUR SCORE				OPONENTS' SCORE			
TRICKS	HONORS	TOTALS	TOTALS	TRICKS	HONORS		
16	16				18		
30	30				100		
	50	142		145			
				3			
27	36				20		
	100	163		331			
				334	36		
				171			
14	28			40	24		
	50						
	100	192		120	60		
				250			
				581			
				192			
				389			

*THE PENALTY FOR COMMON
OFFENSES*

New Deal.—If a card is exposed during the deal.

If a player does not play to a trick.

If a declaration is made out of turn.

If a double is made out of turn.

If the cards are misdealt.

If a player holds 14 cards.

Revokes.—By declarer, 150 points in the honor column.

By adversary, 3 tricks or 150 points in the honor column; and subsequent second revoke in the same hand by either declarer or adversary, 100 points in honor column.

Dummy cannot revoke.

Exposed Cards.—If a card is exposed during a deal, there must be a new deal.

If a card is exposed after the deal is completed and before bidding is ended, the partner cannot bid or lead the suit of card exposed and the card may be called.

If a card is exposed after the bidding is completed and before the right person leads, such card may be called, and if third hand exposes the suit, cannot be led.

If declarer exposes a card during play there is no penalty.

If adversary exposes a card during play that card may be called.

If the declarer leads out of turn there is no penalty.

If an adversary leads out of turn the card may be treated as exposed or a lead called.

A player is liable for a revoke if he plays with less than 13 cards or plays 2 cards to a trick.

If a player makes a declaration that is not sufficient he must make that declaration sufficient, and his partner cannot take him out unless the dealer's adversary advances his bid or doubles.

If dummy makes any suggestion as to play, the same may be required or not allowed by adversaries.

If declarer touches a card in dummy, either adversary may compel him to play same, without consultation.

If an adversary of the declarer call the attention of his partner to a trick, that partner may be required by the declarer to play his highest or lowest card of the suit lead to that trick.

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