ROYAL AUCTION BRIDGE GV UP-TO-DATE 1282 C6

1913 H.P. CLARK



Class G V1282
Book C 6

Copyright No. 1913

COPYRIGHT DEPOSIT.





ROYAL AUCTION BRIDGE UP TO DATE

This book is written in accordance with the revised laws of The Whist Club of New York, published October 25, 1912. Acknowledgment is made by the Author for permission to incorporate them in this new edition.

Royal Auction Bridge

Up to Date



Author of
"Condensed Bridge"
"Auction Bridge Condensed"
"Auction Bridge"



NEW YORK

DODD, MEAD AND COMPANY

1913

GV1282

COPYRIGHT, 1913, BY
DODD, MEAD AND COMPANY

 \emptyset

Published, January, 1913

© CI, A 330965

CONTENTS

ROYAL	U F	CTI	ON	BR	IDO	βE
Lympopyromeou						PAGE
Introduction				•	•	7
DESCRIPTION O	OF T	HE G.	AME	AND	ITS	
GENERAL P	RIN	CIPLES	S .	•		12
Rubber .	•	•		•		17
Score .		•	•	•	•	18
Rules for Bi	DDIN	G.		•		19
OPENING BID	•	•	•			22
No-TRUMP BII	D .					25
ROYALS .		•	•			27
RED SUITS.	•					28
Clubs .	•		•	•	•	30
"ONE SPADE			•	•		30
"Two Spades	"	•	•	•		31
SECOND PLAYE	er's	Bid	•		•	33
THIRD PLAYER	r's]	Bid	•		•	35
FOURTH PLAY	ER'S	Bid				38
BIDDING AFTER	RTH	ie Fir	st R	loun	D.	41
Doubling ani	o Ri	E-DOU	BLIN	G.		44
OPENING LEAD	D.					48
No-trump						50
THE BEST LE	ADS	FOR	a D	OUBL	ED	
No-trump						52

CONTENTS

	PAGE
BEST LEADS FOR A DOUBLED DE-	
CLARED TRUMP	52
Есно	53
Discards	53
THE REVOKE	54
Résumé	55
PRACTICE HANDS	60
PRACTICE HAND No. 1. (Good	
Hands Bidding Against Each	
Other to the Score)	6 1
PRACTICE HAND No. 2. (Doubling	
to the Score)	63
PRACTICE HAND No. 3. (Over-	J
taking)	65
PRACTICE HAND No. 4. (Leading	- 3
Through Strength)	67
Practice Hand No. 5. ("Two	0,
Spade "Bid)	69
PRACTICE HAND No. 6. (Over-	~ ,
taking, Thereby Making Two Re-	
entries for Dummy's Clubs).	71
Three-Handed Auction Bridge.	72
Laws of the Game	
GLOSSARY	77

INTRODUCTION

A REVISED count at Auction has come into vogue, and I have endeavored in this new edition, to give a description of the game as it is played today. Under this new count, holding a good Spade suit with top Honors you declare Royals and not "two Spades" as formerly.

The new count does not alter the principles of the game of Auction, but the score is materially changed. The advantage of Royals over the old count is, that good dark suits are not wasted, but are bid up and competition is made more lively. The suit values are but one point apart. Thus, a one bid will not beat

a two bid, as before, when a "one no-trump" declaration over-called a "two Club" bid. You can now go game in the black suits, which even a grand slam would not give you at the old count, when Spades and Clubs scored only two and four. Royals and Clubs now present a very substantial Honor count, and are worthy of consideration.

Auction has many exciting phases of play that do not occur at the parent game, Bridge, and to many of its devotees it undoubtedly owes its popular precedence over Bridge to its more exciting possibilities in the matter of playing for stakes. Auction also requires a keener sense of values.

The score plays an all important part in the bidding, and it requires clever strategy and good judgment

to know when to force the opponent's bid to an unattainable contract and when to take the bid away from him, especially when the score is a game each and a fulfilled contract may give him the rubber. If the bid fails, you can only lose in the Honor column, and you still have a chance for a more successful bid on the next deal.

The loss at Auction differs from Bridge in this: the declarant loses only to his adversary in the Honor column, while in Bridge the adversary scores against him in the trick column, which frequently gives him game or rubber.

When doubled at Auction, the game, if successful, counts an additional benefit over Bridge, for you score, not only for the doubled tricks in the score, the same as at Bridge, but you also receive a bonus

in the Honor column, which does not occur at Bridge. Good hands are not wasted at Auction.

The privilege of bidding for the trump gives each player a chance to name his own suit, and, if he is not strong enough to over-call his opponent, at least he has given valuable information to his partner, and directs his lead in case he has no top cards of his own. A declaration at Bridge is final, while at Auction it is frequently no more than an indication of strength.

Before Bridge became so generally known, it was not uncommon to meet with players who boasted their independence of rules. They were quite content to rely on their "card sense," as they expressed it, and it never seemed to occur to them what a blind game they were playing.

There may be novices at Auction who are likewise self-sufficient, but just as Bridge grew upon the casual player more and more, until he was not satisfied to play a mediocre game himself nor to join in a game with those who did, so it will be with Auction and in a much shorter time. The loss to the player who boasts of his independence of rules at Auction will soon demonstrate to him that a thorough knowledge of the different phases of the game is essential to a satisfactory score and as an acceptable partner.

DESCRIPTION OF THE GAME AND ITS GEN-ERAL PRINCIPLES

THE new count equalises the chance for going game. Black suits are not relegated to an insignificant place in the bidding, but are now only one point apart from the red suits.

If a player is able to make a declaration other than Spades, he should do so. It gives information to his partner, and possibly discourages the adversary from bidding a suit in which he has no protection. Under this count, holding a good Spade hand with top Honors you do not bid "two Spades" but declare

Royals (formerly called Lilies) just as you would Hearts or Diamonds. Royals over-call both red suits, and is only one point less in value than no-trumps. No-trumps remain the only bid where three odd tricks go game from a love score.

A declaration of one trick should not be doubled. The double shows too plainly where strength lies, and the opponents will hasten to change the suit if they possibly can. To double a declaration of two or three tricks is a different matter, so large a contract is generally too high for any further bidding. Bear in mind that when the score is 18 it takes but "two Royals," "two Hearts," "two Diamonds," or "two Clubs" to go game.

When there is no chance that the opponents can win game at their

declaration, do not jeopardise the score by an unsound bid, nor by a double which may put them out; but when their contract, if successful, will give them game, then, a double is warranted, or the bid may be raised even to a doubtful point if the rubber is at stake.

Always try to shut out opposing bids when it is the rubber game and your Honor score is behind.

Don't let adversaries communicate too cheaply. It is high card strength which counts at Auction; for example, it is dangerous to declare a suit holding five or six, if it includes but one Honor and lacks side strength. With five trumps and two Honors a suit may be declared, but the Honors should consist of Ace-King, King-Queen, or Ace-Queen; with less value in the Honors, the declaration

must be backed by suit strength. To be more explicit, the player should at least hold two positive tricks in the suit he names.

The "two Spade" bid is often misunderstood by the dealer's partner; it is a direct invitation to him to make a call of some kind, and he should do so. If he cannot go notrumps, he must bid his best suit, even if it be but four or five cards to the Jack. This is valuable information to the dealer, and it more often saves the game than loses it.

The dealer may be just short of a strong bid, therefore his partner's declaration is a necessary enlightenment. There is a convention among some players that the "two Spade" call means not only assistance at notrump (as before), but also something in Royals; but as this conven-

tion is not established, and is not likely to be, it cannot be played unless partners agree on it beforehand.

When making a declaration, weigh the probable result, and try to judge how the opponents are likely to respond.

ROYALS

(" Lilies ")

New Count	^	*		•	Royals	# T.
Each Trick Over Six	2	6	7	8	9	10
Three Honors	4	12	14	16	18	30
Four Honors	8	24	28	32	36	40
Five Honors	10	30	35	40	45	
Four Honors in One Hand.	16	48	56	64	72	100
Five Honors { 4 in 1 Hand 1 in partn's	18	54	63	72	81	
Five Honors in One Hand.	20	60	70	80	90	
Chicane	4	12	14	16	18	
Little Slam	20	20	20	20	20	20
Grand Slam	40	40	40	40	40	40

RUBBER

The partners first winning two games win rubber. If the first two games decide the rubber, the third is not played.

SCORE

A game consists of 30 points obtained by tricks alone, exclusive of any points counted for Honors, Chicane, Slam, Bonus, or Undertricks. Game, Honors, Slams, and Chicane count at Auction the same as at Bridge except winners of rubber score 250 points. At the conclusion of a rubber the trick and Honor scores of each side are added, and the difference between the two scores is the number of points won or lost.

Only the declarant scores in the trick score. If he fails to fulfil his contract, neither side can score a trick toward the game but the adversary gets 50 points in the Honor column for each lacking trick. Thus, if the declarant has bid for

eight tricks and wins but six, he has lost two tricks.

Doubling and re-doubling re-open the bidding.

When doubled, the loss is 100 for each trick, and 200 if re-doubled. When the declarant fulfils his contract, he scores the same as at Bridge: if doubled he receives 50 points for making what he bid, and 50 for each additional trick, and 100 if re-doubled, besides scoring the extra tricks made at double their value in the trick column. A "one Spade" bid is limited to 100 points whether doubled or not.

RULES FOR BIDDING

Cutting and dealing are the same as at Bridge. The Ace of Hearts is low, next the Diamond, next the Club, and highest the Spade. The

main divergence from Bridge is in the declaration.

The dealer cannot pass; he must make an opening bid of some kind.

Each player starting at the dealer's left has the right to pass, double, re-double, or change the suit.

To change the suit, the bid must be for a greater number of tricks, or for a higher value in points: for example, contracting to take two tricks of a suit will outbid one trick of another suit of the same value; thus, "two Clubs" is a higher declaration than "one Heart," and "two Diamonds" takes precedence over "one no-trump." No player can raise his own bid after the other players have passed. A player may over-bid a previous declaration, even if it be his partner's.

The highest bidder becomes the declarant, and he plays the combined hands, his partner being dummy, unless he has raised the suit his partner first named. In that case the original bidder plays the dummy.

The player should specify both the suit and the number of tricks which he wishes to bid, saying, "One no-trump," "Two Hearts," etc.; if he wishes to pass, he should say, "No," "No more," or "I pass."

Should a player in bidding fail to call a sufficient number of tricks to outbid a previous declaration the bid stands as if the right number had been named, and his partners cannot make any further declaration, unless one of his adversaries has subsequently made a higher bid. The declarant's book is the first six tricks out of the thirteen. The opponent's

book is the difference between what the declarant bid and thirteen—for example, if the declarant has bid two in Royals, he declares to get eight tricks (two over the book). The difference between his declaration for eight tricks, and those remaining are the opponent's book, which would be five at this bid; or if the declarant bids four in a suit, the opponent's book would be only three.

When either side has a book completed, the tricks should be gathered together in one pile, and those over the book should be placed separately so that they can be easily counted by either side.

OPENING BID

The first object of the opening bid is to give the partner informa-

tion. The dealer is always at a disadvantage, for he cannot pass to hear the following bids which is the privilege of the other players. He must make a declaration of some kind. Therefore his is a forced bid, while all the others are free or voluntary.

The bidding on the first round is hardly ever final—you are simply promising your partner two positive tricks. Any suit headed by Ace-King (no matter how short) or Ace-Queen to five cards, or else the three top Honors (when there are no small trumps) constitute a one bid; otherwise if your best suit has but one high Honor, you must hold an outside trick.

The bidding on the first round is merely informatory. Of course you may have an excellent hand, but your partner is only counting on you for the two tricks promised.

It is not considered good play to make an opening call of two tricks; if your hand is really worth two you can go up on the next round—and if you are left in with the one bid it is just so much easier to make, and you score your extra trick or tricks just the same.

The second, third, and fourth players make their declaration on the same principle as the dealer if they decide to bid at all; it is more frequently the second hand's duty to let the bid go by than it is any of the other players. He will often chance a pass on a good hand with the two-fold object of seeing how the other bids go. It may give him an opportunity to double, or to use the information gained to go no-trump.

If these fail he still has the choice of leaving his partner in, or if he has not an assisting hand he can name his own suit.

NO-TRUMP BID

The no-trump bid is now reduced to a normal count, and while it still remains the only call where three odd tricks go game from a love score, it no longer beats a two bid as formerly, when a "one no-trump" declaration over-called a "two Club" bid.

An average no-trumper should consist of either one Ace and three guarded suits, or two Aces and one long suit with a top Honor. You can bid no-trumps at Auction without an Ace in your hand, providing you have good protection in all four suits.

Holding reasonable strength, a declared trump is safer than a mediocre no-trumper. The weak point of a no-trump bid is that it is not likely to stand still (as at Bridge), the different suit bids of the adversary locating their strength and directing the lead, which is often disastrous.

At a declared trump this disadvantage is practically eliminated, for their strength is of necessity your weakness. This gives you a chance to trump in.

No-trump is no longer the aim of the Auction player, its outcome is too elusive. Before the game reached its present standard it was not considered correct to bid no-trumps over an original declaration, unless you held protection in that suit. This handicap has been cut out from the "up to date" game, and it is only

when an adversary has raised his one call to a two bid, that you should not go "two no-trumps" without protection in the suit named.

ROYALS

Royals (formerly called Lilies) is a good Spade suit with top Honors scoring 9 a trick. At the old count the most you would bid with a similar hand would be "two Spades." Under the revised count you bid a Royal just as you would a Heart or a Diamond, except that the hand should be slightly stronger, as it excludes all one bids except no-trumps, and you run a greater risk of being left in than with the other suits.

Royals now present a very substantial Honor count, and are worth trying for; and as it is only one point less than no-trumps it is really a valuable bid. Your partner should not take you out unless he can offer no assistance and feels that he has a justifiable "two bid" in another suit. With only an average no-trumper, he should let your bid stand and be satisfied with holding some good suit cards to assist your hand.

A "one" bid at Royals should not average less than five trumps with two top Honors and a probable outside trick, or four trumps including three top Honors and a positive outside trick, such as an Ace or a protected King.

RED SUITS

Hearts and Diamonds no longer hold sway over the black suits, they are each but a point apart,

and are now reduced to a normal count.

A "one" bid in Diamonds no longer means no-trump assistance, it simply tells your partner that you hold two positive tricks in Diamonds. Of course if all he lacks to complete a no-trump announcement happens to be the red suit you have named, it will then enable him to make that bid.

Your original call, whether it is Hearts or Diamonds, simply says—partner, I have two sure tricks in the suit I have bid, should you hold any outside tricks so much the better; but the point to be remembered is, that the conventional "one" bid in a declared suit means two positive tricks.

In naming a Heart or Diamond you should hold either an Ace-King (no matter how short the suit) or

an Ace-Queen to five cards, or else the three top Honors (when there are no small trumps).

CLUBS

At Royal Auction, Clubs are declared on exactly the same principle as Hearts and Diamonds. Formerly this bid scored only 4 a trick, and at that count you could not go game even if you made a grand slam. Under the revised score, 6 a trick, you can now go out on five odd, which gives it a new rank.

SPADES

A "one Spade" bid indicates weakness and promises nothing to the partner, even in Spades. It is compulsory for the dealer to make

an opening bid of some kind; otherwise with such a hand he would gladly say pass. It sometimes happens that he does not hold a "bust," and that he has a couple of possible tricks; but when they are in different suits and are at all uncertain, the Spade bid is obligatory.

Should the dealer hold as many cards as five or six in one suit, headed by the Jack or even the Queen, he still must bid a Spade, for a bid at Auction does not mean length, but it does mean strength, and strength means top Honors.

"TWO SPADES"

The "two Spade" call is a direct invitation to your partner to make a bid of some kind. Failing notrumps, the third player should de-

clare in the strongest suit he holds, no matter how poor that suit may be. This situation is often misunderstood by the third player when he is a novice at the game. At first glance it certainly does seem rash to over-call when your hand is weak, but the statistics of this play prove that the information thus given will work out with less loss to the partner who understands this correct method of giving information, than if the third hand passed, and left the dealer in the dark. The "two Spade" bid meant something, and his partner's call confers information that either gives him confidence to go to a further bid, or causes him to retire from the contest altogether.

Should the third player's bid stand, it shows the cards are pretty evenly divided. He is not likely to go down

for more than one or two tricks and he may possibly win out. Of course, if the second player has made a declaration over the dealer, the third player's obligation is cancelled.

A "two Spade" bid means two absolute tricks, but they are not concentrated in one suit, and for that reason the dealer cannot name a higher call.

SECOND PLAYER'S BID

The second player's bid depends greatly upon the dealer's opening, and also, the state of the score. It is within your province to pass more often than any of the other players for the following reasons: there are two other bids to come after yours and the information thus gained may enable you to double or to help your partner if his call seems more ad-

vantageous than your own. A correct double invariably counts more than a make. To gain two or three tricks in the trick score cannot give you over 20 or 30 at the most, while a double scores 100 for each overtrick. Before making a bid you should take these points into consideration.

When the dealer has declared a no-trump, and you hold a really good hand—pass, and keep your strength in reserve. Should he not declare no-trumps, then it is discretionary with you whether you think it advisable to show your partner your suit. If it is the rubber game, and you hold a good hand, bid it by all means.

With a strong suit, over-call the dealer's "two Spade" announcement; as the third player will very likely bid no-trumps, it assists your

partner's lead in case he is unable to make a bid of his own. When the dealer has bid "one Spade" don't be over-anxious to take him out.

THIRD PLAYER'S BID

When you are third player you have already received considerable information. The dealer and the second player having had their say, you are in a position to size up the situation with a certain amount of acumen. The dealer's "one Spade" bid indicates general weakness; he may hold useful support in some suit, but, on the other hand he may hold a Yarborough, consequently your declaration should be one at which you can win with little or no assistance. Therefore do not change your

partner's call unless you have a very strong hand.

The informatory bids for the first hand do not apply to the third player when his partner has bid "one Spade"; it is unnecessary to give the dealer any information, and unwise to take him out unless you hold a good hand. The most you can lose is 100 points in the Honor column.

Bear in mind that should the second player pass, and your own hand has no pronounced strength, that the fourth player is marked with good cards, and that in all probability he will make a bid of some kind—presumably no-trumps, as the declared suits have not been mentioned.

If you make the no-trump call on your partner's Spade bid, you will surely meet with disaster unless you are exceptionally strong.

When your partner has declared "one no-trump," and the second player has passed, there are two courses open to you—with a generally assisting hand allow the bid to stand; however, if you can only help out in one suit, you must over-call the notrumper with a "two" bid in whichever suit you are strongest. This gives him valuable information, and places him in a position to judge between the two makes. If his notrump call was a light one, he will be glad to allow your bid to stand; if n the other hand he was only weak in the suit you have named, he will increase his contract to "two notrumps"; you must then be content to let the bid stand.

The same tactics apply when the dealer has made an original suit declaration. The object of taking your

partner out of a no-trump bid is mainly defensive; if you cannot assist him, you are obliged to over-call, and the poorer the hand, the greater the necessity.

When the second player has overcalled the dealer's bid, you may raise your partner's declaration if you have at least two positive tricks, meaning Aces and Kings. Especially if the adversaries are likely to win game at their make, or your own declaration or your partner's will put you out.

FOURTH PLAYER'S BID

Most of the suggestions made for the guidance of the second and third players apply to the fourth hand. Being fourth player, the information given by the other hands puts you

in a position to judge what is best to do.

Do not over-bid your partner unless your hand is very strong, and do not take your adversary out of a Spade declaration when your partner has passed, unless you have a good chance to go game. The most you can lose is a few points which are of no value; whereas, on the other hand should the adversary fail to make his contract, he stands to lose 50 or 100 points. Aside from this, an announcement by the fourth player gives the opponents a chance to re-open the bidding.

If your hand is strong enough to go game, you will welcome this opportunity either to push your adversary up to an unattainable contract or else to increase your own. When you have the slightest doubt in the matter, it is always safer to double your adversary's two or three trick bid and be satisfied by what you may get above the line, than to jeopardise any advantage you may already have toward game or rubber.

When the dealer's "one Spade" bid has been over-called by your partner and passed by the third player, allow his raise to stand, if you can give him some assistance; if, on the other hand, you have decided strength in another suit, do not hesitate to over-call.

When the dealer has opened with "one no-trump," or "one Heart," and your partner has over-called with, say, "two Royals," and the third player has bid "two no-trumps" you should hardly ever raise your partner's bid to a three trick declaration, which calls for nine

tricks out of thirteen, and is a very large contract to attain.

The principles governing the fourth player's bid are almost identical with those that influence the previous bidders. Try to distinguish forced bids from voluntary bids,—by so doing you will give your partner's hand its proper estimate and not make the mistake of over-bidding your own,

BIDDING AFTER THE FIRST ROUND

At the conclusion of the first round of bidding, a certain degree of information has been imparted by the various declarations.

Make use of any information your partner has given you to work it in with your own strength.

Do not over-estimate trump length; it is high card strength which counts at Auction. With two sure tricks and a possible third in your own hand, raise your partner's "one trick" bid when he has been over-called. If his "two trick" bid has been raised, it is generally safe to venture a "three trick" call, providing you hold three or four sure tricks.

Avoid a contract of "nine tricks" and leave your adversaries in when they bid over eight,—such a contract is frequently beaten, and your gain in the Honor column may be considerable.

It has been estimated that a bid of "three Hearts" over a bid of "two no-trumps" is defeated on an average of eight times out of ten. It stands to reason that a "two no-

trump" bid includes not only general strength, but protection in the red suit you or your partner have indicated.

There will be occasions when you ought to declare above the value of your hand (termed Flag Flying); for example, when the opponent's bid is likely to give them game, or when you can push them up to an unattainable contract.

It is impossible to give a text for each case.

Players will have to be guided by the score, by circumstances, and by their own experience, which should teach them when and how to discriminate.

There is no limit to the number of bids made, providing a declaration is over-called by an adversary.

No player can raise his own bid after the other players have passed, but he has the privilege of over-calling his partner, even though there has been no intermediate bid.

DOUBLING AND RE-DOUBLING

Doubling and re-doubling re-open the bidding.

Any declaration can be doubled and re-doubled once, but not more.

The effect of doubling is that the value of each trick over the book (the first six tricks) is doubled or quadrupled, but it does not alter the bidding value of the declaration: for example, a declaration of "two Royals" is higher than "one notrump," although the no-trump call has been doubled.

When a player whose declaration has been doubled makes good his contract by winning the declared number of tricks, he scores a bonus of 50 points in the Honor column for making what he bid, and 50 for each additional trick over and 100 if re-doubled, besides scoring the extra tricks made at double their value in the trick column. If he fails to fulfil his contract, he loses 100 for each lacking trick, and 200 if re-doubled.

Partners cannot re-double each other, unless first doubled by an adversary, then a re-double is in order if the hand warrants it. Doubling depends mainly upon the state of the score. When it is the first game a double is preferable to a bid. This is the time to pile up Honors and to remember, that 100 or 200 received as a bonus for your adver-

saries' lost tricks, will benefit your final accounting more than going game.

Novices are too likely to want to play their hands, and too often lose sight of the fact that in using their good cards to set their opponents it frequently gives them the value of winning a rubber.

Never double a "one" bid when you have the odd trick in your hand; let the bid stand—it calls attention to your strength, and if the adversary's partner has poor support, he is likely to change the suit. When it is the rubber game and you are behind, double freely if the declarant's fulfilled contract would win the rubber.

Doubling locates high cards, and trump strength, and frequently confers more benefit on the adversary

than it does on your partner. A player may double an adversary or change the suit, if he names more trick value, thus re-opening the bidding. Do not hasten to take your partner out of a double; he may be very glad to stay in. Of course, if you have been holding back and have a really good suit, you should make a bid. Your partner then has the privilege of going back to his original declaration, or it may happen that he will welcome the change of suit. In any case, don't meddle when your partner has been doubled, unless you feel sure of winning the contract you are obliged to assume.

When the adversaries have made bids in different suits, you should not double at all unless you are equally strong in both suits, as it re-opens the bidding, and invariably results in the

following opponent changing back to his own call.

Doubling does not mean you expect to win the odd; you are merely contracting to defeat the opponent's contract.

In re-doubling, best position when playing after the maker.

If a player doubles out of turn, the adversary at his left may demand a new deal; do not endanger the game by contracting for more tricks than the hand really warrants.

OPENING LEAD

The important part to remember is, to try to defeat the adversary's contract.

A lead from an Ace-King suit, or an Ace from a long suit, gives the player a chance to look at dummy;

this, with the partner's previous declaration, should guide your subsequent play.

In playing to your partner's bid, lead the highest card of his suit; it clears it for him and leaves no doubt in his mind about where the high cards are located. Dummy's hand is on the table, therefore he knows they must be with the declarant.

When your partner has made no announcement, and you have two suits of equal length, lead the one with the highest cards. With two or three Honors touching, lead the top, or fourth best when they are not in sequence.

A singleton opening is often advisable if you have no top cards and have two or three small trumps.

NO-TRUMP

Establish your long suit as quickly as possible, so as to delay the opponents from bringing in theirs. The opening lead at no-trump depends upon whether there has been any preliminary bidding; or whether the original no-trump declaration has been over-called.

When the original bid stands, lead from your longest suit numerically, the same as at Bridge, leading your fourth best card unless your hand contains a sequence of two or three top cards.

When your partner has made a previous declaration to your own, it is generally advisable to open it, but if you have a good suit with top cards, you may open your suit first and lead his afterwards.

In playing to a suit, lead precisely the same as you would from your own hand—top cards in sequence, or fourth best.

When the declaration is for three or more tricks in trumps, it is essential to make good the high cards in your hand at once. A three or four trick contract is easily broken, and you must make your Aces and Kings before the declarant has a chance to get in a discard. With such a high bid he is apt to be short in at least one suit.

Avoid a tenace opening, such as Ace-Queen or King-Knave suit.

A player is more likely to make both cards good if he waits for the suit to be led to him.

THE BEST LEADS FOR A DOUBLED NO-TRUMP

If you have indicated your own suit previous to your partner's double, lead it.

If partner has indicated his suit previous to his double, lead it.

BEST LEADS FOR A DOU-BLED DECLARED TRUMP

When your partner has doubled a suit declaration, it does not necessarily signify that he wishes it led to him; in fact, it is not advisable, for the reason that it is up to the strength in the declarant's hand.

An Ace-King, or King-Queen lead is your best opening; failing these, lead a singleton or fourth best from your longest suit.

ECHO

The Echo is one of the conventions at Bridge which has been introduced at Auction.

The play of a high card, followed by a lower, indicates that you have no more and can trump the third round of the suit, or that you hold the remaining high card.

Seldom echo above an Honor, so high a card is too valuable to throw away; besides it attracts the adversary's attention, and might enable him to make a successful finesse.

DISCARDS

The discard at Auction is from weakness.

It is not necessary to show strength, as the previous bids have already supplied that information.

When you are obliged to protect a weak suit, and are forced to discard from a long suit, play a seven or higher.

The discard of a high card followed by a lower one shows strength in that suit.

THE REVOKE

A revoke occurs, when a player holding cards of the suit led, fails to follow suit, the penalty being 150 points taken from the side revoking, and added to the adversaries' Honor score, and 100 points for each revoke thereafter. The declarant has the privilege of taking three tricks from his opponents and adding them to his trick score, if it is advantageous to his contract or will help him to go game. In that case he

cannot claim the 150 in the Honor column.

If doubled he cannot claim any bonus in the Honor column for the three tricks gained by the revoke.

Should the declarant revoke, he cannot score a single trick toward game.

RESUME

The bid at Auction simplifies the play to a great extent.

It locates high cards and suit strength, which is of great advantage to the player; especially if he has a fair no-trump make, and is only lacking in the suit indicated by his partner. However, the revised count has robbed the no-trumper of its importance; for the bids are now only one point apart, thus equalising the chances of going game.

A declared trump is always a safer

proposition than a no-trump, for the reason that, while the various bids do assist the declarer of no-trumps to locate the adversaries' strength, the bids also assist the adversaries in knowing what to lead.

When it is the rubber game, it is essential to know exactly how you stand in the Honor column before making a bid, and to know whether you score high enough to come out a winner in case the opponent's declaration goes through. When you have a good hand, bid it up to its full value. When the adversary is behind he is generally quite reckless in bidding his cards, with the sinister motive of either pushing you up to an unattainable contract, or of assuming a losing declaration with the hope of having another chance for the rubber on the next deal.

Remembering these points it is cleverer play to leave the adversaries in when your Honors are to the good, and when your hand is only mediocre. You may be able to set them back, or should they go game, the 250 for the rubber may not put them ahead. A player should never make a doubtful double when the adversary's contract would not otherwise score game.

An uncertain double on the rubber is most unsound when the adversary's fulfilled contract cannot win game, as the double would put him out; but, when the opponent's fulfilled contract would give him game, or rubber, then a double is warranted, if he feels he has a fair chance to defeat the contract. If the double is defeated the loss would not be serious, and should the declarant fail to

make good, the gain in the Honor column is worth trying for.

The declarant should be familiar with the adversaries' bids, and thus be able to locate the suits against him, and so arrange the leads that he shall play through strength and up to weakness. It is much easier to establish a suit by leading up to it than by leading away from it.

As Auction is manifestly a game of Aces and Kings, the fourth best play has little part in the game, except where there are no top cards in sequence in the hand; then a knowledge of the rule of eleven, which applies to the fourth best play is necessary.

(Deducting the number of spots on the card led from eleven shows how many cards higher than the card led are against your partner's suit.) Do not endanger a contract by trying for extra tricks when you cannot go game; on the other hand, when game or rubber is at stake, a finesse may be taken, when there is an even chance of winning the rubber, or of only losing the contract by a trick. The loss is small, if defeated, while the bonus for winning the rubber is 250 points. When leading from a sequence, lead a top card.

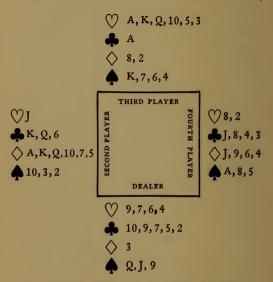
When a suit is led to you and you hold a sequence of two or more cards, play the lowest.

Do not forget to watch your partner's first discard, if he has failed to make a bid.

Watch the Honor score, as well as the trick score, and do not bid recklessly when there is a big Honor score against you.

PRACTICE HAND No. 1

(Good hands bidding against each other to the score.)



Score: Dealer o to 14—Rubber Game
Third player wins five odd tricks and rubber.

Dealer	2nd Player	3rd Player	4th Player
Spade	Diamond	Heart	"Two
	"Three Diamonds"	"Three Hearts"	Diamonds"
No	"Four Diamonds"	"Four Hearts"	No
No	No		No

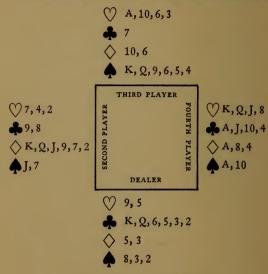
NOTES ON PRACTICE HAND No. 1

The combination of cards in this hand is not unusual. It is impossible for the second player to win five odd in Diamonds, but he can win four. His partner's raise should promise him two positive tricks, with a possible third; therefore his four bid is correct. He would have no excuse to go five in Diamonds unless his Honor score was behind. In that case, he should assume a losing contract, rather than chance the opponent's going rubber. However, if the second player's Honor score is 300 or 400 to the good, he can afford to pass.

The Ace of Diamonds and the Ace of Spades are the only tricks made by the second and fourth hands.

PRACTICE HAND No. 2

(Forcing the adversary's bid with the object of doubling.)



Score: o to o—First Game

Declarant loses his contract by one trick.

Dealer	2nd Player	3rd Player	4th Player
Club	Diamond	Royal	No-trump
No	No	"Two Royals"	"Two no-trumps"
No	No	"Three Royals"	"Three no-trumps"
No	No	Double	No
No	No		

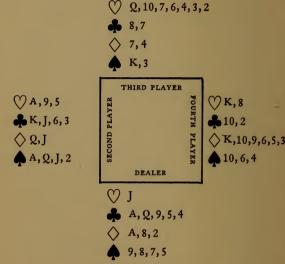
NOTES ON PRACTICE HAND No. 2

The third player chances a double as the adversaries will go game anyway if they keep their contract. His double is justifiable, depending on his partner's Clubs and his being able to lead him a Spade, and also having the Ace of Hearts as re-entry for his own suit. The first game is an especially good time for a double, as the rubber is not at stake, and for that reason it is the safest score at which to try for Honors.

The dealer leads the Eight of Spades, which the declarant takes with his Ace, and immediately plays out the Diamonds. He makes another trick with his Ace of Clubs, only losing his contract by one point.

PRACTICE HAND No. 3

(Overtaking.)



Score: 0 to 0—Rubber Game
Second player wins four odd tricks and the rubber.

Dealer 2nd Player 3rd Player 4th Player

Club No-trump "Two Hearts" "Three Diamonds"

"Three Hearts" "Four Pass Pass

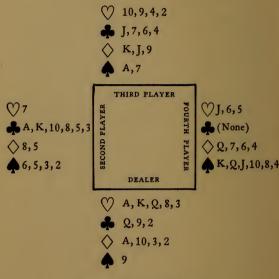
Pass Diamonds"

NOTES ON PRACTICE HAND No. 3

When it is the rubber game and there is no pronounced advantage on either side, your first thought should be whether the 250 for the rubber is worth more to you than what you might gain by setting the adversaries. Unless the declarant plays the Ace of Spades on the first round, he loses his contract. He cannot afford a finesse as he must make a second lead in Diamonds in order to get them out. By studying his combined cards he realises he must overtake his Queen of Diamonds with the King in order to continue playing the three remaining trumps, on which he discards his Queen, Jack, and Deuce of Spades—losing only the last Club trick, but securing his four odd.

PRACTICE HAND No. 4

(Leading through strength.)



Score: 0 to 0—First Game

Dealer wins four odd tricks and the game.

Dealer 2nd Player 3rd Player 4th Player

Heart "Two Clubs" "Two Hearts" "Two Royals"

"Three Hearts" "Three Royals" Four Hearts" Pass

NOTES ON PRACTICE HAND No. 4

The declarant gets in on the fourth lead with his Ace of Spades, and after playing out the trumps, he must lead a small Diamond over to dummy's King. He then plays the Jack of Clubs which is high, giving him a Diamond discard in his own hand. As the fourth player has been throwing off Spades, the declarant realises he must be protecting the Queen of Diamonds, so he plays through it with his Tack. If the fourth hand does not cover with his Queen, he still has another Diamond to lead to his Ace, and his remaining trumps make good his contract.

PRACTICE HAND No. 5

("Two Spade" Bid.)

Q, 7, 4 10, 7, 4, 3 \supset J, 5, 2 9,6,3

() A, K, 8, 2

🔑 A, J, 8

🖍 J, 8, 5, 4, 2



(7) 9, 6, 5, 3

K, Q, 9, 5

 $\langle \rangle$ A, 10, 8

10,7

Score: o to o-Rubber Game Second player wins two odd tricks.

Dealer 3rd Player 2nd Player 4th Player "Two Spades" Club Pass Diamond "Two Clubs" "Two no-trumps" Pass Pass Pass

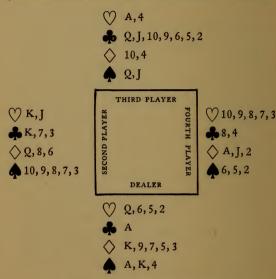
NOTES ON PRACTICE HAND No. 5

The dealer has a typical "two Spade" make. This bid promises two tricks, but as they are in different suits, no higher declaration can be made. Players often misunderstand this call. If the hand contained "two" tricks in Spades the bid would be a Royal; therefore the "two Spade" announcement does not necessarily mean anything in Spades—it is merely the least expensive way of showing a helping hand, just as the "one Spade" bid is used to indicate a poor hand.

The second player passes, knowing the third hand will then be forced to make a bid. The dealer ventures "two Clubs." The declarant gets his contract before letting the others in.

PRACTICE HAND No. 6

(Overtaking, thereby making two re-entries for Dummy's Clubs.)



Score: o to o—Rubber Game
The dealer wins five odd tricks.

Dealer	2nd Player	3rd Player	4th Player
No-trumps	No	No	No

NOTES ON PRACTICE HAND No. 6

The second player leads his Ten of Spades because he cannot afford to unprotect his other suits. The declarant can see five odd tricks by making two re-entries for Dummy's Clubs, which must be led twice before getting in; therefore he covers Dummy's Jack of Spades with his King, leaving the four-spot to lead back to the Queen which is high. Before getting back in dummy, he unblocks the Club suit by playing out the Ace. He then leads to the Queen of Spades and starts the Club suit to get out the King. The second hand plays a Diamond which is the only other trick the declarant loses.

THREE-HANDED AUC-TION BRIDGE

THE laws are the same as those of Auction Bridge except as varied by the following:

1.—The game is played by three players, each against each; the table being complete with four players.

2.—The player who cuts the lowest card has the first deal; the player cutting the next lowest card sits on the dealer's left, and the remaining player on the dealer's right. The cards are dealt as at Auction Bridge, but the cards dealt to the dummy are not taken up until after the final declaration has been made. If, whilst

dealing, a card be exposed, there must be a new deal.

3.—The dealer makes his declaration, and the bidding continues as at Auction Bridge, except that the players sitting opposite each other are not partners, and their declarations are on their own account. There shall be no new deal on account of a player making a declaration out of turn, but the players so offending shall forfeit 50 points to each of the other players; the right to declare remaining with the player whose turn it was to make the declaration. The player making the final declaration (i.e., the declaration that has been passed by the other two players) plays his own hand and that of the dummy against the other two players, who then, and for that particular hand, become partners. If one of the players happen to be sitting opposite the declarant, he must move into the vacant seat at the table, thereby facing the player who becomes his partner for that hand.

4.—If, after the deal has been completed and before a card has been led, any player exposes a card from his hand, he shall forfeit 100 points to each of the other players; and the declarant,—if he be not the offender—may call upon the eldest hand not to lead from the suit of the exposed card. If he does not exercise this right, the card must be left on the table as an exposed card. If the card be exposed by the declarant after the final declaration has been made, there is no penalty.

5.—If a player double out of turn, he forfeits 100 points to his adversaries, and the player whose declara-

tion has been so doubled shall have the right to say whether or not the double shall stand. The bidding is then resumed; but if the double has been disallowed, the said declaration cannot be doubled by the player on the right of the offender.

- 6.—The rubber consists of four games; but when two games have been won by the same player, the other or others are not played.
- 7.—When the declarant makes good his declaration, he scores as at Auction Bridge; when he fails to do so, he loses to each of his adversaries.
- 8.—The scoring is the same as at Auction Bridge, except with regard to Honors, which are scored by each player severally, i.e., each player who has one Honor in Spades scores two; each player having two Honors in

Spades scores four; a player holding three Honors in Spades scores six; a player holding four Honors in Spades scores sixteen; and a player holding five Honors in Spades scores twenty, and similarly for other suits. In a no-trump declaration, Aces count 10 each; and if all four be held by one player, 100.

9.—One hundred points are scored by each player for every game he wins, and the winner of the rubber adds a further 250 points to his score.

10.—At the conclusion of the rubber, the total scores obtained by each player are added up separately, and each player wins from, or loses to, each other player the difference between his score and that of the said other player.

THE LAWS OF AUCTION BRIDGE



THE RUBBER

I.—The partners winning the first two games win the rubber. If the first two games decide the rubber, a third is not played.

SCORING

- 2.—A game consists of 30 points obtained by tricks alone, exclusive of any points counted for Honors, Chicane, Slam, Little Slam, Bonus, or Under-tricks.
- 3.—Every deal is played out, and any points in excess of the 30 necessary for the game are counted.
- 4.—When the declarer wins the number of tricks bid, each one above

six counts toward the game: two points when Spades are trumps, six when Clubs are trumps, seven when Diamonds are trumps, eight when Hearts are trumps, nine when Royal Spades are trumps, and 10 when there are no trumps.

- 5.—Honors are Ace, King, Queen, Knave, and Ten of the trump suit; or the Aces when no trump is declared.
- 6.—Honors are credited in the Honor column to the original holders.
- 7.—Slam is made when seven by cards is scored by either side, independently of tricks taken as penalty for the revoke; it adds 40 points to the Honor count.*
 - 8.—Little Slam is made when six

^{*}Law 84 prohibits the revoking side from scoring Slam or Little Slam.

by cards is similarly scored; it adds 20 points to the Honor count.*

- 9.—Chicane (one hand void of trumps) is equal in value to simple Honors, i.e., if the partners, one of whom has Chicane, score Honors, it adds the value of three Honors to their Honor score; if the adversaries score Honors it deducts from the value of theirs. Double Chicane (both hands void of trumps) is equal in value to four Honors, and that value must be deducted from the Honor score of the adversaries.
- 10.—The value of Honors, Slam, Little Slam, or Chicane is not affected by doubling or redoubling.
- 11.—At the conclusion of the rubber the trick and Honor scores of each side are added, and 250 points

^{*}Law 84 prohibits the revoking side from scoring Slam or Little Slam.

added to the score of the winners. The difference between the completed scores is the number of points of the rubber.

- 12.—A proven 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 proven error in the trick score may be corrected prior to the conclusion of the game in which it occurred. Such game shall not be considered concluded until a declaration has been made in the following game, or if it be the final game of the rubber, until the score has been made up and agreed upon.

CUTTING

14.—In cutting, the Ace is the lowest card; as between cards of otherwise equal value, the lowest is the

Heart, next the Diamond, next the Club, and highest the Spade.

- 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.—The prior right of playing is with those first in the room. If there are more than four candidates of equal standing, the privilege of playing is decided by cutting. The four who cut the lowest cards play first.
- 18.—After the table is formed the players cut to decide upon partners, the two lower playing against the two higher. The lowest is the dealer, who has choice of cards and seats, and who, having made his selection, must abide by it.

- 19.—Six players constitute a complete table.
- 20.—The right to succeed any player who may retire is acquired by announcing the desire to do so, and such an announcement shall constitute a prior right to the first vacancy.

CUTTING OUT

21.—If at the end of a rubber, admission is claimed by one or two candidates the player or players having played the greatest number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.*

^{*}See Law 14 as to value of cards in cutting.

RIGHT OF ENTRY

- 22.—A candidate desiring to enter a table must declare his intention before any player at the table cuts a card, whether for the purpose of beginning a new rubber or of cutting out.
- 23.—In the formation of new tables candidates who have not played at any 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, he or they shall be the last to cut out.
- 25.—A player who cuts into one table, while belonging to another,

forfeits his prior right of re-entry into the latter, unless he has helped to form a new table. In this event he may signify his intention of returning to his original table when his place at the new one can be filled.

26.—Should any 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 shall become void upon the conclusion of the rubber, and shall not in any way affect the substitute's rights.

27.—If any player break up a table, the others have a prior right elsewhere.

SHUFFLING

- 28.—The pack must not be shuffled below the table nor so that the face of any card may 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 re-shuffle.
- 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 play with the other pack is finished.

THE DEAL

31.—Each player deals in his turn; the order of dealing is to the left.

- 32.—The player on the dealer's right cuts the pack, and in dividing it he must leave not fewer than four cards in each packet; if in cutting or replacing one of the two packets a card is exposed, or if there is any confusion or doubt as to the exact place in which the pack was divided, there must be a fresh cut.
- 33.—When the player whose duty it is to cut has once separated the pack, he can neither re-shuffle nor recut, except as provided in Law 32.

34.—Should the dealer shuffle the cards after the cut, the pack must be cut again.

35.—The fifty-two cards shall be dealt face downward. The deal is

not completed until the last card has been dealt.

36.—In the event of a misdeal the cards must be dealt again by the same player.

A NEW DEAL

37.—There must be a new deal:

A.—If the cards are not dealt into four packets, one at a time and in regular rotation, beginning at the dealer's left.

B.—If, during a deal, or during the play, the pack is proven

incorrect or imperfect.

C.—If any card is faced in the pack or is exposed during the deal on, above, or below the table.

D.—If any player has dealt to him a greater number of cards than thirteen, whether discovered before or during the play. E.—If the dealer deal two cards at once and then deal a third before correcting the error.

F.—If the dealer omit to have the pack cut and either adversary calls attention to the fact prior to the completion of the deal and before either adversary has looked at any of his cards.

G.—If the card does not come in its regular order to the

dealer.

38.—Should three players have their right number of cards, the fourth less, and not discover such deficiency until he has played, the deal stands; he, not being dummy, is answerable for any established revoke he may have made as if the missing card or cards had been in his hand. Any player may search the other pack for it or them.

- 39.—If, during the play, a pack be proven incorrect, such proof renders the current deal void but does not affect any prior score. (See Law 37b.) If during or at the conclusion of the play one player be found to hold more than the proper number of cards and another have an equal number less, the deal is void.
- 40.—A player dealing out of turn or with the adversaries' cards may be corrected before the last card is dealt, otherwise the deal must stand, and the game proceed as if the deal had been correct, the player to his left dealing the next hand. A player who has looked at any of his cards may not correct such deal, nor may his partner.
- 41.—A player can neither cut, shuffle, or deal for his partner without the permission of his adversaries.

DECLARING TRUMPS

- 42.—The dealer, having examined his hand, must declare to win at least one odd trick, either with a declared suit or at "no trumps."
- 43.—After the dealer has made his declaration, each player in turn, commencing with the player on the dealer's left, has the right to pass, to make a higher declaration, to double the last declaration made, or to redouble a declaration which has been made, subject to the provisions of Law 54.
- 44.—A declaration of a greater number of tricks in a suit of lower value, which equals the last declaration in value of points, shall be considered the higher declaration—e.g., a declaration of "Three Spades" is

a higher declaration than "One Club."

- 45.—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.
- 46.—The player who makes the final declaration shall play the combined hands of himself and his partner (the latter becoming dummy), unless the winning suit was first bid by the partner, in which case he, no matter what bids have intervened, shall play the hand.
- 47.—When the player of the two hands (hereinafter termed the "declarer") wins at least as many tricks as he has declared, he scores the full value of the tricks won (see Laws

- 4 and 6). When he fails, neither the declarer nor his adversaries score anything toward the game, but his adversaries score in the Honor column 50 points for each under-trick—i.e., each trick short of the number declared; or if the declaration has been doubled, or re-doubled, 100 or 200, respectively, for each such trick.
- 48.—The loss on the original declaration by the dealer of "One Spade" is limited to 100 points whether doubled or not, unless redoubled. Honors are scored as held.
- 49.—If a player make a declaration (other than passing) out of turn, either adversary may demand a new deal, or may allow the declaration so made to stand, in which case the bidding shall continue as if the declaration had been in order.

50.—If a player make an insufficient or impossible declaration either adversary may demand that it be penalised, provided such demand be made before an adversary has passed, doubled, or declared. In case of an insufficient declaration the penalty is that the declarer must make his bid sufficient and his partner is debarred from making any further declaration unless an adversary subsequently bids or doubles. In case of an impossible declaration the penalty is that the dealer is considered to have bid to take all the tricks and his partner cannot further declare unless an adversary subsequently bids or doubles. Either adversary, instead of accepting the impossible declaration, may demand a new deal or may treat his own or his partner's last previous declaration as final.

- 51.—If, after the final declaration has been made, an adversary of the declarer give his partner any information as to any previous declaration whether made by himself or an adversary, the declarer may call a lead from the adversary whose next turn it is to lead; but a player is entitled to inquire, at any time during the play of the hand, what was the final declaration.
- 52.—A declaration legitimately made cannot be altered after the next player has passed, declared, or doubled. Prior to such action by the next player, a declaration inadvertently made may be corrected.

DOUBLING AND RE-DOUBLING

53.—The effect of doubling and re-doubling is that the value of each

trick over six is doubled or quadrupled, as provided in Law 4; but it does not alter the value of a declaration—e.g., a declaration of "Three Clubs" is higher than "Two Royal Spades" even if the "Royal Spade" declaration has been doubled.

- 54.—Any declaration can be doubled and re-doubled once, but not more; a player cannot double his partner's declaration, nor re-double his partner's double, but he may re-double a declaration of his partner which has been doubled by an adversary.
- 55.—The act of doubling or redoubling re-opens the bidding. When a declaration has been doubled, or re-doubled, any player, including the declarer or his partner, can 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 the Honor column, and a further 50 points for each additional trick. If he or his partner has re-doubled, the bonus is doubled.
- 57.—If a player double out of turn, either adversary may demand a new deal.
- 58.—When the final declaration has been made the play shall begin, and the player on the left of the declarer shall lead.

DUMMY

59.—As soon as the player to the left of the declarer has led, the declarer's partner shall place his cards face upward on the table, and the

duty of playing the cards from that hand shall devolve upon the declarer.

60.—Before placing his cards upon the table the declarer's partner has all the rights of a player, but after so doing takes no part whatever in the play, except that he has the right:

A.—To ask the declarer whether he has any of a suit in which he has renounced;

B.—To call the declarer's attention to the fact that too many or too few cards have

been played to a trick;

C.—To correct the claim of either adversary to a penalty to which the latter is not entitled:

D.—To call attention to the fact that a trick has been erroneously taken by either side;

E.—To participate in the discussion of any disputed question

of fact after it has arisen between the declarer and either adversary;

F.—To correct an erroneous

score.

61.—Should the declarer's partner call attention to any other incident of the play in consequence of which any penalty might have been exacted, the declarer is precluded from exacting such penalty.

62.—If the declarer's partner, by touching a card or otherwise, suggest the play of a card from dummy, either adversary may call upon the declarer to play or not play the card suggested.

63.—Dummy is not liable to the penalty for a revoke; if he revoke and the error be not discovered until the trick is turned and quitted,

whether by rightful winners or not, the trick must stand.

64.—A card from the declarer's own hand is not played until actually quitted; but should he name or touch a card in the dummy, such card is considered as played unless he, in touching the card say, "I arrange," or words to that effect. If he simultaneously touches two or more cards, he may elect which one to play.

CARDS EXPOSED BE-FORE PLAY

65.—If, after the cards have been dealt, and before the trump declaration has been finally determined, any player lead or expose a card, the partner of the offending player may not make any further bid or double during that hand, and the card is

subject to call. When the partner of the offending player is the original leader, the declarer may prohibit the suit of the exposed card being the initial lead.

66.—If, after the final declaration has been made and before a card is led, the partner of the leader to the first trick expose a card, the declarer may, in addition to calling the card, prohibit the lead of a suit of the exposed card; should the rightful leader expose a card it is subject to call.

CARDS EXPOSED DUR-ING PLAY

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

68.—The following are exposed cards:

1st.—Two or more cards played at once.

2nd.—Any card dropped with its face upward upon the table, even though snatched up so quickly that it cannot be named.

3rd.—Any card so held by a player that his partner sees any portion of its face.

4th.—Any card mentioned by either adversary as being held by him or his partner.

- 69.—A card dropped on the floor or elsewhere below the table or so held that an adversary but not the partner sees it, is not an exposed card.
- 70.—If two or more cards are played at once by either of the declarer's adversaries, the declarer

shall have the right to call any one of such cards to the current trick and the other card or cards are exposed.

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, and the other cards thus improperly played are exposed cards.

72.—If either or both of the declarer's adversaries throw his or their cards on the table face upward, such cards are exposed and are 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 other words indicating that the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. His adversaries are not liable to have any of their cards called should they thereupon expose them.

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 76 and 93), or if, called upon to win or lose a trick, fail to do so when he can (Laws 71, 80, and 92), or if, when called upon

not to play a suit, fail to play as directed (Laws 65 and 66), he is liable to the penalty for revoke, unless such play be corrected before the trick is 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 such card has been played.

LEADS OUT OF TURN

76.—If either of the declarer's adversaries lead out of turn the declarer may either treat the card so led as an exposed card or may call a suit as soon as it is the turn of either adversary to lead.

77.—If the declarer lead out of turn either from his own hand or

from dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

78.—If any player lead out of turn and the three others follow, the trick is complete and the error cannot be rectified; but if only the second, or second and third play to the false lead, their cards may be taken back; there is no penalty against any except the original offender, who, if he be one of the declarer's adversaries, may be penalised as provided in Law 76.

79.—If a player called on to lead a suit has 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 called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

81.—If any one, not being dummy, omit playing to a trick and such error is not corrected until he has played to the next, the adversaries or either of them may claim a new deal; should either decide that the deal is to stand, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

82.—When any one except the 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 have made. When during the play the error is detected, 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 the card or cards restored to the original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

THE REVOKE*

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

^{*}See Law 73.

downward on the table); or if either the revoking player or his partner, whether in turn or otherwise, lead or play to the following trick.

84.—The penalty for each estab-

lished revoke is:

A.—When the declarer revokes, his adversaries add 150 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.—If either of the adversaries revoke, the declarer may either add 150 points to his score in the Honor column, or may 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 the case of a declaration having been doubled or redoubled.

C.—When more than one revoke is made by the same side during the play of the hand, the penalty for each revoke after the first shall be 100 points in the Honor column.

A revoking side cannot score except for Honors or Chicane.

85.—A player may ask his partner if he has a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question is answered in the negative, or unless the revoking player or his partner has led or played to the following trick.

86.—If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not exposed. If the player in fault is 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, but this penalty cannot be exacted from the declarer.

87.—At the end of a hand 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 has been made, the accused player or his partner mix the cards

before they have been sufficiently examined by the adversaries.

88.—A revoke must be claimed before the cards have been cut for the following deal.

89.—Should both sides revoke, the only score permitted shall be for Honors in trumps or Chicane. If one side revoke more than once, the penalty of 100 points for each extra revoke shall then be scored by the other side.

GENERAL RULES

- 90.—Once a trick is complete, turned, and quitted, it must not be looked at (except under Law 82) until the end of the hand.
- 91.—Any player during the play of a trick or after the four cards are played, and before they are

touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

- 92.—If either of the declarer's adversaries, prior to his partner playing, call 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.—Either of the declarer's adversaries 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 of the hand, he make an unauthorised reference to any incident of the play, or of any bid previously made, the declarer may call

a suit from the adversary whose turn it is next to lead.

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 is imperfect, no player shall have the right to call for one new pack. If fresh cards are demanded, two packs must be furnished. If they are produced during a rubber, the adversaries shall have the choice of the new cards. If it is the beginning of a new rubber, the dealer, whether he or one of his adversaries is the party calling for the new cards, shall have the choice. New cards must be called

for before the pack is 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 questions, he should not say anything unless appealed to; and if he make any remark which calls attention to an oversight, 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 AUC-TION BRIDGE

In Auction Bridge slight intimations convey much information. A code is compiled for the purpose of succinctly stating laws and for fixing penalties for an offence. To offend against etiquette is far more serious than to offend against a law; for while in the latter case the offender is subject to prescribed penalties, in the former his adversaries have no redress.

I.—Declarations should be made in a simple manner, thus: "One Heart," "one no-trump," or "I pass," or "I double"; they should be made orally and not by gesture.

2.—Aside from this legitimate declaration, a player should not give any indication by word or gesture as to the nature of his hand, or as to his pleasure or displeasure at a play, a bid, or a 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.—No player, other than the declarer, should lead until the preceding trick is turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.
- 5.—A player should not play a card with such emphasis as to draw attention to it. Nor should he 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.—Players should avoid discussion and refrain from talking during play, as it may be annoying to play-

ers at the table or to those at other tables in the room.

- 8.—The dummy should not leave his seat for the purpose of watching his partner's play, neither should he call attention to the score nor to any card or cards that he or the other players hold, nor to any bid previously made.
 - 9.—If a player say "I have the rest" or any words indicating that the remaining tricks are his, and one or both of the other players should 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 nor take any finesse not announced by him at the time of making such claim, unless it had been previously proven to be a winner.

10.—If a player concede in error

one or more tricks, the concession should stand.

- of one table should not seek admission into another unless willing to cut for the privilege of entry.
- 12.—No player should look at any of his cards until the deal has been completed.

GLOSSARY

Above the Line—The Honor Column.

Below the Line—The Trick Column.

Bonus-Reward in Honor Column.

Book—The first six tricks won by the same partners.

Bring-in—To make the cards of a suit.

Bust—A hand or a suit without a trick.

By-Cards—The number of tricks won over a book.

Cards of Re-entry—A winning card which will bring into play another suit.

Chicane—A hand without a trump.

Command—The best card of a suit.

Cross Ruff—When two suits are being trumped by partners.

Declarant—The highest bidder.

Discarding-Not following suit.

Doubling—Increasing the value of trick points.

Ducking—Refusing to play the commanding cards of a suit.

Dummy—The declarant's partner—the one whose cards are exposed on the table.

Echo—Discard of a high card followed by a lower one.

Eldest Hand—The player on the dealer's left.

Exposed Card—Any card which is shown but not played.

False Cards—Playing the Ace, holding the King, or any attempt to conceal the cards held.

Finesse—Trying to win a trick with a card which is not the best in the hand.

Flag Flying—Over-bidding the adversaries' contract when they are likely to go game, at the risk of a loss to yourself in the Honor column.

Forced Bid—Making a higher bid than the hand warrants.

Fourth Best—Counting from the highest card of the suit.

Free or Voluntary Bid—Bidding the true value of the hand.

Grand Slam-Winning all tricks.

Guarded Suit—A high card protected by smaller cards in the same suit.

Honors—The five top cards ranging from 10 to Ace in a trump suit. At no-trump the four Aces.

Little Slam—Winning all the tricks but one.

Love-All—The state of the score before either side has made a point.

Odd Trick—The first trick over the book.

Over-Bid—A higher bid in the same suit.

Over-Call—A higher bid in another suit.

Over Trick—The first trick over the book.

Revoke—Not following suit when able to do so.

Rubber—Two out of three games.

Ruffing—Trumping a trick.

Sequence—Cards immediately following each other in order of their value.

Singleton—A suit of which you hold but one card.

Tenace—The best and third best of a suit—Ace and Queen are Tenace over the King and Knave.

Third Hand—At Bridge the dealer's partner; at Auction, the declarant's partner.

Unblocking—Getting rid of a card that may block your partner's suit.

Without—Meaning a no-trump declaration.

Yarborough—A hand without a face card.

Younger Hand—The partner of the original dealer.







