

MC CAMPBELL ON
AUCTION TACTICS

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AUCTION TACTICS

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BY

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THE SOUND OPENING SUIT BID

| Free Bid | Suit | Trump Strength | Side Strength |
|----------|----------|--|-----------------|
| 1 | ♠ or ♥ | { 5 or more, headed by AK, AQ, or KQ | 1 Quick Trick |
| | | { 5 or more, headed by A or KJ | 1½ Quick Tricks |
| 1 | ♦ or ♣ | { 5 or more, headed by K or Q | 2 Quick Tricks |
| | | { 4 or less, headed by AK or AQ | 1 Quick Trick |
| 2 | ♠ or ♥ | { 4 or less, headed by A or KQ | 2 Quick Tricks |
| | | { 5 or more, headed by four honors | 1 Quick Trick |
| 2 | ♦ or ♣ | { 6 or more, headed by AK, AQJ, or KQJ | 1 Quick Trick |
| | | 5 or more, headed by AK, AQJ, or KQJ | 1 Quick Trick |
| 3 4 { | Any Suit | An unusual hand, with chance for game. | Let me alone. |

“McC Campbell’s Doubles”

Doubling One of Any Suit declares a No Trump without that suit.
 Doubling One No Trump declares a Good No Trump.

ALL OTHER DOUBLES EXPECT TO DEFEAT THE CONTRACT.

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AUCTION THRILLS

The thrills in Auction come from the opportunities afforded to out-general the adversaries in declaring. The bidding is the chief feature, which arouses our excitement and enthusiasm. To match our wits against others, of the same mental strength as ourselves, and either to do or be done by, makes an intensely stimulating contest.

The "stunts," which we can "put over," so to speak, are what vitalize the bidding, filling it full of real life and activity. When four routine players happen to draw together at the same table, what a deadly uninteresting game it must be. The thrills do not start, until a "live wire" joins them and puts some "pep" into things. Fired by his zeal, each player instantly braces up in his chair. As if by magic, all has changed. One must be wide-awake to escape the ingenuous traps, which are now being laid in all directions. How different it seems from the tame game of a moment ago.

Thanks to the wise man, who invented Auction, no one can truthfully say that routine methods are the winning ones. Go over the roster of your club and pick out the most successful player. Is he not the most daring and the most imaginative of all? Have you ever asked yourself the question, "Why is this so?" Is there some riddle about Auction, which still remains to be solved? Is there a mystery, yet to be explained?

This book strives to forge a connecting link between sound and brilliant bidding, so that a player may practice both arts, without detracting from either, and thus reach the highest pinnacle of auction efficiency. The masterful bidder makes his opening declaration, invariably, in accordance with the soundest principles of the game, and always holding two quick tricks, so that his partner will never be unduly misled. In the subsequent bidding, he willingly undertakes any strategic play, which can be conceived to confuse and entangle the adversaries.

Sometimes, his efforts meet with disaster, but the gamble, which saves the game or the rubber, is usually worth taking. We must admire the gameness of the player, who, having been set 700 points on a hand, did not accept defeat with crest-fallen humiliation, but leaning back in his chair, laughingly remarked, "Had you opened with a Spade, instead of a Club, you would have ruined me."

Good fellowship should always prevail. When a brilliant coup takes place and you happen to be the unfortunate victim of the attack, good nature prompts that you join in the fun, which it occasions. Admit, with genuine candor, that you swallowed bait, hook, and sinker. Next time, it will probably be your turn to catch the other fellow.

"Good humour, with her sister graces,
Can beat the honours and the aces.
Good humour holds, if understood,
The thirteen trump or what's as good.
Good humour, partners, don't abuse her,
May have carte blanche, yet not be loser."

THE MAJOR SUITS COME FIRST

When you pick up your cards and sort them, look first for a sound Spade or Heart declaration. Spades and Hearts are known as the major suits, because it takes only four odd tricks to win game in them, while with Diamonds and Clubs, the minor suits, it takes five odd tricks to win game.

The major suit declaration is a better opening than the No Trump, which requires only three odd tricks to win game, because the extra trick can usually be squeezed out of a good hand, while the intangible risk of disaster, which constantly confronts a No Trump, need not be feared with a trump declaration. Spades and Hearts are, therefore, safer declarations than No Trump and have equal chances with it of scoring game.

Furthermore, a sound opening in Spades or Hearts does not deprive your side of the chances for a No Trump, which is left open

◇ THE MAJOR SUITS COME FIRST ♡

for your partner to undertake, with any reasonable excuse, if from the character of his hand, he does not feel that it will play well at your major suit. It is this teamwork of partners, which enables you to select correctly the most suitable declaration between the two hands.

With the choice, between a major suit and No Trump, if you select the major suit, there is always the probability that one of your adversaries will risk a weak No Trump. If your partner support your bid and the other adversary dare to advance to two No Trump, rich penalties should accrue to your side.

A sound major suit opening must possess these requisites:—

1. Five or more cards in suit.
2. Ace or King or Queen at the top.
3. Side suit strength.

The first and second of these requirements are apparent, even to the novice. The last is not so well understood, but it is, by far, the most important of all. *Never open*

◇ THE MAJOR SUITS COME FIRST ♡

the bidding, or lift the opening bid, when sitting on the opener's left, unless your cards contain two quick tricks. With one quick trick in the declared suit, you must have one on the side. With none in the declared suit, you must have two quick tricks on the side.

A quick trick is an Ace or a King Queen together in the same suit. No other combination is sure enough. Two guarded Kings on the side may be construed as one quick trick, because, at least, one of them ought to win promptly; and in a pinch a King Jack Ten together may be treated as a quick trick; but these combinations are dangerous and, at times, will prove most disappointing to your partner.

When you have chosen, of your own free will, to make an initial bid, in preference to passing, your partner rightfully assumes that you have these two quick tricks, so be sure you have them, before opening. Once the bidding is started, the adversaries will frequently offer two or three No Trump, or four in the other major suit, against your bid, and then it is squarely up to your part-

ner to act intelligently. He can only do so, if he is certain of your original bid.

In the case of an adverse two or three No Trump, it is most important, that he should know, that you possess a positive winning card on the side, with which you can re-enter and make the small cards of your suit, after it has been established.

In the case of an adverse four bid in the other major suit, your partner's double will largely depend upon his confidence in your ability to deliver two quick tricks. Let your partner never find you without these two quick tricks, and you can depend upon it, that he will make it expensive for your adversaries to play against your good hands.

To the player, who has never thought of holding his opening declaration down to a predetermined margin of strength, it seems rather hard to be restricted in this way. But experience has shown it is the winning method. Bidding for the declaration in Auction is a keen contest. If you build a trench of "Side Strength" to fight behind,

you will make short work of an enemy, who tries to fight in the open.

Isn't it strange, that by limiting yourself to these two quick tricks, you increase the difficulties of your opponents, for should they bid rashly, your partner will be quick to discover their folly. On the other hand, if he cannot depend upon your bid, he will never know, when your opponents are taking liberties with the declaration.

If your hand does not contain two quick tricks, there is no necessity to rush into the bidding with undue haste. Nothing can be lost by passing, and listening to what the others declare, while it is more than possible to lose enormously on a hand, if you mislead your partner, into thinking you have a good hand, when there is nothing in it worth speaking about.

After you have failed to exercise your first option in the bidding, and your opponents have assumed an aggressive stand, it is evident that any subsequent bid, on your part, is of a defensive character, and your partner will so interpret it. If he have

◇ THE MAJOR SUITS COME FIRST ♥

cards to support your bid, it is mutually incumbent upon him to help you defend the situation, but he will proceed cautiously, and he is not likely to double the adverse declaration in a reckless manner, if you waived your first right to bid.

On the other hand, if, after you have passed, your partner should make a declaration, which does not suit your hand, he naturally expects you to take a chance with your long suit, and the message, such a subsequent bid on your part, conveys to him, is so simple, that he cannot fail to understand it. This is the spirit of co-operation, which consolidates both hands into a fighting unit. It scores games, it sets adverse contracts, it wins rubbers, and it is wise to hold fast to such a policy, as long as it pays such handsome dividends.

The opening bid, of one Spade or Heart, merely suggests the trump and offers two quick tricks towards the defeat of any adverse declaration.

The opening bid, of two Spades or Hearts, earnestly requests the trump and offers two

◇ THE MAJOR SUITS COME FIRST ♡

quick tricks towards the defeat of any adverse declaration. The indications are that the bidder controls two of the first three rounds of the suit named and has a quick re-entry card in some other suit.

The opening bid, of three or four Spades or Hearts, positively commands the trump, but does not offer two quick tricks towards the defeat of any adverse declaration. The indications are that the bidder wishes to shut out an opposing bid, which he considers most dangerous.

THE SOUND MAJOR SUIT BID

NOTE—These bids are intended as a guide for the opening bidder and his left hand adversary. It is evident that subsequent bidders cannot be restricted to them.

| Free Bid | Says: "Partner, I have— |
|----------|--|
| 1 | 5 or more, headed by A K, A Q, or K Q, and 1 Quick trick on side." |
| | 5 or more, headed by A or K J, and 1½ Quick tricks on side." |
| | 5 or more, headed by K or Q, and 2 Quick tricks on side." |
| 2 | 5 or more, headed by four honors, and 1 Quick trick on side." |
| | 6 or more, headed by A K, A Q J, or K Q J, and 1 Quick trick on side." |
| 3 | An unusual hand with chance for game. Let me alone." |
| 4 | |

NOTE—½ a quick trick is a guarded King. It is known, as "½ a quick trick," because it will win quickly about half the time.

ESTIMATING TRICKS IN A TRUMP HAND

In all examples, the prospective trump is Spades.

RULE—Add one to the bid limit for each raise by partner.

| Hand | Tricks | Hand | Tricks |
|---|---------------------------------|--|---------------------------------|
| ♠ K Q J 10 4 ♥ A 8 6 ♦ K 10 3 ♣ 5 2 Count play worth Count dummy " Count 4 honors " | 4 1 1 0 1 1 1 | ♠ A Q J 10 4 2 ♥ 6 ♦ A K 4 ♣ Q J 6 Count play worth Count dummy " Count 4 honors " | 5 0 2 1 1 1 1 |
| <i>Bid 2 Limit 3</i> | 9 | <i>Bid 2 Limit 5</i> | 11 |
| ♠ A K 6 5 3 ♥ J 10 4 ♦ 9 7 ♣ A 4 3 Count play worth Count dummy " | 4 0 0 1 1 1 | ♠ A Q J 6 4 ♥ 7 ♦ K Q J ♣ 10 9 7 2 Count play worth Count dummy " | 4 0 2 1 1 1 |
| <i>Bid 1 Limit 1</i> | 7 | <i>Bid 1 Limit 3</i> | 9 |
| ♠ Q 10 7 6 3 ♥ 8 7 ♦ A 4 3 ♣ A 9 8 Count play worth Count dummy " | 3 0 1 1 1 1 | ♠ K Q 8 7 2 ♥ 4 ♦ Q J 6 5 ♣ A 4 2 Count play worth Count dummy " | 3 0 2 1 1 1 |
| <i>Bid 1 Limit 1</i> | 7 | <i>Bid 1 Limit 2</i> | 8 |
| ♠ A K Q 9 6 4 2 ♥ 6 ♦ 9 7 6 5 2 ♣ None Count play worth Count dummy " | 7 0 2 0 1 1 | ♠ Q J 8 6 5 ♥ K Q ♦ A 8 7 ♣ 4 3 2 Count play worth Count dummy " | 3 1 1 0 1 1 |
| <i>Bid 4 Limit 5</i> | 11 | <i>Bid 1 Limit 1</i> | 7 |

NOTE—Four honors in one hand are always counted, as an extra trick, because the honor points will offset a one trick set.

THE DECLARER'S SINGLETONS ARE
NOT TRICKS

Never count a singleton in the strong trump hand, as a trick winner. It will prevent an adverse run of that suit, only at the cost of a winning trump, and may prove a great source of weakness, as each lead of that suit, by the adversaries, threatens your control of the trump situation.

THE DUMMY'S SINGLETONS ARE
TRICKS

Never overlook the advantage of a singleton in the weak trump hand, as it will usually prove most valuable as a trick winner, especially, if accompanied by three or four trumps.

ESTIMATING SUPPORT FOR A TRUMP HAND

In all examples, partner opened the bidding with Spades.

RULE—Raise once for each probable trick over one.

| Hand | Tricks | Hand | Tricks |
|--|--|---|---|
| ♠ Q 7 2 ♥ 8 6 3 ♦ 6 5 2 ♣ A 6 4 2 | 1 0 0 1 <hr style="width: 50%; margin: 0 auto;"/> 2 | ♠ K 6 5 ♥ 8 7 6 4 ♦ A ♣ K Q 8 5 3 | 1 0 3 1½ <hr style="width: 50%; margin: 0 auto;"/> 5½ |
| <i>Raise Limit 1</i> | 2 | <i>Raise Limit 4</i> | 5½ |
| ♠ 10 9 8 ♥ None ♦ A K 6 4 2 ♣ 7 5 4 3 2 | 0 2 2 0 <hr style="width: 50%; margin: 0 auto;"/> 4 | ♠ 8 6 5 3 2 ♥ K 8 ♦ Q 6 3 ♣ 7 6 4 | 0 1½ ½ 0 <hr style="width: 50%; margin: 0 auto;"/> 2 |
| <i>Raise Limit 3</i> | 4 | <i>Raise Limit 1</i> | 2 |
| ♠ K Q 4 ♥ 8 6 5 3 ♦ 7 4 3 ♣ 10 8 6 | 2 0 0 0 <hr style="width: 50%; margin: 0 auto;"/> 2 | ♠ Q 6 ♥ A Q 4 ♦ K 10 6 4 3 ♣ 9 7 2 | 1 1½ 1 0 <hr style="width: 50%; margin: 0 auto;"/> 3½ |
| <i>Raise Limit 1</i> | 2 | <i>Raise Limit 2</i> | 3½ |
| ♠ K 10 7 5 ♥ 6 5 4 ♦ A K ♣ 8 6 3 2 | 1 0 3 0 <hr style="width: 50%; margin: 0 auto;"/> 4 | ♠ Q J 8 5 4 ♥ 8 2 ♦ 7 6 ♣ 10 8 7 5 | 1 ½ ½ 0 <hr style="width: 50%; margin: 0 auto;"/> 2 |
| <i>Raise Limit 3</i> | 4 | <i>Raise Limit 1</i> | 2 |
| ♠ A 8 5 ♥ Q 9 3 ♦ J 10 4 ♣ 7 5 3 2 | 1 ½ 0 0 <hr style="width: 50%; margin: 0 auto;"/> 1½ | ♠ K 8 4 ♥ 3 2 ♦ 10 9 7 6 4 3 ♣ A 3 | 1 ½ 0 1½ <hr style="width: 50%; margin: 0 auto;"/> 3 |
| <i>Pass</i> | 1½ | <i>Raise Limit 2</i> | 3 |

NOTE—In the supporting hand the Queen of trumps is always counted as one trick while a Queen of suit is only counted as half a trick.

ON THE OPENER'S LEFT

If the player on the opener's left make a bid, he immediately contests the situation for his side, and his partner will rightfully construe his action as an aggressive one. He must, therefore, keep in mind the sound principles, which control the opening bid. His one bids must, always, announce the conventional holding. His two bids should conform to the conventions of an opening one bid. Forced bids, above one and two, cannot be read so clearly, except that he must, always, have two quick tricks in his hand.

DEFENSIVE BIDS

In the opening position, or sitting on the opener's left, the following hands should be passed, because they do not contain two quick tricks. Afterwards, "Two Spades" may be bid. Your partner will understand this as a defensive bid, and will not support, unless he have three probable tricks. The idea is, that with average assistance in dummy, these hands will take six or seven tricks, and you are willing to be set one or two tricks to save game or rubber.

♠ AK754
♥ 864
♦ 6
♣ 7543

♠ AQJ94
♥ Q109
♦ 42
♣ 107

♠ AKQJ4
♥ 76
♦ J42
♣ 976

♠ AK865
♥ 53
♦ 86
♣ Q104

♠ AJ862
♥ QJ4
♦ 87
♣ 43

♠ K9876
♥ J104
♦ K3
♣ 965

♠ KJ1085
♥ 108
♦ Q94
♣ Q76

♠ Q10875
♥ None
♦ QJ973
♣ Q42

♠ QJ1065
♥ 542
♦ 8
♣ A865

THE NO TRUMP COMES SECOND

When your hand does not contain a sound Spade or Heart declaration, the next most valuable thing, to search for, is a No Trump. The No Trump is a short road to game and a powerful opening bid. To declare it originally, does not necessarily mean that the hand will be played at No Trump, as the very act of calling it, will justify your partner in undertaking a thin Spade or Heart make, which he could never have bid, had you not first announced strength and thus encouraged him. In fact it is his duty to lift you out of the No Trump bid if he possess either five Spades or Hearts headed by two or more honors.

Let your No Trump, therefore, have a good reason for its existence, if you do not wish to fare badly in the show-down. High cards, distributed in several guarded suits, are the chief requisites. Any card, below the Jack, need not be taken into account in making your calculation. The quickest way, to measure your cards accurately, is by the

◇ THE NO TRUMP COMES SECOND ♥

use of a simple scale of relative values. The Pitch Scale is the easiest to remember.*

| | | |
|-------|-----|-------------------|
| Ace | = 4 | } Relative Values |
| King | = 3 | |
| Queen | = 2 | |
| Jack | = 1 | |

ESTIMATING WITH THE PITCH SCALE

- 11 Points with 3 guarded suits = A Weak No Trump.
- 12 Points with 3 guarded suits = A Sound No Trump.
- 14 Points with 2 guarded suits = A Sporty No Trump.
- 16 Points with 3 guarded suits = A Sound 2 No Trump.

Every picture card, whether protected or not, should be counted at its full face value, but only those suits should be considered as guarded, which contain an Ace, a King with one small, a Queen with two small, or a Jack with three small.

*Those of my readers, who have played Auction Pitch, will have no difficulty in recognizing and remembering these values.

ESTIMATING TRICKS IN A NO TRUMP HAND

SCALE—Ace = 4, King = 3, Queen = 2, Jack = 1.

| Hand | Scale Value | Hand | Scale Value |
|---|-------------|-------------------------|-------------|
| ♠ K J 10 | 4 | ♠ A K 8 | 7 |
| ♥ A 9 8 3 | 4 | ♥ Q J 4 | 3 |
| ♦ Q J 2 | 3 | ♦ Q J 6 | 3 |
| ♣ 6 4 2 | 0 | ♣ 8 4 2 | 0 |
| <i>Weak No Trump</i> | 11 | <i>Sound No Trump</i> | 13 |
| ♠ 8 4 2 | 0 | ♠ A K 4 | 7 |
| ♥ J 9 8 | 1 | ♥ A K 6 | 7 |
| ♦ A K 4 3 | 7 | ♦ 9 7 5 4 | 0 |
| ♣ K Q 5 | 5 | ♣ 8 6 2 | 0 |
| <i>Too weak for Sporty No Trump Pass or 1 Diamond</i> | 13 | <i>Sporty No Trump</i> | 14 |
| ♠ A 9 7 6 | 4 | ♠ 6 2 | 0 |
| ♥ 10 8 7 | 0 | ♥ K Q | 5 |
| ♦ A 4 3 | 4 | ♦ J 8 4 | 1 |
| ♣ A 6 2 | 4 | ♣ A K J 8 2 | 8 |
| <i>Sound No Trump</i> | 12 | <i>Sporty No Trump</i> | 14 |
| ♠ K 5 4 2 | 3 | ♠ Q 10 7 | 2 |
| ♥ K 8 6 | 3 | ♥ K 9 | 3 |
| ♦ K 10 9 | 3 | ♦ K 10 9 6 | 3 |
| ♣ K 6 5 | 3 | ♣ K 8 7 2 | 3 |
| <i>Sound No Trump</i> | 12 | <i>Weak No Trump</i> | 11 |
| ♠ 8 4 3 2 | 0 | ♠ A 8 7 6 | 4 |
| ♥ Q J 6 | 3 | ♥ A 2 | 4 |
| ♦ A K 7 | 7 | ♦ A 10 6 4 | 4 |
| ♣ A Q 4 | 6 | ♣ A 4 2 | 4 |
| <i>Sound 2 No Trump</i> | 16 | <i>Sound 2 No Trump</i> | 16 |

ESTIMATING SUPPORT FOR NO TRUMP HAND

Right hand opponent has bid 2 Spades over partner's
No Trump.

RULE—Raise once for each probably trick over two.
(Three points on scale equals a probable trick.)

| Hand | Scale Value | Hand | Scale Value |
|--------------------------------------|-------------|-------------------------------------|-------------|
| ♠ Q 4 2 | 2 | ♠ A 3 | 4 |
| ♥ J 6 4 | 1 | ♥ J 6 3 | 1 |
| ♦ A Q 6 2 | 6 | ♦ A 9 8 3 | 4 |
| ♣ 8 7 4 | 0 | ♣ 6 5 3 2 | 0 |
| <i>Raise Limit 1</i> | 9 | <i>Raise Limit 1</i> | 9 |
| ♠ K 10 6 | 3 | ♠ A 3 | 4 |
| ♥ 8 6 4 | 0 | ♥ 10 6 3 | 0 |
| ♦ K Q | 5 | ♦ A 9 8 3 | 4 |
| ♣ J 9 8 2 | 1 | ♣ 6 5 3 2 | 0 |
| <i>Raise Limit 1</i> | 9 | <i>Pass</i> | 8 |
| ♠ K Q 4 | 5 | ♠ K Q 10 4 2 | 5 |
| ♥ 10 4 3 | 0 | ♥ A 6 4 | 4 |
| ♦ 6 5 | 0 | ♦ 8 4 3 | 0 |
| ♣ A K 7 4 2 | 7 | ♣ 6 5 | 0 |
| <i>Raise Limit 2</i> | 12 | <i>Don't raise— double</i> | 9 |
| ♠ Q 6 4 | 2 | ♠ K J 9 3 2 | 4 |
| ♥ A K 3 | 7 | ♥ 7 | 0 |
| ♦ Q J 9 6 | 3 | ♦ J 9 7 2 | 1 |
| ♣ K 8 | 3 | ♣ 5 4 2 | 0 |
| <i>Raise once— then double</i> | 15 | <i>Pass</i> | 5 |
| ♠ 6 | 0 | ♠ A | 4 |
| ♥ J 10 8 7 3 | 1 | ♥ 10 | 0 |
| ♦ K Q J | 6 | ♦ 8 7 4 3 | 0 |
| ♣ A 6 5 4 | 4 | ♣ K Q J 9 4 3 2 | 6 |
| <i>Don't raise— bid 3 Hearts</i> | 11 | <i>Don't raise— bid 3 Clubs</i> | 10 |

NOTE—Be careful about advancing your partner's No
Trump, unless you hold protection in the adverse suit.

THE MINOR SUITS COME LAST

My advice to a player, about to open the bidding with a declaration in Diamonds or Clubs, is don't do it. Whenever you notice a bidder persistently starting with a minor suit bid, you can put him down as a poor player. Someone has aptly said, "All players love to bid," and this statement is so true, that the inferior bidder can usually be quickly marked by his repeated initial declarations in Diamonds and Clubs, which so readily provide him with a convenient escape valve, for this pent-up and enthusiastic desire to say something.

Remember, nothing is worth while, except the opportunity to score game. It takes five odd tricks to win the game in a minor suit and the risk of heavy penalties, in proportion to the chance of success, is too great to admit of experienced players, taking much stock in opening bids in these suits. With a sound Diamond or Club declaration, the wise bidder usually passes and patiently

listens to what the others have to say. In this way, he frequently does not have to disclose his strength in the minor suit, as his partner may declare No Trump or one of the major suits. Then he has some material strength, with which to help his partner's bid.

Furthermore, the right hand adversary may make a declaration of No Trump, in which case his previous silence has proven golden, and he proceeds to punish the No Trump with his unannounced strength in Diamonds or Clubs. The stronger the Diamonds or Clubs are, the less advisable it is to proclaim their value, as it only warns your opponents to be cautious.

The new rules have increased the tentative power of these suits, but there is no actual change in their status, so do not let this entice you to open the bidding with them any more frequently. This mistake will surely be made by the inferior class of players, to whom the added bidding strength of these suits will prove a crumb of satisfaction, and who were becoming somewhat dis-

couraged with former disastrous Diamond and Club experiences.

To the expert, the real value of the minor suits is in their defensive power and here is where he uses them to the limit of their capacity. After an adversary has opened a game-going declaration, he hates to relinquish it, and your subsequent persistence with Diamonds or Clubs proves a most disagreeable thorn in his side. As your bid offers no chance of game, he dislikes to double it, for fear that his double will put you out, so it is only human nature, for him to continue with his bid. By shrewdly adopting these tactics, you will frequently press his declarations beyond their true margin of safety, and continually make him play at the breaking point. In this way, you will strew many obstacles in his path.

But of one thing, let me caution you. Do not try to lift an adverse No Trump with a strong minor suit, except to direct your partner's opening lead. The reason for this is that you may frighten your opponents into abandoning their No Trump for Spades or

◇ THE MINOR SUITS COME LAST ♡

Hearts, which is just the thing you do not wish them to do.

To the expert, three situations occur, when, on rare occasions, an opening bid in a minor suit may prove valuable.

1. With an unusual holding and chance for game.

Example—Spades.....6
Hearts.....K Q J
Diamonds.....J 10 8 7 5 4 2
Clubs.....A Q
(*Bid 3 Diamonds.*)

2. Controlling two of the first three rounds of the suit and with a sure re-entry.

Example—Spades.....A 4 3
Hearts.....6 2
Diamonds.....8 7
Clubs.....K Q J 8 6 5
(*Bid 2 Clubs.*)

*3. With three quick tricks in only two guarded suits.

Example—Spades.....10 9 7 6 3
Hearts.....A 4 2
Diamonds.....A K 5
Clubs.....6 2
(*Bid 1 Diamond.*)

*The expert will employ this bid usually on hands, like the one shown above, with a secondary bid in a major suit. The average player will not be so particular.

THE SOUND MINOR SUIT BID

NOTE—These bids are intended as a guide for the opening bidder. It is evident that subsequent bidders cannot be restricted to them.

| Free Bid | SAYS:—"Partner, I have— |
|----------|--|
| 1 | 4 or less, headed by A K or A Q, and 1 Quick trick on side." |
| 2 | 4 or less, headed by A or K Q, and 2 Quick tricks on side." |
| 3 | 5 or more, headed by A K, A Q J, or K Q J, and 1 Quick trick on side." |
| 4 | |
| | An unusual hand with chance for game. Let me alone." |

NOTE—When you have an inexperienced partner, it is unwise to bid Diamonds or Clubs, holding less than four, as he may carry the bid too far. With an experienced partner, there is no such danger.

BUSINESS DOUBLES

The essence of profitable Auction is the sound double. So much advice has been freely given, in the way of caution against doubling, that many players are far too timid, in grasping the opportunities afforded to pile up rich penalties at the expense of their adversaries.

It is clearly the part of wisdom to coax your opponents as high as they are likely to go, before pouncing upon their declaration with a double, but make up your mind not to be afraid to double, and do so frequently and persistently. If you discover that your doubles are not successful, analyze each losing hand closely, and you will soon locate, wherein your estimates are proving faulty. Continued experience will teach you the dividing line between the sound and the doubtful double. Learn to use this powerful weapon with intelligent courage, and the results will show on the score sheet.

Once you become known as a keen doub-

ler, the prospect of success with your own declarations will rapidly increase. Your adversaries will quit forcing you to high contracts, when they realize the heavy punishment, which is sure to follow an unsound declaration on their part.

IMPORTANT ADVICE

1. *If your doubles are never beaten, then you are not doubling often enough.*

2. *With a doubtful hand, double to prevent your partner continuing with a dangerous make.*

3. *With a doubtful hand, double when there is a chance, that the adversaries will branch to a declaration, which you are sure to defeat.*

4. *With a doubtful hand, double all game-going contracts. Be cautious, only when your adversaries are keen redoublers, and there is no avenue of escape for you.*


5. *With a certainty, never double, unless you feel sure, there is no avenue of escape for your adversaries.*

6. *With the choice, of winning the first*

or second game, or of doubling, take the game, unless the double offers a prospect of more than 200 points. In estimating the prospect, do not forget to deduct the honor points, which will probably be scored against you.

7. With the choice, of winning the rubber game, or of doubling, take the rubber, unless the double offers a prospect of more than 300 points. In estimating the prospect, do not forget to deduct the honor points, which will probably be scored against you.

TABLE OF SOUND DOUBLES

| When partner has shown  | Strength | Support | Weakness |
|--|----------|-----------|-----------|
| You may double the adverse declaration of | | | |
| 2 No Trump, if you hold..... | 4 tricks | 5 tricks | 6 tricks |
| 3 No Trump, if you hold..... | 2 tricks | 3 tricks | 4 tricks |
| 4 No Trump, if you hold..... | 1 trick | 2 tricks | 3 tricks |
| 2 Spades or Hearts, if you hold..... | 4 tricks | 5 tricks | 6 tricks |
| 3 Spades or Hearts, if you hold..... | 3 tricks | 4 tricks | 5 tricks |
| 4 Spades or Hearts, if you hold..... | 2 tricks | 2½ tricks | 3 tricks |
| 5 Spades or Hearts, if you hold..... | 1 trick | 1½ tricks | 2 tricks |
| 2 Diamonds or Clubs, if you hold..... | 5 tricks | 6 tricks | 7 tricks |
| 3 Diamonds or Clubs, if you hold..... | 4 tricks | 5 tricks | 6 tricks |
| 4 Diamonds or Clubs, if you hold..... | 3 tricks | 4 tricks | 5 tricks |
| 5 Diamonds or Clubs, if you hold..... | 1 trick | 1½ tricks | 2 tricks |
| 6 Diamonds or Clubs, if you hold..... | ½ trick | 1 trick | 1½ tricks |

NOTE—One trick short of the above holdings is a doubtful double, but doubtful doubles are often necessary, and the situations are frequent, where you must employ them.

THE LANGUAGE OF AUCTION

The most fascinating feature of Auction is the language of the game, which is spoken in a telegraph code. Winning play depends upon partners, acting in concert, and, to do your part successfully, you must know how to translate the message.

Give your partner credit for rational intentions, and do your utmost not to misread what he is trying to say. By displaying confidence in his efforts, you will greatly encourage him to aim only at what seems most profitable for the partnership. Even, when he has made a bad error, do not let this influence any subsequent action on your part. He may never make the same mistake again. Only repeated failure on his part, to read your messages properly, will warrant you in ignoring him.

The wise partner is not surprised when you overbid his one No Trump with Spades or Hearts, but he resents being overbid with Diamonds or Clubs, and it is usually poor

judgment to do so. He commands you to let him alone, when he has freely:—

Bid 2 or more—No Trump.

Bid 3 or more—Any Suit.

Doubled an adverse bid of 2 or more.

Redoubled either his or your bid.

To act contrary to his explicit instructions in these matters, you must be prepared to answer for the game, and often even that is not sufficient.

Certain compulsory situations arise in the bidding, where you must make a reply. Even, with the weakest hand imaginable, the issue cannot be dodged. To pass is as distinct a reply as to bid. These situations occur when your partner has:—

Bid 1 Club—Inviting a No Trump.

Bid 1 Diamond—Inviting a No Trump.

Doubled 1 No Trump—Inviting you to bid 2 No Trump or 2 of your longest and strongest suit.

Doubled 1 Spade—Inviting you to bid No Trump, if you stop Spades, otherwise to bid your longest and strongest suit.

Doubled 1 Heart—Inviting you to bid No Trump,

if you stop Hearts, otherwise to bid your longest and strongest suit.

Doubled 1 Diamond—Inviting you to bid No Trump, if you stop Diamonds, otherwise to bid your longest and strongest suit.

Doubled 1 Club—Inviting you to bid No Trump, if you stop Clubs, otherwise to bid your longest and strongest suit.

Bid two suits—Inviting you to assist him in selecting the one which best fits both hands.

When you are confronted with one of the above bids or doubles, be wise, and give the answering bid without hesitation or embarrassment. To fidget around uneasily in your chair, and assume a pained expression, is very unbecoming, and may expose the best laid plans of your partner to an unwarranted attack. Therefore, when forced to bid, do so boldly and confidently, and you will probably later discover that your partner had excellent reasons for making this request of you. Even, if you dislike the compulsory bid, it is bad taste to exhibit your prejudice openly. By cheerfully accepting your responsibility, you increase the

potential power of your partner's cards, in which you have an equal investment with him. Furthermore, you add to his good opinion of you.

On the following pages a few of the many interesting situations, which arise in the bidding are given. In all examples, the bidding has been momentarily halted so that the message could be translated. The continuation of the bidding depends upon the proper application of the message conveyed. In no case is the bidding complete and no hands are disclosed. In actual play, when similar conditions arise, you will have your thirteen cards before you, so there should be little difficulty, in reading between the lines of the message, and amplifying its context, thus to determine, quickly, the correct reply to make.

| North | East | South | West | Read the Message |
|---------------------|----------|------------|--------|---|
| 1 No Trump | 2 Spades | 2 No Trump | | Three players have shown strength. If West have a good hand too, then one of the other players is bidding falsely. West should ask himself the question, "Is my partner telling the truth?" If he is sure of this, then he should double in preference to assisting, unless his help will come from singletons, which are likely to shut out winning cards for North and South. |
| 1 Spade | Pass | 2 Hearts | | South says, "No help for Spades, but with your strength can hold my own at Hearts." |
| 1 Spade 2 Spades | Pass | 2 Hearts | Pass | North replies to South's warning, "Do not like Hearts and do not fear your weakness in Spades." |
| 1 Heart | Pass | 2 Spades | | South says, "No help for Hearts. Leave me alone, even if you are weak in Spades." |
| 2 Spades | 3 Hearts | 3 Spades | Double | West says, "Do not like East's Heart bid well enough to go on with it, but with some assistance from East, feel sure of defeating 3 Spades." |

| North | East | South | West | Read the Message |
|-----------------------|----------------------|----------------------|--------------------|--|
| 1 Spade 3 Spades | 2 Hearts 4 Hearts | 2 Spades 4 Spades | 3 Hearts Double | West says, "Can help my partner's Hearts and do not believe North can make 4 Spades." |
| 3 Clubs | Pass | 3 Spades | | South says, "Understand you have a freak hand at Clubs, but then I have a freak hand at Spades, and it offers the shortest road to the game. Do not take me out, unless you are sure of game at Clubs." |
| 1 Heart 2 No Trump | 1 Spade Pass | 2 Clubs 3 Clubs | Pass | North has said, "Have a sound hand and can take care of Spades. With your Clubs I should go game." To which South replies, "I did not like your Hearts and I do not like your No Trump. My Club bid is a freak. I probably lack the tops of it and have no re-entry. Leave me alone." |
| 1 Spade 2 Diamonds | 2 Hearts Pass | Pass | Pass | North says, "I have a two suit hand of Spades and Diamonds." It is now South's duty to change back to Spades, unless he prefer Diamonds. He can transfer to Spades without increasing the contract, and doing so will not be construed as a raise by North. For South to pass would mean that he prefers Diamonds. |

| North | East | South | West | Read the Message |
|--------------------------------|------------------------|--------------|--------------------|--|
| 2 Diamonds 2 Spades | 2 Hearts Pass | Pass | Pass | North says, "I have an unbalanced hand of Diamonds and Spades. Diamonds are the strongest, otherwise I would have bid the higher valued suit first." South's duty is to increase contract to 3 Diamonds, unless he prefer Spades. North will not construe South's action as a raise in Diamonds. This is a crucial position and South must not go to sleep. |
| No bid 2 Hearts 2 Spades | Pass Double Pass | Pass Pass | 1 No Trump Pass | North evidently has a hand, which warrants an effort to lift West to 2 No Trump. He fears a double in doing so, and has timidly offered the lower valued suit first, expecting to escape with the other, if the impending double develop. South had better pass, and if West bid 2 No Trump, should again be silent, as this is evidently all North wants. Should West double, South had better again pass, unless he much prefer Hearts, in which case he must bid 3 Hearts in the face of East's double. North has put his partner in a bad situation. |
| No bid | Pass | Pass | | If West have only an average hand he must pass for another deal. |

◇ THE LANGUAGE OF AUCTION ♥

| North | East | South | West | Read the Message |
|--------------------|------------|-------|------------|--|
| No bid | Pass | Pass | 1 No Trump | West says, "Have a sound hand with chance for game, otherwise I would have passed out." |
| 1 No Trump | Pass | Pass | 2 Clubs | West says, "If North should go 2 No Trump, lead Clubs. Do not play me for too much strength. Remember, North had the contract at 1 No Trump if I had not inserted this bid." |
| No bid 2 Hearts | 1 No Trump | Pass | Pass | North says, "Am not very strong, but suggest the lead of Hearts, if East should go 2 No Trump. Assist me at your risk." |
| No bid 2 Clubs | 1 No Trump | Pass | Pass | North says, "Lead Clubs, if East should go 2 No Trump. I may be strong, but preferred not to mention a minor suit, until forced to do so. Then, again, I may be weak. Remember, North had the contract at 1 No Trump, if I had not inserted this bid." |
| 3 Spades | 4 Hearts | | | East says, "North is trying to shut out Hearts. My bid may be sound, but it is more probable, that I have had to stretch matters somewhat, because of the forced situation." |

| North | East | South | West | Read the Message |
|--|------------------------------|----------------------|----------------------------------|---|
| 3 Hearts 4 Hearts | 3 Spades 4 Spades | Pass | Pass | East says, "North tried to shut out Spades, but I have a sound hand, otherwise I would have passed the second round, and let my partner decide whether to go on or not." |
| 1 Spade 3 Spades Pass | 2 Hearts Pass Pass | 2 Spades Pass | 3 Hearts 4 Hearts | North has shown a very strong hand and now leaves it to South to double 4 Hearts or bid 4 Spades. South should rarely pass in this position. |
| 2 Spades 3 Spades 4 Spades Pass | Pass Pass Pass Pass | Pass Pass Pass | 3 Hearts 4 Hearts 5 Hearts | North has shown a very strong hand and now leaves it to South to double 5 Hearts or bid 5 Spades—South should never pass in this position. |
| 1 No Trump 3 Spades Redouble | 2 Hearts Pass 4 Hearts | 2 Spades Pass | 3 Hearts Double | When North redoubled, he took command of the situation for his side and South must either double 4 Hearts or pass. North may have redoubled to drive East and West to 4 Hearts, and South must not interfere with the play by bidding 4 Spades. |

| North | East | South | West | Read the Message |
|---------|--------|-------|---------|--|
| 1 Spade | Double | Pass | | East says, "I have a strong hand without Spades. I would have called No Trump had not North bid my weak suit." It is now West's duty to bid No Trump, if he have Spades stopped. If not, anything he bids will find assistance in East's hand. |
| 1 Spade | Double | Pass | 2 Clubs | West says, "Not sufficiently protected in Spades to go No Trump. My longest suit is Clubs, but it may be very weak. Remember, I have bid because you commanded me to do so. Assist at your risk." |
| 1 Spade | Double | Pass | 3 Clubs | West says, "I have made a free bid of 3 Clubs to show you that, with your No Trump, I have a very sound Club declaration." |
| 1 Spade | Double | Pass | Pass | West says, "I pass, because I have good Spades, and with your No Trump, North's bid looks weak to me. I expect to set North's bid handsomely. Evidently, South has a bust." |

| North | East | South | West | Read the Message |
|------------------------|----------------------|-------|---------|---|
| 1 No Trump | Double | Pass | | East says, "I have a strong hand, which I would have bid No Trump, had not North bid first. I could go 2 No Trump and take my chances, but before doing so prefer to hear from you." It is now West's duty to bid his longest suit, or to bid 2 No Trump, if he have an average hand, or to pass, if he have a strong hand for a heavy penalty. |
| 1 No Trump | Double | Pass | 2 Clubs | West says, "My longest suit is Clubs, but it may be very weak. Remember, I have bid, because you commanded me to do so. Assist at your risk." |
| 1 No Trump Pass | Double 2 No Trump | Pass | 2 Clubs | East answers, "Clubs were all I wanted to hear. Leave me alone from now on." |
| 1 No Trump 2 Hearts | Double 3 Clubs | Pass | 2 Clubs | East answers, "Clubs fit my hand well. Even if you are weak, I think we shall do splendidly at Clubs." |

◇ THE LANGUAGE OF AUCTION ♡

| North | East | South | West | Read the Message |
|--------------------|----------------|------------------|------------|--|
| 1 No Trump | Double | Pass | 2 No Trump | West says, "I have an average hand and with my partner's strong hand, I think this is our best declaration." |
| 1 No Trump | Double | Pass | Pass | West says, "I pass, because I have a good hand, and with my partner's strong hand, I expect to set North's bid handsomely. Evidently, South has a bust." |
| 1 No Trump | Double | 2 Spades | | South says, "I have a weak hand, but with my partner's No Trump expect to hold my own at Spades." |
| 1 No Trump Pass | Double Pass | Pass 2 Spades | 2 Clubs | South says, "With your No Trump, I have a sound Spade make. It is likely that I can help in defeating any further bid by East or West, otherwise I would not have let West bid before me." |
| 1 No Trump | Double | Redouble | | South says, "Have good support for your No Trump. East's double looks bad to me. West probably has a bust. Don't let them escape." Should West make a bid, which North cannot double, he must pass for South's decision. The redouble commands him to do so. |

| North | East | South | West | Read the Message |
|-------------------------|--------------------------|----------------------|-----------------|---|
| <p>1 No Trump</p> | <p>2 No Trump</p> | <p>Double</p> | | <p>West should rarely disturb East's declaration for, if East wished to hear from West, he would have doubled the 1 No Trump in preference to bidding 2 No Trump. He may be playing for the double on a certainty. Let the bid alone.</p> |
| <p>1 Spade Pass</p> | <p>Pass 2 Spades</p> | <p>Pass Pass</p> | <p>2 Hearts</p> | <p>It is amazing how frequently this unusual situation occurs, where it becomes necessary to overbid your partner, or one of your opponents, with the other opponent's suit. Forewarned is forearmed. East has evidently calculated the lay of the cards with great precision and, even if he is doubled and West is without a single Spade, West should not interfere with the play. Above all, West must not attempt 2 No Trump as hands of this character seldom play well at No Trump. It is a delicate situation for East and another word from West may ruin everything. By all means, West should leave the bid alone.</p> |

THE NERVE TO ACT

Common sense and keen imagination are the best standbys at Auction. Active thinking and quick perception are necessary essentials of winning play. When you discover, how to put into your declarations, the same elements of strategy, which you use at the poker table, then your scope and range as a skillful bidder will rapidly increase.

The capacity to understand human nature, and the willingness to take advantage of its frailties, are what constitute the backbone of the expert. The personal equation is ever present in the game. The players' varied characteristics should be closely studied. There are many types:—

| <i>Rank.</i> | <i>Type.</i> | <i>Description.</i> |
|--------------|--------------|---|
| 1. | Masterful; | Both brilliant and sound. |
| 2. | Brilliant; | Clever and cunning, with much imagination. |
| 3. | Sound; | Both brave and reliable. |
| 4. | Bold; | Overbids persistently. |
| 5. | Routine; | Accurate, but no imagination. |

6. Conservative; Underbids persistently.
7. Erratic; Very unreliable.
8. Poor; Generally deficient.

With a masterful partner, you are most fortunate, indeed. Be logical and he will deliver maximum results. His shrewdness will be such that, while it will confuse the adversaries, it will rarely mislead you.

With a brilliant partner, you are equally fortunate, but you must be careful not to get in his way. Be accurate and stick by his doubles, as he will carry through many a marvelous coup, which will add to the victory.

With a sound partner, you have a fearless and sure defender of the situation. He can be depended upon to parry many a well-directed, masterful, and brilliant blow of the adversaries. By all means, don't deceive him. Always brave, but never fool-hardy, he will fight to the last ditch.

With a bold partner, you will secure excellent aggressive assistance, but he will be over sanguine about what your hand can

provide, so you must tend towards conservatism, if you wish to be successful.

With a routine partner, you must exercise some imagination, as this is what he lacks most. Never count on him to depart from the beaten path.

With a conservative partner, you must be bold, if you wish to capture the victory. He seldom doubles, but when he does, give him a clear road.

With an erratic partner, you must be careful. If he does anything startling, it does not pay to trust him implicitly.

With a poor partner, lose as little as you can, and allow the rubber to finish promptly, so you can cut again.

When the bidding is opened, the contest starts in full vigor, and requires the combined dexterity of two strategists to bring your side through with flying colors. The continuation of the bidding reveals different courses of action, between which you must make a selection. Contrary to the rule-of-thumb dogma of the routine theorist, who believes there is but one correct course, each

of these courses may be equally sound. But one holds out glittering promises of success, because it is craftily designed, to seduce the kind of adversaries, with whom you are at the moment engaged.

The inference having been formed, hasten to execute the coup. Many read the message. Few have the nerve to act, the grit to resist the adverse attack, and the pluck to rush ahead, when victory is within their grasp.

Bravely, to counter back and forth, until you secure the advantageous position, requires real ability. Sometimes, the most unwary will, perchance, escape the dangerous hazards, which you have so well contrived for their destruction. Do not let any temporary misfortune dissuade you from your efforts, until the results so much desired are accomplished. Be careful, that your mannerisms do not give your opponents any intimation of your ultimate intentions.

Nearly every one can appreciate a masterful play, after it has been set in motion, but to start the same play off themselves, so it

will later rebound to their advantage, is a difficult task indeed. The following clever manœuvres are daily occurrences in the highest auction circles. They have been tabulated in the order, in which you should undertake to master them. Practice makes perfect. Persist and your efforts will, eventually, be crowned with success.

THE DELAYED BID*

The delayed bid consists in passing your first time to bid with a powerful single suit hand, and later re-entering the bidding, and carrying the auction up to three, four, and even five. This play fits splendidly into the modern system of declaring, because such hands lack the required quick side trick, and, therefore, cannot be opened originally short of a three bid.

The idea is, that with a hand, in which the strength is concentrated in one suit, there is no danger of your first pass, being passed out by the other three players. Take this hand:

*Originated by the author at the Racquet Club of St. Louis in the spring of 1912.

Spades—A K 10 8 6 3 2

Hearts—9 6

Diamonds—4 3

Clubs—8 5

Outstanding in the other hands are three Aces, three Kings, four Queens, and four Jacks. It is a certainty that some other player has more than his fair share, and, whoever he may be, you can feel sure that he is going to bid. By passing, you give all the players a chance to announce themselves, and generally locate, who the more fortunate one is. In addition, you secure valuable information in regard to the Hearts, Diamonds, and Clubs, which will materially assist you, in playing such strength as dummy possesses in these suits.

After the first pass, the above hand can be bid up to three and, in case of strength having been shown by your partner, to four with splendid prospects of success. Experience teaches that the delayed bid gets the contract, frequently at a cheap price, and is

often doubled by your adversaries with most disastrous results for them.

When it becomes commonly known, that a player persistently employs these tactics, this knowledge is an advantage to him, because it helps to cover up many secondary bids of the weakest variety, which the exigencies of the situation demand that he chance, and which he undertakes in great fear of a double. His adversaries, knowing his proclivities for delayed bidding, and remembering previous unfortunate experiences in doubling his secondary bids, let the opportunity to double his weak secondary bids slip by. Thus, the habitual use of the delayed bid causes your opponents to stand in constant awe of all your secondary bids, which is quite advantageous to you.

In playing the delayed bid, do not get excited. Some players breath heavily, when they happen to hold eight Hearts to the Ace, King, Queen. Pass calmly. When the bidding comes around again, bid calmly. It is an unusual hand, and your adversaries will never suspect it, if you do not give your-

self away. Always, just top the adverse bid. Never go beyond. To do this would be the height of folly. You want your opponents to think that you are making a defensive bid of the character shown on page 24. Remember, they have good cards, and they will think so, and may turn on your delayed bid with a double, if you do not expose the situation. Should they double, it is usually wise not to redouble, as your hand will play at the one suit only, and you may frighten them away. Be satisfied with the goods, the Gods provide.

THE PRE-EMPTIVE BID

The pre-emptive bid is exactly the opposite of the delayed bid. It consists in starting the opening declaration with a bid of three or four, when you possess a powerful single suit hand, so as to shut the adversaries out of the bidding. The idea is that great strength in one of your weak suits may be divided between them, which, if once located, may enable them to get together, and either to capture the contract themselves, or

to force you beyond the limit of safety. For this reason, you begin at the limit of your hand in the hopes that you will not have to go beyond.

It is well to mix the pre-emptive bid with the delayed bid (giving preference to the delayed bid, because it is a more astute play), so as to keep your adversaries guessing, which tactics you like best. The pre-emptive bid is a particularly effective bomb to explode in the enemy's ranks, immediately, after having won a large penalty, because of a reckless bid on their part, as then is the time, they are most likely to be over cautious. Remember, too, it works best on the first and second game, because the point-value of these games is not so large, and you are not so apt to excite your opponents to take long chances against your bid. It is always good ammunition to use against conservative and routine players.

On the rubber game, and against sound adversaries, it is not so serviceable, because the very act of declaring it, will drive them to take desperate chances to induce you to

increase the contract. The lifting bid usually comes from your right hand adversary, which puts you in a quandary, as to what is best to do. Of course, you must pass in the hopes, that your partner can double and set the adverse bid, but you have already told him, that you can give him little assistance in this regard, so he may hesitate to accept the responsibility. Sometimes, your partner will pick up a fortunate double on this play which will offset other occasions, when you are forced too high and go down yourself.

If you discover that your adversaries are keen to "aviate" in the face of your pre-emptive bids, it is a good plan to lay for them with a well distributed good hand. By making a disguised pre-emptive bid upon such a hand, they may be coaxed into bidding against it and heavily penalized. A dose or two of this sort of medicine will teach them to be more prudent in trying to raise you.

THE SUBMERGED SUIT

The submerged suit is one of the most useful plays in the game and rarely fails to

prove a winner. It consists in keeping silent with a good holding of Diamonds or Clubs, when sitting over a No Trump declared on your right. Having the lead, you can save the game, and, sometimes, set the contract, if the No Trump bid is accepted, while if you expose your strength, the adversaries may branch to Spades or Hearts, against which your long suit will be useless. This play has proved to be of such great advantage, that many experts will not open the bidding with a solid minor suit, preferring first to wait and see, if their right hand adversary wish to try for game at No Trump. When undertaking the latter play, be sure that your hand is not too strong, or all the other players may pass with the result that the hand will be lost. A good way, to estimate this hazard quickly, is by applying the Pitch Scale.* If the hand is below ten on the scale, it is below par, and some other player must have a hand above par, in which case he can be depended upon to bid. Also, the probability of an even distribution

*See page 26.

of the outstanding cards is so remote, that hands measuring ten or eleven on the scale can be passed without much risk of no bid being made.

“MCCAMPBELL’S DOUBLES”*

These doubles are employed against bids of only one, as all other doubles are made with the evident purpose of defeating the doubled declaration. The idea is that you wish to compel your partner to bid. The double of one No Trump says, “Partner, I would have bid No Trump myself, if the declaration had not been made by an adversary. I could go two No Trump, if I wish to, but I prefer to hear from you first. If you have an average hand, bid two No Trump. If you have a good suit bid, please declare it, but if you have a weak hand, I command you to bid two of your four card suit, and I will answer for the situation. On the other hand, should you be so fortu-

*Originated by the author at the Racquet and Tennis Club of New York in February, 1915.

nate as to have a good hand, I desire that you pass, because, with our joint cards, we must defeat the declaration."

The double of one of Any Suit says, "Partner, I would have bid No Trump had not this suit been mentioned by an adversary. I am unguarded in it, and hesitate to go No Trump without this suit being protected, so I am leaving the decision to you. If you have this suit stopped, please declare No Trump. If you do not have it stopped, then any other suit you select will find strength in my hand. On the other hand, should you be so fortunate as to have great strength in the adverse suit, I desire that you pass, because with my suit cards, and your trump strength, we must defeat the declaration."

These doubles are potent factors in an aggressive campaign, but before using them you must be sure that your partner understands what to do. This can be agreeably accomplished at the start of the play, by announcing your intention to employ them. They will help you to squeeze through many

a tight hole, and if properly handled, will win many points for your side.

THE CONFUSING DOUBLE

The confusing double has for its object the intention to confuse the declarer in his play of the hand, so he will misplace the high cards held against him, thereby causing him to lose one or more tricks, and to be set on what would, otherwise, have been an easy contract and an assured game.

It is invariably a free double of a game-going contract, and the shrewdness of the deception comes from the fact, that the player, who should double, is silent, while his partner doubles for him.

Remember, your partner often passes a game-going declaration in the hopes that you will assist him to protect such high cards, as he may have, by inserting this sort of a double and confusing the declarer.

THE BLUFF DOUBLE

The bluff double is one of the most skillful plays that is utilized at the auction table. It consists in doubling a declaration, which

there is small chance of defeating, so as to induce your adversaries to return to another declaration, which one of them previously bid, and which you are certain to defeat. It works best against adversaries, who are poor at team-work, or who have, temporarily, become fussed at each other. The bid must be adroitly inserted at the psychological moment, when the adversary, whom you hope to mislead, is expecting his partner's bid to be doubled. Having made up his mind that the double is coming, he never stops to question its soundness, but instantly flies to the very declaration, to which you are eagerly endeavoring to lead him.

When he has been duped into doing this, be very careful about a further double, as the other adversary may scent your trap, and should he revert to his bid, there still may be grave doubts, as to your being able to defeat it.

So many players, especially the routine type, are continually caught in the meshes of this play, that you can afford to use it recklessly against them. It will save many a

rubber, when things look blue. Besides, its constant use, will prove a protection to your sound doubles, as experience will teach your adversaries not to jerk your doubles out too hastily. When you find that their lesson has been well learned, you can slow up on the bluff double for awhile, and be more bold with the certain doubles, knowing as you do, that they are no longer keen to take your doubles out.

In defending yourself against the bluff doubles of your opponents, follow this excellent rule. *When your partner has been doubled, let your first thought be, "Can I redouble?" By the time you have weighed this question in your mind, the desire to rescue him will have vanished.*

THE TRAP REDOUBLE

The trap redouble is simply an extension of the principles of the bluff double. It consists in redoubling on a doubtful hand, so as to frighten the adversaries out of their double, and induce them to return to their original declaration, which can be largely

defeated. It should never be undertaken, unless there is an outside chance of success, if the redouble stays in, as the loss of 200 points a trick, is too great a risk to afford without this possibility.

When constantly used, the trap redouble keeps your adversaries keyed up to a very nervous pitch, and they are more apt to make mistakes, when laboring under a great strain. Besides, it indirectly results, in your sound redoubles, being left severely alone, and in the course of play, many such redoubling opportunities present themselves. If you can take advantage of these "cinches" (without fear of the adversaries escaping, because they will suppose you are trap redoubling), your frequent use of the trap redouble will, thus, prove decidedly beneficial.

THE SHIFT BID

The shift bid consists in bidding a suit, of which you have little or nothing, with the ultimate object, of transferring later, to another declaration, which is perfectly sound. The idea is to keep your adversaries from

leading this suit up to your hand, which they will likely avoid doing, thinking that you are strong in it. The shift is more frequently employed, as a lifting bid, to keep away from a declaration, which would disclose a particular character of strength, that might preclude your opponents continuing to advance their bid.

As an opening declaration, the shift is spectacular but most unsound, because it proceeds upon the assumption that the adversaries have something to declare, which may not be the case at all. In the old days, before auction reached its present development, every player at the table would make some sort of a bid, whether he had any excuse or not. In those days, the original shift bid worked splendidly. Nowadays, with the modern system of declaring, nobody opens, unless there is a chance to score game, so the original shift bid has little opportunity of success. The shift bidder is usually left in, and has to play a good hand at its least favorable declaration.

On the other hand, as a lifting bid, the

shift is not only spectacular but it is clearly sound, because the adversaries have now made a declaration, which you can rightfully assume they are desirous to continue. The shift bidder is, therefore, aiming at a tangible object, and he can afford to do his utmost to accomplish his purpose.

But before experimenting with any of these lifting shift bids, let me caution you, that they are never warranted, unless the escape bid, with which they must be backed up, holds out a reasonable probability of fulfillment. The weak hand, with a shift bid, will usually meet the punishment, it so justly deserves. Neither is too much strength desirable, as the more strength you have, the less chance there is of your opponents being able to do any more bidding, which is sure to defeat the bid's purpose, just the same as too much weakness.

The successful shift bid is generally one where the hand is of the border line variety, so that there is great probability, that the adversaries will be keen, either to continue with their bid, or to turn upon your bid with a

double. In case of the latter event occurring, as the shift bidder has a thin hand, the situation will require keen card playing ability, if one expect to come through with some profit. For this reason, the shift bid can only be recommended to those players who are adept at playing the cards, after they have been laid on the table.

When you have cause to suspect, from the character of your cards, that the adverse declaration is a shift bid, remember, the best defense against it, is to pass, and to silently pray, that your partner will pass too.

THE INSPIRED BID

The inspired bid consists in making a declaration, towards the close of the bidding, upon a suit, which is appreciably weak in the declarer's hand, because the bidder has gathered from the nature of the bids, which have gone before, that this, previously unmentioned suit, will probably fit his partner's hand best of all.

Prompted, by an intuitive card sense of the highest order, and a vivid imagination,

the inspired bid reaches the very zenith of auction expertness. The player, who foresees the lay of the cards, while the bidding is in progress, and seizes the opportunity for a great coup, must needs be an auction genius, indeed. Beyond this, his path is fraught with difficulties. After the auction is won, the combined hands must be played with consummate skill, if he wish to make a success of inspired bidding. The situations are, both delicate and intricate, without a trump to spare in either hand, and often his opponents must be "mizzled" into making a bad play, before all dangers are past, and he can feel that something has really been achieved.

The inspired bid can be used with most success against conservative and routine adversaries, as the inferences, upon which it is based, are of such a thread bare character, that the calculation can easily be upset by the bluff double of a bold adversary, which is the most deadly weapon to employ against it.



ILLUSTRATIVE HANDS


The hands shown on the following pages were selected to exemplify the strategic manœuvres discussed in the previous chapter. None are artificial. All of them were held in regular games in which the author was a player, and were bid and played with the results as stated.

THE DELAYED BID

| | North | East | South | West |
|-----------|-------------|------------|-------------|-----------|
| Bidders | Author | Routine | Bold | Routine |
| Spades | 5 2 | A J 10 6 | K 8 3 | Q 9 7 4 |
| Hearts | A Q J 8 6 4 | K 10 3 | 9 7 2 | 5 |
| Diamonds | 3 | A K 10 | Q 9 7 6 4 2 | J 8 5 |
| Clubs | Q 10 7 6 | A K 4 | 8 | J 9 5 3 2 |
| 1st Round | No bid | 2 No Trump | Pass | Pass |
| 2nd Round | 3 Hearts | Double | Pass | Pass |
| 3rd Round | Pass | | | |


East opened King of Diamonds and North made 3 odd doubled. North's delayed bid on Hearts coaxed a double from East with disastrous results.

THE DELAYED BID WITH A BLUFF DOUBLE REDOUBLED

| | North | East | South | West |
|-----------|--|------------------|------------|--------------|
| Bidders |  Very Sound | Very Sound | Brilliant | Author |
| Spades | 5 3 | 4 | Q J 9 8 | A K 10 7 6 2 |
| Hearts | A K 7 4 | Q | J 10 5 3 2 | 9 8 6 |
| Diamonds | 9 7 | K Q J 10 8 6 5 3 | A 4 | 2 |
| Clubs | A 10 9 8 3 | J 6 5 | 7 2 | K Q 4 |
| 1st Round | 1 Club | Pass | Pass | 2 Spades |
| 2nd Round | Pass | 3 Diamonds | Pass | 3 Spades |
| 3rd Round | Pass | 4 Diamonds | Double | Redouble |
| 4th Round | Pass | Pass | Pass | |

South opened with 7 of Clubs and East made 4 odd redoubled. This was a beautiful situation. East had been bidding delayed Diamonds, which West, at first, mistook for a warning against Spades. Then South undertook a brilliant coup by a bluff double to destroy West's confidence in the Diamond bid and drive him on with Spades. West was not to be, thus, trapped and called South's bluff by redoubling.

THE PRE-EMPTIVE BID

| | North | East | South | West |
|-----------|---|------------|-----------|------------|
| Bidders |  Brilliant | Author | Bold | Sound |
| Spades | K Q J 9 8 7 5 3 | A | 6 4 2 | 10 |
| Hearts | A 9 6 | K 10 7 3 2 | 8 | Q J 5 4 |
| Diamonds | 10 6 | K 8 5 | Q J 9 7 2 | A 4 3 |
| Clubs | None | A 7 6 3 | J 9 8 4 | K Q 10 5 2 |
| 1st Round | 4 Spades | Pass | Pass | Pass |

East opened Ace of Spades and North made 4 odd. As a rule, the pre-emptive bid does not work as well as the delayed bid, because the power of the hand is too plainly exposed by the bid. But at times it works splendidly and this is a most favorable example. Had East been given the chance to bid Hearts, West could have raised the bid to six Hearts, and it would have been made. North's bid won the game.




THE CONFUSING DOUBLE

| | North | East | South | West |
|-----------|-------------|--------------|----------|-----------|
| Bidders | | Author | Bold | Erratic |
| Spades | Q 9 | A J 10 8 6 2 | 7 5 4 | K 3 |
| Hearts | K Q J 9 8 3 | 4 | A 10 7 2 | 6 5 |
| Diamonds | K 6 3 | Q J 7 2 | 9 4 | A 10 8 5 |
| Clubs | K Q | A 8 | J 10 7 6 | 9 5 4 3 2 |
| 1st Round | 2 Hearts | 2 Spades | Pass | Pass |
| 2nd Round | 3 Hearts | 3 Spades | 4 Hearts | 4 Spades |
| 3rd Round | Pass | Pass | Double | Pass |
| 4th Round | Pass | Pass | | |

South opened Ace of Hearts and another Heart which East trumped. East led Jack of Spades and finessed with the result, that North's Queen of Spades won, which caused the contract to be set one trick. Had East played his Spades in the customary way, the contract would have been made. South's double confused him.

THE SUBMERGED SUIT

| | North | East | South | West |
|-----------|--|----------------|-----------|--------------|
| Bidders |  Bold | Author | Poor | Conservative |
| Spades | K 10 4 2 | 3 | A Q J 6 5 | 9 8 7 |
| Hearts | A 9 6 5 | 8 3 | K Q 4 | J 10 7 2 |
| Diamonds | K Q 6 | 10 9 5 | A 8 | J 7 4 3 2 |
| Clubs | Q 9 | A K J 10 6 4 2 | 7 5 3 | 8 |
| 1st Round | 1 No Trump | Pass | Pass | Pass |

East opened Ace of Clubs and contract was set one trick. The submerged suit saved the game for East and West. South showed poor judgment in failing to bid two Spades. Never forget that the major suits come first. They have an equal chance with the No Trump of scoring game and a less chance of being set. Out is out.




THE SUBMERGED SUIT SUPPORTED BY "McCAMPBELL'S DOUBLE"

| | North | East | South | West |
|-----------|------------|---------------|--------------|-----------|
| Bidders | Bold | Author | Conservative | Routine |
| Spades | Q 6 4 | 9 7 | A J 3 2 | K 10 8 5 |
| Hearts | A 9 3 | Q J 10 4 | 5 2 | K 8 7 6 |
| Diamonds | 10 6 4 | A K Q 9 8 7 3 | J 5 2 | None |
| Clubs | K Q 7 4 | None | 10 9 6 3 | A J 8 5 2 |
| 1st Round | 1 No Trump | Pass | Pass | Double |
| 2nd Round | Pass | Pass | Pass | |

East opened with Ace of Diamonds and contract was set five tricks doubled. West made a weak "McCampbell Double" on the chance that East might bid Spades or Hearts. East shrewdly left the double in.

“MCCAMPBELL'S DOUBLE” OF ONE HEART

| | North | | East | | South | | West | |
|-----------|---|-------|-----------|----------|----------|--|------|--|
| Bidders |  | Sound | Author | Bold | Routine | | | |
| Spades | 8 6 | | AK 4 3 | Q 9 7 | J 10 5 2 | | | |
| Hearts | AK J 7 5 | | 8 | Q 10 4 2 | 9 6 3 | | | |
| Diamonds | A 10 | | K Q 5 | J 9 6 2 | 8 7 4 3 | | | |
| Clubs | J 5 4 2 | | AK 10 7 3 | 9 6 | Q 8 | | | |
| 1st Round | 1 Heart | | Double | Pass | 1 Spade | | | |
| 2nd Round | Pass | | Pass | 2 Hearts | Pass | | | |
| 3rd Round | Pass | | 2 Spades | Pass | Pass | | | |
| 4th Round | 3 Hearts | | 3 Spades | Pass | Pass | | | |
| 5th Round | Pass | | | | | | | |

North opened King of Hearts and West made 4 odd. West seemed distressed, while these bids were made, but the final result surprised him. This leads me to remark that a player should not let his facial expressions disclose, whether or not, he is pleased at his partner's bids.




"McCAMPBELL'S DOUBLE" OF ONE NO TRUMP

| | North | East | West | South |
|-----------|------------|------------|----------|-----------|
| Bidders | Sound | Very Sound | Author | Brilliant |
| Spades | J 8 | K Q 9 3 | A 10 7 4 | 6 5 2 |
| Hearts | K 7 4 3 | 10 | A J 9 2 | Q 8 6 5 |
| Diamonds | A 9 5 4 | Q 10 6 | K 3 2 | J 8 7 |
| Clubs | A 7 2 | K 10 9 6 5 | 8 4 | Q J 3 |
| 1st Round | 1 No Trump | Pass | Double | Pass |
| 2nd Round | Pass | Pass | | Pass |

East opened a small Club and contract was set three tricks doubled. "McC Campbell's Double" is a deadly weapon against the light No Trumps of the present day. Of course, West expected his partner to lift the double out with a bid of some sort, but East liked his hand too well and passed. The pass resulted in a profit of 300 points.

THE BLUFF DOUBLE

| | North | East | South | West |
|-----------|---|------------|--------------|------------|
| Bidders |  | Bold | Very Sound | Author |
| Spades | 3 Routine | A 2 | K Q 10 9 7 4 | J 8 6 5 |
| Hearts | A K J 7 6 4 | 5 | 8 | Q 10 9 3 2 |
| Diamonds | A 6 | K Q 9 5 3 | J 8 7 4 | 10 2 |
| Clubs | A K J 10 | Q 6 4 3 2 | 7 5 | 9 8 |
| 1st Round | 1 Heart | 2 Diamonds | 2 Spades | Pass |
| 2nd Round | 3 Hearts | Pass | 3 Spades | Double |
| 3rd Round | 4 Hearts | Pass | Pass | Pass |

East opened King of Diamonds and contract was set two tricks doubled. Notice how slyly this bluff doubled was inserted at the exact moment, when it would most likely deceive North. West did not like his Spades well enough to double four Hearts. "A bird in the hand is worth two in the bush."




THE TRAP REDOUBLE

| | North | East | South | West |
|-----------|------------|--------------|-----------|------------|
| Bidders | Bold | Author | Routine | Sound |
| Spades | A J 7 3 | Q 10 9 8 5 2 | None | K 6 4 |
| Hearts | 4 | A 10 9 8 5 2 | K Q J 7 6 | 3 |
| Diamonds | Q J 8 6 5 | None | 9 4 2 | A K 10 7 3 |
| Clubs | A 9 3 | 10 | K Q J 7 4 | 8 6 5 2 |
| 1st Round | 1 No Trump | 2 Spades | 3 Hearts | 3 Spades |
| 2nd Round | Double | Redouble | 4 Hearts | Pass |
| 3rd Round | Pass | Double | Pass | Pass |
| 4th Round | Pass | | | |

West opened King and Ace of Diamonds, then lead a small Spade, and contract was set seven tricks doubled. This was a most fortunate trap redouble. Had South gamely stood by North's double, East would have been set badly. As it turned out, East scored 684 points.




THE SHIFT BID USED TO LIFT A NO TRUMP

| Bidders | North | | East | | South | | West | |
|-----------|---|------------|---------------|--|------------|--|----------|--|
| |  | Sound | Author | | Routine | | Unknown | |
| Spades | | Q J 10 | K 6 | | A 8 7 4 | | 9 5 3 2 | |
| Hearts | | A 9 2 | 8 7 | | K Q 6 4 | | J 10 5 3 | |
| Diamonds | | A J 10 6 | K 9 | | Q 7 3 | | 8 5 4 2 | |
| Clubs | | J 10 8 | A K Q 7 6 5 4 | | 9 3 | | 2 | |
| 1st Round | | 1 No Trump | 2 Hearts | | 2 No Trump | | Pass | |
| 2nd Round | | Pass | Double | | Pass | | Pass | |
| 3rd Round | | Pass | | | | | | |


East opened Ace of Clubs and contract was set two tricks doubled. Illogical, though it may seem, to say so, East's bid of two Hearts was sound. He knew that South was a routine player, and if he had five Hearts, would be sure to double. East then expected to bid two No Trump with the assurance that Spades or Diamonds would be opened, and the added possibility, that this contract would be doubled to his great satisfaction. Always measure a shift bid by the soundness of its escape.

THE SHIFT BID USED TO LIFT A SUIT BID

| | North | East | South | West |
|-----------|---|----------|------------|------------|
| Bidders |  | Author | Very Sound | Routine |
| Spades | Routine J 4 | K 10 5 | Q 9 6 3 2 | A 8 7 |
| Hearts | A K 10 8 7 5 | Q J 9 4 | 6 | 3 2 |
| Diamonds | K J 4 | A 10 7 3 | 9 6 5 | Q 8 2 |
| Clubs | A 8 | J 6 | Q 9 7 4 | K 10 5 3 2 |
| 1st Round | 2 Hearts | 2 Spades | Pass | Pass |
| 2nd Round | 3 Hearts | Double | Pass | Pass |
| 3rd Round | Pass | | | |


East opened the Jack of Clubs and contract was set three tricks doubled. This was a most dangerous bid indeed, as the escape (two No Trump) was decidedly flimsy, and might have been beaten badly. But these are the chances you must take with the shift. East measured his man, who was a routine player, and he knew he had him.

THE INSPIRED BID

| | North | East | South | West |
|-----------|--|-------------|------------|-------------|
| Bidders |  Bold | Sound | Poor | Author |
| Spades | A 10 | J 8 6 4 | 5 3 2 | K Q 9 7 |
| Hearts | A Q 4 | 9 8 6 5 3 2 | K J 10 7 | None |
| Diamonds | A Q J 10 6 5 | 7 | K 8 3 | 9 4 2 |
| Clubs | 9 8 | 10 6 | J 7 3 | A K Q 5 4 2 |
| 1st Round | 2 No Trump | Pass | Pass | 3 Clubs |
| 2nd Round | 3 Diamonds | Pass | Pass | 3 Spades |
| 3rd Round | 4 Diamonds | 4 Spades | 5 Diamonds | 5 Spades |
| 4th Round | Double | Pass | Pass | Pass |

North opened Ace of Diamonds and West made 5 odd doubled. It takes nerve to bid three Spades on four to the King Queen, underneath two No Trump, but West expected to return to Clubs, if the bid did not get by. East bravely supported and then West risked all on five Spades.

THE INSPIRED BID FRIGHTENED BY A BLUFF DOUBLE

| | North | East | South | West |
|-----------|--|-----------|----------|-----------|
| Bidders |  Poor | Bold | Author | Erratic |
| Spades | 4 2 | K Q 7 6 3 | J 10 8 5 | A 9 |
| Hearts | 2 | K J 7 3 | A 10 9 | Q 8 6 5 4 |
| Diamonds | A J 9 8 | 6 5 2 | K Q | 10 7 4 3 |
| Clubs | K Q J 5 4 2 | A | 10 9 6 3 | 8 7 |
| 1st Round | 2 Clubs | 2 Spades | 3 Clubs | Pass |
| 2nd Round | Pass | 3 Hearts | Double | Pass |
| 3rd Round | Pass | 3 Spades | Double | Pass |
| 4th Round | Pass | Pass | | |

South opened King of Diamonds, then branched to Ace of Hearts and a small Heart, and contract was set three tricks doubled. Had East been brave enough to have trusted West's pass, as signifying he was satisfied with Hearts, the contract of three Hearts could have been made.



THE SHOW-DOWN

To be able to play well is an essential of good Auction, but the faculty is more easily gained by experience and by observing others, than by reading books. If you are just starting to learn the game, seat yourself behind the best player at your club, and notice carefully, how he manœuvres to win tricks. Do not take a high chair, but watch only one hand, and decide, if you would have played it the same way. If not, why not? An appropriate question, graciously put, will usually elicit a satisfactory reply. In this way, you will gain much real knowledge.

When playing yourself, remember to *keep your eyes constantly on the table*. Observation is the key to card sense and a good memory. Your own cards can be examined during any leisure moment, but the turned trick is gone, not to be seen again.

When playing as the declarer, *strive first to win the game*. Let this be your fore-

most object, and make the most daring coups, which if successful will accomplish this result. Never think of saving the contract, until the game is clearly beyond reach. "What is my contract" is a foolish question to ask in the middle of a hand. It gets on your partner's nerves and tells your adversaries that you have the "buck ague."

When playing against the declarer, *strive first to save the game, and then to set the contract.* The strongest play is to force the adverse strong trump hand with an established suit. When this mode of attack is open to you, keep everlastingly at it. Judicious forcing will do more, than anything else, to break up what would otherwise seem to be an invincible hand. It will set the contract, more frequently, than any other play. When forcing becomes hopeless, because of a set up suit in dummy, then and not till then, you must quit, and give your partner a chance to make such winning cards, as he may have, before it is too late.

The Come-on Signal is the most important convention between partners. It con-

sists in playing an unwarranted high card upon the first trick, and later following with a lower card. For instance, holding the Six and Deuce, you play the Six first, then the Deuce. This commands your partner to continue to lead the suit. If you play the Deuce first, you tell him that you have no reason to wish the suit continued.

Some players insist that the come-on signal should never be made with an honor, but this is a mistake. The best policy is to signal with any card, lower than the Queen. An observing partner does not have to await the completion of the come-on signal to recognize it. For instance, you open the Ace, from Ace and several small cards. The card your partner plays to the Ace tells you, whether he is starting the signal or not. If he start to signal, then he probably has the King.

The Down-and-out Signal is not very well known, but is an excellent play. It is used, only when playing against a declared trump, and consists in never starting a suit with the Ten or lower card, and later following with

a lower, unless you have no more and can trump the third round. The converse is also true. If you start with a small card, and follow with a higher, it shows that you are not down-and-out, but have one or more cards of that suit remaining in your hand.

The reason for the down-and-out signal is that you are compelled to open many suits from two and three cards, with nothing of value in the suit, simply to avoid leading away from guarded honors and tenaces in other suits. In such cases, your partner wants to know quickly, whether there is any advantage in returning your opening lead or not. With the sight of his own cards and dummy's, he can usually see that the lead was from nothing, but he does not know, whether you originally held two or three cards of the suit. When the down-and-out signal is employed, this information is generally disclosed by the first lead, so your partner can tell at once, whether or not it will be advisable to continue the suit and give you a chance to trump the third round.

It is evident that this signal cannot be

used in opening short suits, headed by an honor, higher than the Ten, as it is often necessary to open with the honor, in the hopes that it will go through secondary strength on your left, or help to protect valuable cards in your partner's hand. For instance, with Jack and two small, it is customary to open with the Jack and follow with the next card to the Jack, reserving the lowest card of the suit for the third round. Your partner, missing this card at the end of the second round, will place it in your hand, and will not expect you to trump the third round of the suit.

Old bridge and whist players still cling to the Fourth Best and the Eleven Rule, but they are of no intrinsic value in Auction and my advice is not to bother with them.

The method of discarding is a matter of choice. Select the one your partner prefers and abide by it. However, do not lose sight of common sense, when discarding. All honors in your weak suits should be kept protected, until your partner has signaled, which ones he will take care of.



“To brag little, to show well,
To crow gently, if in luck,
To pay up, to own up,
And to shut up if beaten,
Are the virtues of a true sport.”

◇ ORIGINAL & SUBSEQUENT LEADS ◇

ORIGINAL AND SUBSEQUENT LEADS

| Holding | Trumps | | No Trump With a Re-Entry | | No Trump Without a Re-Entry | |
|-----------|--------|--------|--------------------------|--------|-----------------------------|--------|
| | Lead | Follow | Lead | Follow | Lead | Follow |
| AKQxx* | K | Q | Good | A | Good | A |
| AKQx | K | Q | Good | K | Good | K |
| AKQ | Q | A | Fair | K | Fair | K |
| AKJ10xxx* | K | A | Good | A | Good | A |
| AKJ10x | K | | Good | A | Good | J |
| AKJ10 | K | | Good | K | Good | K |
| AKJxxx* | K | | Good | A | Good | Low |
| AKJxx | K | | Good | A | Good | Low |
| AKJx | K | | Good | K | Good | K |
| AKJ | K | | Good | K | Fair | K |
| AKxxxxx* | K | A | Good | A | Good | A |
| AKxxxxx | K | A | Good | A | Good | Low |
| AKxxx | K | A | Good | Low | Good | Low |
| AKxx | K | A | Good | Low | Good | Low |
| AKx | K | A | Good | K | Poor | K |
| AK | A | K | Good | K | Bad | K |
| AQJxx* | A | Q | Poor | A | Good | Q |
| AQJx | A | Q | Poor | A | Good | Q |
| AQJ | A | Q | Bad | A | Bad | A |
| AQxxxxx* | A | Q | Poor | A | Good | A |

* Or more.

◇ ORIGINAL & SUBSEQUENT LEADS ♡

ORIGINAL AND SUBSEQUENT LEADS

| Holding | Trumps | | No Trump With a Re-Entry | | No Trump Without a Re-Entry | |
|---------------|--------|--------|-----------------------------|--------|--------------------------------|--------|
| | Lead | Follow | Lead | Follow | Lead | Follow |
| A Q x x x x x | Poor | A | Good | A | Good | Low |
| A Q x x x x x | Bad | A | Good | Low | Good | Low |
| A Q x x x x | Bad | A | Good | Low | Good | Low |
| A Q x x x | Bad | A | Fair | Low | Fair | Low |
| A Q x | Bad | A | Bad | A | Bad | A |
| A Q | Bad | A | Bad | A | Bad | A |
| A J 10 x x * | Poor | A | Good | J | Good | J |
| A J 10 x | Poor | A | Fair | J | Fair | J |
| A J 10 | Bad | J | Bad | J | Bad | J |
| A J x x x * | Poor | A | Good | Low | Good | Low |
| A J x x | Bad | A | Fair | Low | Fair | Low |
| A J x | Bad | Low | Bad | ? | Bad | ? |
| A J | Poor | A | Bad | A | Bad | A |
| A 10 9 x x * | Fair | A | Good | 10 | Good | 10 |
| A 10 9 x | Poor | A | Fair | 10 | Fair | 10 |
| A 10 9 | Bad | A | Bad | A | Bad | A |
| A x x x x * | Fair | A | Good | Low | Good | Low |
| A x x x | Poor | A | Fair | Low | Fair | Low |
| A x x | Bad | A | Bad | A | Bad | A |
| A x | Fair | A | Bad | A | Bad | A |

* Or more.

◇ ORIGINAL & SUBSEQUENT LEADS ♡

ORIGINAL AND SUBSEQUENT LEADS

| Holding | Trumps | | No Trump With a Re-Entry | | No Trump Without a Re-Entry | |
|---------------|--------|--------|-----------------------------|--------|--------------------------------|--------|
| | Lead | Follow | Lead | Follow | Lead | Follow |
| A | Fair | A | Bad | A | Bad | A |
| K Q J x x * | Good | K | Good | K | Good | K |
| K Q J x | Good | K | Good | K | Good | K |
| K Q J | Good | K | Fair | K | Fair | K |
| K Q 10 x x * | Good | K | Good | K | Good | K |
| K Q 10 x | Good | K | Good | K | Good | K |
| K Q 10 | Good | K | Poor | K | Poor | K |
| K Q x x x x * | Good | K | Good | K | Good | K |
| K Q x x x x | Good | K | Good | K | Good | K |
| K Q x x x x | Good | K | Good | K | Good | K |
| K Q x x | Fair | K | Good | Low | Good | Low |
| K Q x | Fair | K | Bad | Low | Bad | Low |
| K Q | Good | K | Bad | K | Bad | K |
| K J 10 x x * | Poor | J | Good | J | Good | J |
| K J 10 x | Poor | J | Good | J | Good | J |
| K J 10 | Poor | J | Bad | J | Bad | J |
| K J x x x * | Poor | J | Good | ? | Good | ? |
| K J x x | Poor | Low | Good | Low | Good | Low |
| K J x | Poor | Low | Fair | Low | Fair | Low |
| K J | Bad | Low | Bad | ? | Bad | ? |
| K J | Bad | K | Bad | K | Bad | K |

* Or more.

◇ ORIGINAL & SUBSEQUENT LEADS ♡

ORIGINAL AND SUBSEQUENT LEADS

| Holding | Trumps | | No Trump With a Re-Entry | | No Trump Without a Re-Entry | |
|--------------|--------|--------|-----------------------------|--------|--------------------------------|--------|
| | Lead | Follow | Lead | Follow | Lead | Follow |
| K 10 9 x x * | Poor | Low | Good | 10 | Good | 10 |
| K 10 9 x | Poor | Low | Good | 10 | Good | 10 |
| K 10 9 | Poor | 9 | Bad | ? | Bad | ? |
| K x x x x * | Poor | Low | Good | Low | Good | Low |
| K x x x x | Poor | Low | Fair | Low | Fair | Low |
| K x x | Poor | Low | Bad | ? | Bad | ? |
| K x | Bad | K | Bad | K | Bad | K |
| K | Bad | K | Bad | K | Bad | K |
| Q J 10 x x * | Good | Q | Good | Q | Good | Q |
| Q J 10 x | Good | Q | Good | Q | Good | Q |
| Q J 10 | Good | Q | Poor | Q | Poor | Q |
| Q J 9 x x * | Good | Q | Good | Q | Good | Q |
| Q J 9 x | Good | Q | Good | Q | Good | Q |
| Q J 9 | Good | Q | Poor | Q | Poor | Q |
| Q J x x x * | Good | Q | Good | Low | Good | Low |
| Q J x x x | Good | Q | Good | Low | Good | Low |
| Q J x | Good | Q | Bad | Q | Poor | Q |
| Q J | Good | Q | Good | Q | Good | Q |
| Q 10 9 x x * | Fair | Low | Good | 10 | Good | 10 |
| Q 10 9 x | Fair | Low | Good | 10 | Good | 10 |

* Or more.

◇ ORIGINAL & SUBSEQUENT LEADS ◇

ORIGINAL AND SUBSEQUENT LEADS

| Holding | Trump | | No Trump With a Re-Entry | | No Trump Without a Re-Entry | |
|--------------|-------|--------|--------------------------|--------|-----------------------------|--------|
| | Lead | Follow | Lead | Follow | Lead | Follow |
| | | | | | | |
| Q 10 9 | Fair | 9 | Bad | ? | Bad | ? |
| Q x x x x * | Fair | Low | Good | Low | Good | Low |
| Q x x x x | Fair | Low | Good | Low | Good | Low |
| Q x x x | Fair | ? | Bad | ? | Bad | ? |
| Q x x | Fair | Q | Bad | Q | Bad | Q |
| Q x | Good | Q | Bad | Q | Bad | Q |
| Q | Good | J | Fair | Low | Fair | Low |
| J 10 x x x * | Good | J | Fair | Low | Fair | Low |
| J 10 x x x | Good | J | Bad | 10 | Bad | 10 |
| J 10 x | Good | J | Bad | 10 | Bad | 10 |
| J 10 | Good | J | Fair | Low | Fair | Low |
| J x x x x * | Fair | Low | Fair | Low | Fair | Low |
| J x x x x | Fair | Low | Fair | Low | Fair | Low |
| J x x | Fair | J | Bad | J | Bad | J |
| J x | Good | J | Bad | J | Bad | J |
| J | Good | J | Bad | J | Bad | J |
| x x x x x * | Fair | Low | Fair | Low | Fair | Low |
| x x x x x | Fair | Low | Poor | Low | Poor | Low |
| x x x x | Fair | Low | Poor | Low | Poor | Low |
| x x x | Good | High | Bad | High | Bad | High |
| x x | Good | High | Bad | High | Bad | High |
| x | Good | x | Bad | x | Bad | x |

* Or more.

1915
LAWS OF AUCTION

TOGETHER WITH THE
ETIQUETTE *of* THE GAME

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THE RUBBER

1. A rubber continues until one side wins 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.

All other points, including 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 six 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:

| 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 partner's hand | " | " | 9 " |
| 5 | " | " | 1 | " | | " | " | 10 " |
| 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.* It counts 100 points in the honor score.

*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.

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

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

10. At the end of a rubber the side that has won two games scores a bonus of 250 points.

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 side having the higher score wins the rubber.

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

†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.

winners of a game. A deal if started must be finished.

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 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.

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. The lowest is the dealer, who has choice of cards and seats, and, having made his selection, must abide by it.*

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 fill vacancies as they occur.

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 all have played the same number, they cut to decide upon the out-goers; the highest are out.†

*He may consult his partner before making his decision.

†See Law 14 as to the value of cards in cutting.

RIGHT OF ENTRY

22. At the end 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 decide their right to admission by 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 the cards from the preceding deal and has the right to shuffle first. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last, but should a card or cards be seen during his shuffling or while giving the pack to be cut, he must reshuffle.

30. After shuffling, the cards, properly collected, must be placed face downward to the left of the next dealer, where they must remain untouched until the end of the current deal.

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 contains at least four cards. If, in or after cutting, and prior to the beginning of the deal, a card be exposed, or if 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 also 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.

- (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.*
- (e) If the last card do not come in its regular order to the dealer.
- (f) If the dealer omit having the pack cut, deal 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.

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 the next. When the deal has been with the wrong cards, the next dealer 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

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

†A correct pack contains exactly fifty-two cards, one of each denomination.

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.†

If before, during, or at the conclusion of play, one player hold more than the proper number of cards, and another less, the deal is void.

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

41a. A player may not lift from the table and look at any of his cards until the end

†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.

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 odd trick,* either with a specified suit, 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 54.

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 overcall 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.

*One trick more than six.

E. g., Three Spades over Three Diamonds; Five Clubs over Four Hearts; Four Diamonds over Three No Trump.

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.

47. The player who makes the final declaration* 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).†

48*a*. When the declarer fails to win as

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

†For amount scored by declarer, if doubled, see Laws 53 and 56.

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 passing) out of turn, either adversary may demand a new deal, may treat such declaration as void, or may allow such declaration to stand. In the latter case the bidding shall continue as if the declarations had been in turn. A pass out of turn, or a bid declared void does not affect the order of bidding, *i. e.*, it is still the turn of the player to the left of the previous declarer. The player who has bid out of turn may re-enter the bidding in his proper turn without penalty, but if he has passed out of his turn, he may only do so in case the declaration he has passed be overbid or doubled.

If a declaration out of turn be made and the proper declarer then bid, such bid shall

be construed as an election that the declaration out of turn is to be treated as void.

50. If a player make an insufficient declaration, 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.

50a. If a player who has been debarred from bidding under Laws 50 or 65, 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.

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

*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 unlimited consultation. Either adversary may call attention to the offence and select the penalty, or may say, "Partner, you determine the penalty", or words to that effect. Any other consultation is prohibited,† and if it take place the right to demand any penalty is lost. The first decision made by either adversary is final and cannot be altered.

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 declarer to lead from either hand. A player, however, at any time may ask what declaration is be-

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

ing played and the question must be answered.

52. A pass or double once made may not be altered. No declaration may be altered after the next player acts. 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.

No other alteration may be made.

DOUBLING AND REDOUBLING

53. 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.

54. 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 re-

double 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.

55. 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.

56. 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.

57. A double or redouble is a declaration,

and a player who doubles or redoubles out of turn is subject to the penalty provided by Law 49.

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

DUMMY*

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

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

†The penalty is determined by the declarer (see Law 66).

- (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;
- (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.

61. Should the dummy call attention to any other incident in the play in consequence of which any penalty might have been exacted, the declarer may not exact such penalty. Should the dummy avail himself of rights (h) or (i), after intentionally looking at a card in the hand of a player, the declarer may not exact any penalty for the offence in question.

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.

62a. 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.

CARDS EXPOSED BEFORE PLAY

65. 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 declara-

tion,* and the card, if it belong to an adversary of the eventual declarer, is subject to call.† 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.

66. 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.

CARDS EXPOSED DURING PLAY

67. After the original lead, all cards exposed by the declarer's adversaries are liable to be called and must be left face upward on the table.

68. 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;

*See law 50a.

†If more than one card be exposed, all may be called.

- (4) a card mentioned by either adversary as being held in his or his partner's hand.

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

70. 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.

70a. 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.

71. 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.

72. 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.

73. 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 71, 80, and 92), or if, when called upon not to play a suit, he fail to play as directed (Laws 65 and 66), he is liable to the penalty for revoke (Law 84) unless such play be corrected before the trick be turned and quitted.

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

75. The call of an exposed card may be repeated until it be played.

LEADS OUT OF TURN

76. If either adversary of the declarer lead out of turn, the declarer may either 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.* If the second hand play, the lead is accepted.

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

78. If an adversary of the declarer lead out of turn, and the declarer follow either from his own hand or dummy, the trick stands. 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.

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.*

81. If any one, except dummy, omit playing to a trick, and such error be not corrected until he has played to the next, the adver-

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

saries or either of them may claim a new deal; should either decide that the deal stand, the surplus card (at the end of the hand) is considered played to the imperfect trick, but does not constitute a revoke therein.†

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.‡

THE REVOKE*

83. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke when the

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

‡Either adversary may decide which card shall be considered played to the trick which contains more than four cards.

*See Law 73.

trick in which it occurs is turned and quitted by the rightful winners (*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, in addition to any penalty which he may have incurred for not making good his declaration.
- (b) When either of the adversaries revokes, the declarer may either add 100 points to his score in the honor column or take three tricks from his opponents and add them to his own.† Such tricks may assist the declarer to make good his declaration, but shall not entitle him to score any bonus in the honor column in case the declaration has been doubled or redoubled, nor to a slam or little slam not otherwise obtained.*
- (c) When, during the play of a deal, more than one revoke is made by the same side, the penalty for each revoke after the first is 100 points.

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

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

85*a*. 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 make such request the penalty may not be enforced for a revoke made by the declarer during the dummy's absence 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 revoke cannot be claimed after the cards have been cut for the following deal.

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, before 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.

NEW CARDS

95. 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

if his adversaries call for the new cards, has the choice. New cards cannot be substituted after the pack has been cut for a new deal.

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

BYSTANDERS

97. 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.

ETIQUETTE OF AUCTION

In the game of Auction slight intimations convey much information. The code succinctly states laws which fix penalties for an offence. To offend against etiquette is far more serious than to offend against a law; for in the latter case the offender is subject to the prescribed penalties; in the former his adversaries are without redress.

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, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An opponent of the declarer should not lead until the preceding trick has been 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.

6. 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.

7. Conversation during the play should be avoided, as it may annoy players at the table or at other tables in the room.

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

9. If a player say, "I have the rest", or any words indicating that the remaining tricks, or any number thereof, are his, and one or both of the other players expose his or their cards, or request him to play out the hand, he should not allow any information so obtained to influence his play.

10. If a player concede, in error, one or more tricks, the concession should stand.

11. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

THREE-HANDED AUCTION

The Laws of Auction govern the three-handed game except as follows:

1. Three players take part in a game and four constitute a complete table. Each plays for himself; there are no partners, except as provided in Law 7.

2. The player who cuts lowest selects his seat and the cards with which he deals first. The player who cuts next lowest sits on the dealer's left.

3. The cards are dealt in four packets, one for each of the three players and one for the dummy.* The dummy hand is not touched until after the final declaration has been made.

4. The dealer declares, and the bidding continues as in Auction, except that each player bids exclusively on his own account.

5. The penalty for a declaration out of turn is that each of the other players receives 50 points in his honor score. A declaration out of turn does not affect the right of the player whose turn it is to declare, unless both he and the other player, either by passing or declaring, accept the improper declaration.

*This hand is generally dealt opposite to the dealer.

6. If a player declare out of turn, and the succeeding player either pass or declare, the third player may demand that the mistake be corrected as is provided in Law 5. In such case the player who first declared out of turn is the only one penalized.

7. The player making the final declaration, *i. e.*, a declaration that has been passed by both of the others, plays his own hand and that of the dummy against the other two, who then, and for that particular hand, assume the relationship of partners.

8. It is advisable that the game be played at a round table so that the hand of the dummy can be placed in front of the declarer without obliging any player to move; but, in the event of a square table being used, the two players who become the adversaries of the declarer should sit opposite each other, the dummy being opposite the declarer. At the end of the play the original positions should be resumed.

9. If, after the deal has been completed and before the conclusion of the declaration, any player expose a card, each of his adver-

saries counts 50 points in his honor score, and the declarer, if he be not the offender, may call upon the player on his left to lead or not to lead the suit of the exposed card. If a card be exposed by the declarer after the final declaration, there is no penalty, but if exposed by an adversary of the declarer, it is subject to the same penalty as in Auction.

10. If a player double out of turn, each of his adversaries counts 100 points in his respective honor score, and the player whose declaration has been doubled may elect whether the double shall stand. The bidding is then resumed, but if the double shall be disallowed, the declaration may not be doubled by the other player.

11. The rubber continues until two games have been won by the same player; it may consist of two, three, or four games.

12. When the declarer fulfils his contract, he scores as in Auction. When he fails to do so, both of his adversaries score as in Auction.

13. Honors are scored by each player separately, *i. e.*, each player who holds one

honor scores the value of a trick; each player who holds two honors scores twice the value of a trick; a player who holds three honors scores three times the value of a trick; a player who holds four honors scores eight times the value of a trick; and a player who holds five honors scores ten times the value of a trick. In a no trump declaration, each Ace counts ten, and four held by one player count 100. The declarer counts separately both his own honors and those held by the dummy.

14. A player scores 125 points for winning a game, a further 125 points for winning a second game, and 250 points for winning a rubber.

15. At the end of the rubber, all scores of each player are added and his total obtained. Each one wins from or loses to each other the difference between their respective totals. A player may win from both the others, lose to one and win from the other, or lose to both.

DUPLICATE AUCTION

Duplicate Auction is governed by the

Laws of Auction, except in so far as they are modified by the following special laws.

A. *Scoring.* In Duplicate Auction there are neither games nor rubbers. Each deal is scored just as in Auction, with the addition that whenever a pair makes 30 or more tricks as the score of one deal, it adds as a premium 125 points in its honor column.

B. *Irregularities in the Hands.* If a player have either more or less than his correct number of cards, the course to be pursued is determined by the time of the discovery of the irregularity.

- (1) When the irregularity is discovered before or during the original play: There must be a new deal.
- (2) When the irregularity is discovered at the time the cards are taken up for overplay and before such overplay has begun: It must be sent back to the table from which it came, and the error be there rectified.
- (3) When the irregularity is not discovered until after the overplay has begun: In two-table duplicate there must be a new deal; but in a game in which the same deals are played at more than two tables, the hands must be rectified as is provided above and then passed to the next table without overplay at the table at which the error was discovered; in which

case, if a player have less than thirteen cards and his adversary the corresponding surplus, each pair takes the average score for that deal; if, however, his partner have the corresponding surplus, his pair is given the lowest score and his opponents the highest score made at any table for that deal.

C. Playing the Cards. Each player, when it is his turn to play, must place his card, face upward, before him and toward the centre of the table. He must allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downward, nearer to himself; if he or his partner have won the trick, the card should point toward his partner and himself; otherwise it should point toward the adversaries.

The declarer may either play dummy's cards or may call them by name whenever it is dummy's turn to play and have dummy play them for him.

A trick is turned and quitted when all four players have turned and ceased to touch their respective cards.

The cards must be left in the order in

which they were played until the scores of the deal have been recorded.

D. *The Revoke.* A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the scores of that deal agreed upon and recorded, but not thereafter.

E. *Error in Score.* A proven error in the trick or honor score may be corrected at any time before the final score of the contestants for the deal or deals played before changing opponents has been made up and agreed upon.

F. *A New Deal.* A new deal is not allowed for any reason, except as provided in Laws of Auction 36 and 37. If there be an impossible declaration some other penalty must be selected.* A declaration (other than passing) out of turn must stand;† as a penalty, the adversaries score 50 honor points in their honor column and the

*See Law 50. The same ruling applies to Law 54.

†This includes a double or redouble out of turn. See Law 57.

partner of the offending player cannot thereafter participate in the bidding of that deal.

The penalty for the offence mentioned in Law 81 is 50 points in the adverse honor score.

G. Team Matches. A match consists of any agreed number of deals, each of which is played once at each table.

The contesting teams must be of equal size, but each may consist of any agreed number of pairs (not less than two). One-half of each team, or as near thereto as possible, sits north and south; the other half east and west.

In case the teams are composed of an odd number of pairs, each team, in making up its total score, adds, as though won by it, the average score of all pairs seated in the position opposite to its odd pair.

In making up averages, fractions are disregarded and the nearest whole numbers taken, unless it be necessary to take the fraction into account to avoid a tie, in which case the match is won "by the fraction of a

point". The team making the higher score wins the match.

H. *Pair Contests.* The score of a pair is compared only with other pairs who have played the same hands. A pair obtains a plus score for the contest when its net total is more than the average; a minus score for the contest when its net total is less than the average.

SYNOPSIS OF AUCTION PENALTIES



SYNOPSIS OF PENALTIES



| Law | Player's Offense | Penalty which can be exacted. |
|---------------|---|---|
| 16 | <i>While Arranging Table.</i> Cutting two cards or more..... | Must take highest. |
| 37C | <i>While Dealing.</i> Card exposed..... | Must deal again. |
| 36 } 37 } | Misdeal | Must deal again. |
| 37F } 38 } | Dealing with uncut pack..... } Dealing with adversarie's cards... } Dealing out of turn..... } Looking at cards..... } | Can be corrected, before last card is dealt, by adversary, who has not seen his cards. 25 points for each card examined. |
| 41A | <i>While Bidding.</i> Card exposed..... | { Partner can't bid, and can't open that suit, { and card can be called. New deal by same dealer as last. New deal by same dealer as last. No penalty. Made sufficient and partner can't overbid. { Can be set aside and ends bidding for { that side. |
| 65 | Bid out of turn..... | |
| 49 | Double out of turn..... | |
| 57 | Pass out of turn..... | |
| 49 | Insufficient declaration..... | |
| 50 | Debarred declaration..... | |
| 50A | Debarred declaration..... | |

| | | |
|--|--|--|
| | | { Must stand, unless altered before next { player acts. |
| | | 100 points or a new deal. |
| | | 50 points. |
| | | 50 points. |
| | | Waives penalty. |
| | | Can be called. |
| | | Card called or partner's lead called. |
| | | Lead can be called. |
| | | No penalty. |
| | | Can be ordered back, before 2d Hand plays. |
| | | Can be made to play it. |
| | | Can be made to show hand. (continued) |

| | |
|-----|---|
| 52 | Inadvertent declaration..... |
| 54 | Redoubling a redoubled declaration.. |
| 54 | Redoubling partner's double..... |
| 54 | Doubling partner's declaration..... |
| 50B | Declaring or passing before claiming penalty |
| | <i>After Final Bid—Before Play.</i> |
| 66 | Card exposed by Leader..... |
| 66 | Card exposed by 3rd Hand..... |
| 51 | Giving information about bidding... |
| | <i>During Play—If Declarer.</i> |
| 72 | Card exposed..... |
| 77 | Lead out of turn..... |
| 64 | Touching or naming Dummy's card.. |
| 72 | Claiming any trick in advance..... |

SYNOPSIS OF AUCTION PENALTIES—(Continued)

| Law | Player's Offense | Penalty which can be exacted. |
|--------------|---|---|
| | <i>During Play—If Declarer.</i> | |
| 86A | Saving a revoke in time..... | { Highest or lowest called to trick, unless } { last to play. |
| 84A | Each revoke..... | 100 points and can't score except honors. |
| 73 | Failing to play as per penalty..... | Same as revoke. |
| 82 | Letting two cards go in one trick..... | { Cards restored and responsible for any } { revokes. |
| 40 | Playing with less than 13 cards..... | { Card restored and responsible for any } { revokes. |
| 37D | Playing with more than 13 cards.... | New deal by same dealer as last. |
| 81 | Not playing to each trick..... | New deal by same dealer as last. |
| 90 | Looking at quitted trick..... | 25 points. |
| | <i>During Play—If Dummy.</i> | |
| 60 } 61 } | Looking at adversaries' cards..... | { Loses right to call adverse lead out of } { turn, exposed card, or revoke. |
| 62 | Suggesting the play of Dummy's card | Play can be required or prohibited. |
| 63 | Revoke | No penalty. |
| 51 | Giving information about bidding... | Declarer's lead can be called. |
| 62A | Keeping Declarer from leading out of turn | Lead out of turn can be required. |
| 93 | Making unauthorized references to play | Declarer's lead can be called. |





| | | |
|--------------|--|--|
| 82 | Letting two cards go in one trick..... | Card restored; no penalty for revoke. |
| 40 | Playing with less than 13 cards..... | Card restored; no penalty for revoke. |
| 37D | Playing with more than 13 cards..... | New deal by same dealer as last. |
| 81 | Not playing to each trick..... | { No penalty; surplus card considered as played to imperfect trick. |
| 90 | Looking at quitted trick..... | 25 points. |
| | <i>During Play—If Adversary of Dealer</i> | |
| 67 | Card exposed..... | Can be called. |
| 70 | Two cards or more played at once.. | All can be called. |
| 70A | Last card exposed before partner plays to 12th trick..... | Both cards in partner's hand can be called. |
| 76 } 78 } | Lead out of turn..... | Card called or partner's lead called. |
| 93 | Keeping partner from leading out of turn | No penalty. |
| 71 | Leading before partner plays to previous trick..... | { Partner can be made to win previous trick, if he can, and then card can be called. 2nd Hand can be made to play highest or lowest; or win or lose trick; or if void of suit lead, to play highest of any suit named. |
| 80 | 4th Hand playing before 2nd Hand.. | |

(continued)



SYNOPSIS OF AUCTION PENALTIES—(Continued)

| Law | Player's Offense | Penalty which can be exacted. |
|-----|---|--|
| | <i>During Play—If Adversary of Dealer</i> | |
| | <i>clarer</i> | |
| 92 | Naming card played to trick without being asked to do so..... | { Partner can be made to play highest or lowest; to win or lose trick. |
| 86 | Saving a revoke in time..... | { Card called; or highest or lowest called to trick. |
| 84B | First revoke..... | { 100 points or 3 tricks without bonus, and can't score except honors. |
| 84C | Subsequent revokes..... | 100 points for each. |
| 73 | Failing to play as per penalty..... | Same as revoke. |
| 51 | Giving information about bidding... | Lead can be called. |
| 93 | Making unauthorized references to play | Lead can be called. |
| 82 | Letting two cards go in one trick.... | { Card restored and responsible for any revokes. |
| 40 | Playing with less than 13 cards..... | { Card restored and responsible for any revokes. |
| 37D | Playing with more than 13 cards.... | New deal by same dealer as last. |
| 81 | Not playing to each trick..... | New deal by same dealer as last. |
| 90 | Looking at quitted trick..... | 25 points. |
| | <i>General Laws.</i> | |
| 39 | Imperfect Pack..... | voids deal but prior scores stand. |
| 50C | Unlimited consultation..... | Loses right to exact penalty. |



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