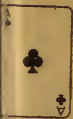




THE LAST WORD ON AUCTION



✓
THE LAST WORD
ON
AUCTION

INCLUDING
THE 1915 CODE

BY
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THE
LAST WORD ON AUCTION
1915 CODE

INTRODUCTION

In response to the ever-increasing interest in Auction, this little booklet is prepared, with the hope that it may in a measure meet the constant demand for some simple, concise guide for the playing of the modern game.

The radical changes in the Laws adopted by The Whist Club of New York, June, 1915, are herein recorded, together with a brief explanation of their character.

Former methods of play are in no way affected by the 1915 rules, but a different system of bidding is made necessary by the changes.

These changes merely simplify the game, doing away with many

former complications in declaring, and are all in favor of the ine> pert.

IMPORTANT CHANGES IN THE LAWS OF AUCTION

The most radical change is the abolishment of the Spade at a value of Two.

The only Spade now used is worth nine a trick.

NEW SLAM VALUES

A Slam (13 tricks) now counts 100 in the honor column.

Little Slam (12 tricks) now counts 50, in the honor column.

CHANGE IN BIDDING VALUES

No change has been made in the values of the suits; they are as before:

Clubs	6
Diamonds	7
Hearts	8
Spades	9
No Trump	10

and, as before,

3 Diamonds overbid 3 Clubs
 3 Hearts overbid 3 Diamonds
 3 No Trumps overbid 3 Spades
 but now any numerically higher
 declaration outbids a lower, *e.g.*,
 4 Clubs (worth 24) outbid
 3 Spades (worth 27)
 5 Diamonds (worth 35) overbid
 4 Spades (worth 36)
 5 Clubs beat 4 Hearts, etc.
 as the contract is for a *greater
 number of tricks.*

SOME GENERAL LAWS

A game consists of 30 points
 made by *tricks* alone. *Only points
 for tricks are entered in the Trick
 score; all other points are put in
 the "Honor" score.*

A Rubber is two out of three
 games. When the first two games
 are won by the same partners, the
 third game is not played:

The side that wins two games scores a bonus of 250 points.

The players having the higher total score are the winners.

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.

Players cut to decide upon partners; the two lower play against the two higher. The lowest deals first, has the choice of seats and cards.

It is customary to use two packs of cards.

The dealer's partner should collect the cards from the preceding deal, shuffle, and place them to the *left* of the next dealer.

The player on the dealer's *right* should cut the cards; they are then dealt to the *left*.

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 does 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.

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

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

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

were part of the pack during the deal.

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.

After the end of the deal, each player, for convenience, should arrange his cards in numerical sequence, the red and black suits alternating.

The dealer, having examined his hand, must either bid or pass, and each player in turn must pass or make a higher bid.

If all four players pass, the deal passes to the next player.

After the final declaration has been accepted, the play begins: the player on the left of the Declarer leads.

DUMMY

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.

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 becomes the Dummy then and takes no part whatever in the play, except that he has the right:—

- (a) To call the Declarer's attention to the fact that too many or too few cards have been played to a trick;
- (b) to correct an improper claim of either adversary;
- (c) to call attention to a trick erroneously taken by either side;

- (*d*) to participate in the discussion of any disputed question of fact after it has arisen between the Declarer and either adversary; -
- (*e*) to correct an erroneous score;
- (*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.

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 offense in question.

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.

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.

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 trick must stand.

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.

If a player look at a trick after it has been turned and quitted, the opponents may score 25 points in their Honor score.

THE REVOKE

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 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.

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

A NEW PENALTY

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

ETIQUETTE

Bids should be made in a simple and brief manner, thus:

“One No Trump”; “One Spade”; “pass”; “double.”

There should be no unnecessary conversation during the play.

A player should not show his pleasure or displeasure at a bid, double or play.

A card should not be played with such emphasis as to draw attention to it.

The following condensed table of Offenses and Penalties, however, concisely covers the main points of the Laws. In this table the penalties are in italics.

(Before the Deal)

Cutting more than one card:
Must take highest.

(During the Deal)

Card exposed: *Must deal again.*

Misdeal: *Must deal again.*

Deal out of turn; deal with wrong cards; omit to have pack cut: *May be corrected before end of deal, otherwise deal stands.*

(During the Declaration)

Card exposed: *Partner cannot bid and cannot open that suit; card may also be called.*

Pass out of turn: *None.*

Bid out of turn: *New deal; bid treated as void or bid allowed to stand.*

Double out of turn; redouble out of turn: *New deal; treated as void, or allowed to stand.*

Redoubling more than once: *100 points or new deal.*

Doubling partner's declaration; redoubling partner's double: *50 points.*

Insufficient bid: *Made sufficient and partner debarred from bidding pro tem.*

Inadvertent bid: *May be corrected before next player act.*

Bid when prohibited: *May be set aside. No more bidding by player or partner.*

(After Declaration and Before Play)

Card exposed by Leader: *May be called.*

Card exposed by Third Hand: *It or lead may be called.*

Giving information about bidding: *Lead may be called.*

(During Play)

If Declarer—

Expose card: *None.*

Lead out of turn: *None.*

Name or touch card of Dummy: *May be called upon to play it.*

Claim tricks: *May be called upon to show hand.*

Revoke: *100 points.*

Subsequently revoke: *100 points each.*

If Dummy—

Revoke: *None.*

Suggest a play: *It may be required or prohibited.*

After looking at card in hand of a player, call attention to a revoke, expose card, or lead out of turn: *No penalty may be exacted for the offense.*

Give information about bidding: *Lead may be called.*

Call to attention of Declarer that he is about to lead from wrong hand: *May be called upon to lead from that hand.*

If an Adversary of Declarer—

Expose card: *May be called.*

Play 2 or more cards at once: *All may be called.*

Lead out of turn: *Exposed card or called lead.*

Lead before partner plays to last trick: *Partner may be made to win trick if he can.*

Give information about bidding:
Lead may be called.

Fourth Hand play before Second: *Second Hand may be called upon to play highest or lowest, to win or lose trick, or if he be void of suit led to play highest card of any suit named.*

Call attention to trick: *Partner may have to play highest or lowest, or win or lose trick.*

Revoke: 100 points, or 3 tricks.

Subsequently revoke: 100 points for each.

General Laws—

Not playing to trick: *New deal.*

Playing 2 cards to trick; playing with less than proper number of cards: *Liable for revoke.*

Playing with more than 13 cards: *New deal.*

Looking at quitted trick: 25 points.

Looking at a card before end of deal: 25 *points*.

THE VALUE OF THE TRICKS

Clubs	6
Diamonds	7
Hearts	8
Spades	9
No Trumps	10

The Honors in a declared suit are the Ace, King, Queen, Jack and Ten.

In a No Trump declaration, the Honors are the Aces only.

THE VALUE OF THE HONORS

When a suit is declared.

If the Honors are held between the partners:

3 Honors equal 2 times the value of the trick.

4 Honors equal 4 times the value of the trick.

5 Honors equal 5 times the value of the trick.

4 Honors in one hand equal 8 times the value of the trick.

4 Honors in one hand and 5th in partner's equal 9 times the value of the trick.

5 Honors in one hand equal 10 times the value of the trick.

When No Trump is declared.

3 Aces held between partners count 30.

4 Aces held between partners count 40.

4 Aces in one hand count 100.

A Slam (13 tricks) counts 100 in the Honor score.

Little Slam (12 tricks) counts 50 in the Honor score.

OPENING BIDS

In bidding, the first thing to be considered is whether you have the material for a game. If not, try to give your partner such information as to your hand that he may, if possible, make a game-going declaration.

If you bid *one* on a suit, you tell your partner that you have at least a five-card suit topped by either the Ace or the King and that you have an outside *sure* trick, or that your five-card suit contains both Ace and King, in which case a sure trick on the side is not required. This is the minimum strength on which a suit bid should be made.

There can be no intelligent team work if your partner cannot trust you to bid correctly.

A No Trump declaration requires but three odd tricks to go game; and is obviously the most advantageous bid.

Skillful players now bid No Trump on very slight material, the minimum strength required being one Ace, one King, one Queen, properly guarded, distributed through three suits.

Bid No Trump with any of the following holdings:

Four guarded suits (every suit stopped).

Three guarded suits with at least one Ace.

Three King-Queen or King-Jack suits.

A solid suit of five Clubs or Diamonds and an outside Ace or guarded King.

Many players of the 1915 game also bid on a hand containing but two short suits; each, however, having great strength, such as Ace and King of one suit, and Ace and King, or Ace, Queen and Jack of another, the cards in the other two suits being worthless. Of course, while such a hand is worth four tricks, there is considerable danger in the bid, unless the partner is dependable and will take out Declarer *if he has a weak hand*, or

refuse to increase in case an opponent has overbid.

The advantage of the No Trump declaration is that it shuts out all bids of one by the adversaries.

As a rule, do not bid No Trump originally when you are blank a suit, and rarely on a hand containing a singleton. A singleton is a dangerous element in a No Trump, and also in a suit which your partner has declared. However, a singleton is not necessarily a bar to a No Trump *when the other suits of the hand are strong.*

If you have a possible game-going declaration in Hearts or Spades, with one short trickless suit in the hand, it is much better judgment to declare the suit, even though it is a legitimate No Trumper. Also when holding four Honors in Hearts or Spades, bid the suit.

Bid two No Trumps with a solid suit of five Clubs or Diamonds and an Ace or guarded King in two other suits, such as—

Clubs A K Q X X X
Diamonds A X
Spades K X X
Hearts 9 2

or hands of like combination, as the adversary then will not have an opportunity to declare the short suit.

If you have not the material for a No Trump, your next choice in the game-going declarations is Spades or Hearts, as with these suits four odd tricks will put you game, while in Diamonds and Clubs five tricks are required.

Bid *one* on any five-card suit headed by—

A and K
 A K J
 A Q J
 K Q J

You may bid one on a *four*-card suit with—

A K Q X

or

A K J X

A Q J X

K Q J X *and* an outside *sure* trick.

Also with five in suit, headed by—

A *or* K and an outside *sure* trick.

This is the minimum strength required.

The bid of two Hearts or two Spades shows six sure tricks and is a request to the partner not to change the declaration. This bid may be made without either Ace or King at the top of the suit.

A bid of three shows seven sure tricks.

Bid two Clubs or Diamonds, holding five or more headed by Ace, King, Queen, or six or more headed by Ace or King and an outside sure trick.

Bid three Clubs or Diamonds if a game is possible with these suits trump.

SECOND BIDDER

If you hold a suit of *unusual* length with a Queen or Jack at the top and some outside strength, declare it, if the dealer has made a bid. You should be cautious about over-bidding a No Trump unless your hand is of sufficient strength to make your contract in spite of the No Trump declaration; or unless you expect to force the adversaries to two No Trumps.

Forcing bids should not be confused with original or opening

bids. Forcing bids do not necessarily show top cards.

Pass, if the adversary's bid suits your hand or if you have no strong suit of your own.

Do not over-bid the Declarer's No Trump when you hold a solid suit of five Clubs or Diamonds, such as—

A K Q X X

A K Q K X and no

other strength.

Your adversaries, not having your suit stopped, will be warned against continuing the No Trump, and can in all probability shift to some other game-going suit; whereas if you "pass" on such a holding, you can keep them from going game and quite probably defeat them, if your partner has some assistance.

THIRD BIDDER

Do not take your partner out of

a Spade or a Heart bid, unless you have no help for him, and have a safer bid or are strong enough to stand alone.

Do not bid No Trump over your partner's Spade or Heart declaration, unless you have every other suit stopped and are weak in partner's suit, or have a solid suit of Diamonds or Clubs and one other suit stopped.

As stated before, under the head of "Opening Bids," the declaration of two Hearts or two Spades is a request to the partner not to change the declaration. Such a bid should not be over-called unless you have four honors in a major suit, and expect to go game. So, also, a bid of two No Trumps over partner's two Spades or two Hearts is only justifiable when you hold four Aces.

If your partner has bid No

Trump, second hand having passed, and you have no assistance for the No Trump, bid two on any five-card suit you may hold. This is a warning bid—a “take-out”—showing weakness. If you have no five-card suit, pass; never take out on less than five.

If the second hand has over-bid your partner, increase your partner's *suit* declaration if you have two sure tricks, or bid on any stronger suit you may hold. You should pass if you have no help for your partner and no good bid in your hand.

If your partner has bid one *No Trump*, and Second Hand has bid two on a suit, increase your partner's declaration *if you can stop the opponent's suit* and have some outside help.

Having once increased your part-

ner's bid of No Trump, showing a stopper in the adverse suit, and other strength, you are justified in a second increase if you have the adversaries' suit stopped twice.

Some examples follow:

In each case, the Dealer bids one Spade, Second Hand two Clubs, Third Hand holds—

Spades	King X X
Clubs	X X
Diamonds	Queen, Jack X X
Hearts	Ace X X X

With this holding, Third Hand should increase his partner's bid.

So also with the following:

Spades	X X X X
Clubs	None
Diamonds	Ace, King, X X X X
Hearts	King X X

This hand, being void of Clubs, with four small Spades, is worth three or four increases or raises.

Spades	Queen X X X X
Clubs	X X X
Diamonds	X X X
Hearts	Jack X

With this combination, Third Hand should not raise his partner's bid of a Spade. While he holds five trumps, he has not a trick in the side suits.

The situation is far different, however, with the following holding by Third Hand:

Spades	Ten X X X X
Clubs	None
Diamonds	Ace X X X
Hearts	Jack X X X

as in this instance the long weak Spades can be used to trump the missing suit of Clubs. With this holding, Third Hand may increase twice if necessary.

FOURTH BIDDER

If your partner and your adver-

saries have declared, you will be able to place most of the high cards and will be guided by this information in making your bid. The greatest care should be exercised, however, in drawing your inferences so that you may as accurately as possible determine which are free bids and which are "forcing" bids.

For instance, if the Dealer has bid one No Trump and Second Hand bids two Hearts with say five to the Queen, Jack, and some outside strength, and Third Hand, having the Hearts stopped, overcalls Second Hand with two No Trumps, Fourth Hand should not raise his partner's declaration to three Hearts over two No Trumps, unless he has *good support*.

If the Dealer bids No Trump, Second Hand passes and Third Hand passes, you should bid two

on any good suit you may hold, which, if led by partner (in case the adversaries go to two No Trumps) may prove a game-saver.

In a No Trump, it is most important for Fourth Hand to indicate his suit, so that his partner, who has the opening lead, may give him a strengthening card—the highest from a holding of four or less.

If it is the rubber game, bid up your hand to the limit, even though you take a risk of losing 150 points above the line. This does not mean reckless bidding, however, giving adversaries an opportunity to double, and possibly make more than the rubber would be worth.

If Second Hand bids No Trump, and Third Hand passes, you, having no assistance, should "take out"

partner, by bidding two on any five-card suit you may hold.

INCREASING PARTNER'S BID

Generally speaking, a player is justified in increasing his partner's original suit declaration when his hand contains two sure tricks.

WHEN A SUIT HAS BEEN BID

Sure tricks mean Aces, guarded Kings; singletons or blank suits with small trumps. A hand containing a missing or blank suit and a few small trumps, is good for two tricks. A singleton Ace with two or three small trumps is also worth two tricks.

Do not increase partner's bid with a holding of four or five of his suit and no outside assistance. Remember that he has at least five trumps, and needs sure tricks from you in the side suits.

After having once increased your partner's bid, promising two sure tricks, you may again go up, or raise, on every *extra* sure trick your hand contains.

This should not be confused with the case where a dealer has declared the full strength of his hand and his partner has increased. For example, the dealer bids one Diamond showing a five-card suit, headed by the King, and the Ace of Hearts—the minimum strength required. His partner bids No Trump and the Fourth Hand two Hearts. The Dealer, although he has *the adversaries' suit stopped*, should not increase his partner's bid of one No Trump to two. By his bid of one Diamond he has already announced the *full value* of his hand, and on the strength of that declaration his partner has gone to No Trump.

If the original Diamond bidder goes to two No Trumps with such a weak hand, he is promising an extra trick which he cannot produce—he is bidding twice on the same cards.

WHEN NO TRUMP HAS BEEN BID

Not having previously declared, increase your partner's bid of one No Trump, over an adverse declaration, if you have the opponent's suit stopped (a sure trick in that suit) and some other assistance. If you have exactly two tricks and no other possibilities you should not increase; but should your partner increase his own bid to two No Trumps, showing a strong hand, you may, if necessary, raise to three No Trumps with exactly two sure tricks, on the next round.

The following explains:

In each case, the Dealer bids one

No Trump, Second Hand two Diamonds, and the partner of the Dealer (Third Hand) holds—

Spades X X

Clubs Ace, Jack, Ten X X

Diamonds Ace X X

Hearts X X X

Third Hand should increase his partner's bid to two No Trumps. He has the adversary's suit stopped and one other suit, which can most likely be established and be worth two or three extra tricks. So also with this combination:

Spades X X

Clubs Queen, Jack, X X X

Diamonds King X X

Hearts Ace X X

he should increase to two No Trumps.

With this holding:

Spades Jack X X

Clubs Ace X X

Diamonds King X X

Hearts X X X X

Third Hand should pass. While he has the adversary's suit stopped and one other sure trick, the hand is too weak to increase. The Dealer's No Trump may be a "borderline." But should the Dealer increase his own bid to two No Trumps, and Second Hand overbid, Third Hand may then go to three No Trumps.

OPENING LEADS

It goes without saying that a player, in order to lead intelligently, should remember every bid that is made and draw inferences from the same, so that he may as accurately as possible place the strength of the various suits.

If several bids have been made, he has considerable information as to the location of high cards.

As will be seen later, the opening lead against a No Trump is very different from a lead when a suit has been declared.

OPENING LEADS AGAINST A NO TRUMP BID

Leading to partner's bid:

When your partner has bid on a suit, lead the best card you hold in that suit from four or less, *if you have no better lead*. Should your card win the trick, then lead the highest remaining.

There is one exception to the high card lead, however, and that is when the No Trump declaration has been made *after* your partner has bid on the suit, and you hold Ace or King with two or three small cards. From this holding, a low card should be led with the hope that the high card in the De-

clarer's hand may be picked up when partner returns the suit.

For example: Your partner bids one Spade, holding Ace, Jack, Ten X X; you hold King, X X X. Your right hand adversary bids No Trump, holding the Queen, Nine, X, expecting the opening lead to be a Spade, and counting the Queen twice guarded a stopper if the suit be led up to him; the adversary's deductions are justified, *if you open a high card*, but if you open low, your partner takes the trick with the Ace, and returns the Jack and you pick up the opponent's Queen.

In case your partner has bid on two suits, you should lead the suit in which you have the greatest assistance. If you have little or no strength in either, lead the suit your partner declared first.

When partner has not declared,

or if you are justified in believing your own suit is better than his, open your own long suit, unless your holding is of such a character that it would be greatly to your advantage to have that suit led to you—such a combination as Ace, Queen, Ten, X—King, Jack, X X—and you have reason to believe from the bidding that the high card against you is on your right.

Or, if you have declared on a tenace suit such as Ace, Queen, Ten, X X, or King, Jack, Ten, X X, and one sure side trick, and No Trump has been over-called by the adversary on your right, avoid opening that suit, when there is a *possible chance of putting your partner in*. If your partner has made a bid, lead his suit, provided he is a dependable bidder and you consider it a safe risk. If his card

wins the trick, he will then lead your suit, through the No Trump hand on your right.

Your partner should infer that, having bid on a suit and having refused to open it, you have some good reason for not doing so, and when he is in the lead, should lead your suit.

The lead of an Honor at No Trump indicates that the suit contains three Honors, or is of great length.

The original lead of an Ace at No Trump shows great strength and calls for partner's *highest* card, regardless of the number he holds.

A re-entry card is a *sure* trick-taker, which will enable the holder thereof to be again in the lead.

ACE LEADS

From the following combina-

tions, the Ace should be led, whether the hand contain a re-entry or not:

A K Q J alone or with others

A K Q 10 with one or more others

A K Q X X X with one or more others

A K J 10 X X with one or more others

A K J X X X

A K X X X X X

With the following combinations, the Ace is the lead only when the hand contains a re-entry:

A K J 10 X (with no re-entry, lead Jack)

A K J X X (with no re-entry, lead 4th best)

A Q J 10 (with no re-entry, lead Queen)

A Q X X X X X (with no re-entry, lead 4th best)

KING LEADS

Whether the hand contain a re-entry or not:

A K Q 10

A K Q with one or two small

A K J X

K Q J 10

K Q J with one or more small

K Q 10 with one or more small

K Q with five or more small

With the following combinations, the King is the lead, when the hand contains a re-entry;

A K J 10 (otherwise lead Jack)

A K X X X X (otherwise lead 4th best)

K Q, with four or more (otherwise lead 4th best)

QUEEN LEADS

The Queen should be led from the following holdings:

Q J 10 with one or more small

Q J 9 with one or more small

The lead of a Queen is also made from

A Q J 10 alone or with others

A Q J with one or more

when the hand does not contain a re-entry.

JACK LEADS

A J 10 with one or more

K J 10 with one or more

J 10 9 with one or more

J 10 8 with one or more

also from the following, the lead is the Jack:

A K J 10 .

A K J 10 and one other if the hand contain no re-entry.

TEN LEADS

A Q 10 9 with one or more

A 10 9 with one or more

K 10 9 with one or more

Q 10 9 with one or more

10 9 8 with one or more

10 9 7 with one or more

also from the following:

A Q 10 9 X X X

if the hand contain no re-entry.

From all other combinations, the lead should be the fourth best of the longest suit, excepting when the hand contains an *intermediate sequence* with as high a card as an 8 at the top: the top of the sequence should then be led.

In the following combination:

K J 8 7 4

the 7 is the fourth best, but the lead should be the 8—the top of an intermediate sequence.

OPENING LEADS AGAINST A SUIT BID

If your partner has bid (and you have not a better lead) open with the best card you hold of his suit, from four or less,—always the Ace and always the top of a sequence.

Lead a singleton if you have two or three small trumps, or four or more without an Honor.

If you have a good suit of your own, lead it.

ACE LEADS

From the following, lead the Ace:

A K alone

A with one or more small

KING LEADS

From the following, lead the King:

A K Q J

A K Q

A K J

A K with one or more

K Q J alone or with others

K Q 10 alone or with others

K Q alone or with others

QUEEN LEADS

From the following, lead the Queen:

Q J 10 alone or with others
Q J 9 alone or with others
Q J with one or no more.

JACK LEADS

With the following, lead the Jack:

K J 10 alone or with others
J 10 alone or with others.

TEN LEADS

Lead the 10 from:

K 10 9 with one or more small
Q 10 9 alone or with others
10 9 alone or with others

With other combinations, lead the fourth best of your longest suit, such as Q X X X, J X X X.

Avoid opening tenace suits, such combinations as:

A Q X X
A J X X X
K J X X X

or a suit headed by the King.

Wait for these suits to be led to you.

The lead of a low card against a suit bid shows that neither the Ace nor the King is in the leader's hand.

PLAYING

No rigid rules can be laid down to cover every situation that arises in the playing of a hand, as frequently the lead of the first card upsets all preconceived plans of campaign, and no two hands seem ever to bring up exactly the same questions.

The player who finally captures the bid should use all his skill, both in planning and playing, to not only fulfill his contract, but to make a game on every hand played, if at all possible.

DECLARER'S PLAY

WHEN THE DECLARATION IS NO
TRUMP

As a rule, if you hold losing cards in the adversary's suit, it is wise to lose them on the first or second round while you have command of the situation. If the Ace is the only stopper, do not play it until the third round; as by that time the partner of the holder of the long suit will most likely be unable to return the suit, his cards having been exhausted.

The longest suit in the combined hands should be first established, even though a weak one, rather than a four-card suit with Ace, King, X X, in Declarer's hand, and Q X X in Dummy.

It is of vital importance that the high cards of your suit held by your adversaries be forced out as soon as possible.

For example:

If Declarer's holding be—

Spades	A	K		
Hearts	K	Q	X	X
Diamonds	K	X	X	
Clubs	J	10	X	X

and Dummy's—

Spades	X	X			
Hearts	A	X	X		
Diamonds	Q	X	X		
Clubs	Q	9	X	X	X

the Club suit should be played out first.

It can be established in two rounds, leaving three sure tricks on which the adversaries will be forced to make damaging discards, and the Ace of Hearts is kept in Dummy as a re-entry.

The novice, almost without exception, will open a suit containing Ace, King, Queen, with, say four in his hand and three or four in Dummy, losing sight of the pos-

sibility of an adversary holding a stopper—the Jack and three small. The Ace, King and Queen are sure tricks which may be taken at any time later on, and are valuable re-entries. Therefore, *first* establish and play out the longest suit in the combined hands. This may force the adversary to discard one of the guards to his Jack on your long suit, before the four card Ace, King, Queen suit has been opened, which would give you four tricks, whereas if that suit had been opened in the beginning, you would have presented the adversary with a trick.

If you have to choose between two suits of equal length, open the one that can be most easily established. By remembering your opponents' bids, advantageous finesses may be made.

If there are two suits equal in

length and distribution, one in Dummy and the other in your own hand, establish first the suit in Dummy, as, while the adversaries may unwittingly open the strong suit in your hand, they will surely not lead to strength in Dummy.

Never establish a suit if there is no chance of making it—if there is no re-entry in the hand containing the remaining cards of the established suit. The importance of keeping re-entry cards in the hand until suits are established, is obvious. The Declarer, before he commences to establish a suit, should have the question of re-entries and unblocking well and carefully thought out.

PLAY FROM DUMMY

WHEN THE DECLARATION IS NO
TRUMP

Play the King, from King and

one low in Dummy, on a lead of a low card, with only small cards in your own hand, or the Queen and two small.

Also, to a similar lead, play the Queen, from Queen and two small cards in Dummy, with only small cards in your own hand. This is on the supposition that the leader holds both Ace and King.

The lead of a low card in a *declared* suit denies the Ace, but at No Trump the leader of a low card may hold the Ace.

With Ace, Queen and low cards in Dummy, play low generally, but play Ace if you can win the game and there is another whole suit against you.

As a rule do not play Queen second hand from Ace Queen, unless you are working for a grand slam or have reason to believe that the King is on your left.

With King, Jack and a low card in Dummy, play the Jack if you hold only low cards in your hand, but play King if by *winning* with it you can score game and there is another long suit against you.

With Jack and one in Dummy, and King and two in your hand, play Jack second hand.

DECLARER'S PLAY

WHEN A SUIT IS TRUMP

As rapidly as possible, you should plan your method of attack. See if you have an opportunity to cross-ruff, or to trump losing cards in your hand with the trumps in the Dummy. If not, lead trumps at once and exhaust the adversaries' holdings.

In establishing suits, keep a re-entry card in the hand containing the greatest number of the suit you are establishing. To do this, lead

out *first* the high cards in the hand containing the fewest number, in order not to block the long hand.

With Ace, Queen, and one or more small cards in one hand, and Jack and one or more small in the other, lead a low card to the Ace, Queen suit and finesse the Queen.

PLAY FROM DUMMY

WHEN A SUIT IS TRUMP

The holding in your own hand will influence your play from Dummy. If, *as second player*, Dummy's hand contain two cards in sequence higher than the card led, generally cover; play one of the sequence.

If Dummy has a suit containing a face card and one low, as a rule play high; but play low if your holding is Jack and two small, or Ten and three small.

From a combination of Ace, Queen, and low cards in Dummy,

generally play low, unless by playing the Ace you can go game, and there is a long suit against you.

Unless there is a possibility of a Slam, do not play the Queen from an Ace, Queen suit in Dummy.

If you hold only low cards in your hand, play the Jack from a suit containing King, Jack and a low card in Dummy, unless by playing the King you can go game, and there is a long suit against you.

PLAY BY ADVERSARY ON DECLARER'S LEFT

Lead through strong suits in Dummy, such as—

Ace, Queen X
King, Jack X X
King X

Cover an Honor led by the Declarer even though Dummy can win the trick, if there is a possi-

bility of making good a card in your partner's hand, or in your own, excepting when your high Honor is sufficiently well guarded to make sure of a trick in that suit eventually.

Do not hold up an Ace at No Trump, when your hand is good for another trick in the suit.

PLAY BY ADVERSARY ON DECLARER'S RIGHT

NO TRUMP

Do not finesse on your partner's lead unless against high cards in Dummy.

If your partner leads the Ace, play your highest card of his suit and follow on the next round with the best card remaining. If your partner leads a low card, and you win the trick, return the best card remaining of his suit,—unless you have a better suit or after having

seen Dummy you think it inadvisable to continue his suit.

PLAY TO DUMMY'S LEAD

Holding K X

K X X

play the King on Dummy's low card led from a suit headed by the Ace.

Holding K Q X

Q J X

J 10 9 X

K J 10 X

play the lowest of the sequence on a low card led by Dummy from a suit headed by the Ace.

As a rule, when Dummy leads an Honor and you hold a higher card (unless it be the Ace) you should cover, if by so doing you make a card good for your partner or for yourself.

Holding K X X

K X X X

Q X X

play low when Dummy plays a low card from a suit headed by the Ace. When Dummy leads an Honor from a suit with Queen, Jack, 10 X X, and you hold

K X X
K X X X

play low, as it is not likely the King can be picked up, with five cards in Dummy and three or four in your hand.

Holding the Ace and two or more cards of Declarer's suit, generally play low on a low card led from Dummy, holding up the Ace until the third round. Play the Ace the first round if your hand is good for another trick in the suit, or if you have an established suit that you can make, which will defeat the Declarer or save game.

DECLARED SUIT

If your partner leads high and

you hold only two of his suit, neither of them being an Honor, signal (play the higher card first and on the next round the low card) to show no more, and that you wish him to continue the suit.

Holding a sequence, always play the lower of two, and the lowest of a three-card sequence, in trying to win a trick.

For example, if your partner leads a low card and you hold—

K Q J X

Dummy having played low, play the Jack.

From A K X X, play the King.

Should you be in the lead, however, holding a sequence, such as—

K Q J X

Q J 10 X X

lead the top.

As Dummy is on your right, you may be able to make profitable finesses if the Dummy has high

cards in the suit led. Do not finesse on your partner's lead of a low card except against high cards in the Dummy.

In leading, it is often advantageous to lead up to the weak suits in Dummy, through the Declarer's strength, instead of returning your partner's lead. You should be reasonably sure, however, that the delay in returning your partner's suit may not mean the loss of a trick,—when there is a possibility of his lead being a singleton. Never lead a card up to strength in Dummy, unless it be a singleton in your hand, or unless it will be trumped by your partner.

FINESSING

In finessing, a player is trying to win a trick with a card lower than his best.

If there has been much bidding

he has some information as to the location of high cards, and takes advantage of the situation to make profitable finesses.

The simplest finesse is against high cards in the Dummy. For instance, we will say the leader opens with the Jack of a suit. Dummy holds the Queen with others, and Third Hand the King. Obviously, the King should not be played unless the Queen cover the Jack.

If Third Hand has made a declaration, however, and the lead of the Jack of that suit is in response to such a bid, the situation is entirely different, as in this instance the leader is opening with his highest card of the partner's suit, and the other cards can readily be placed.

When Dummy has the King, and Third Hand the Ace, Queen,

or Ace, Jack; or if Dummy has the Queen, and Third Hand the Ace, Jack, or King, Jack, then, of course, Third Hand should finesse if Dummy plays a low card.

Caution should be exercised in finessing, when there is a long suit against you.

If you have nine cards of a suit in the combined hands, with Ace and King, as a rule do not finesse. Play for an even division of the cards.

With less than nine cards in the two hands, always finesse.

Holding *eleven* cards in the two hands, with Ace, Queen, Jack, do not finesse against the King; play the Ace, unless the King is marked on the right of the Ace, Queen.

Having the Ace and small cards in one hand, and the Queen and small cards in the other, never

lead the Queen up to the Ace, but lead a low card over to the Queen.

At No Trump, be cautious about finessing if it is likely to block your partner's suit.

Do not finesse when it would prove disastrous for the adversaries to be in the lead, nor when, if the finesse should fail, the contract cannot be fulfilled.

Finessing is one of the fine points of the game, and when successfully carried out, frequently means a difference of several tricks in a hand.

DOUBLING

Any bid may be doubled and re-doubled once—but not more.

When a declaration has been doubled or re-doubled, the bidding is re-opened, and the three succeeding players may make a higher bid.

Doubling doubles the value of

each trick over six; re-doubling quadruples each.

When a player whose bid 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 won. When he or his partner has re-doubled, he scores 100 points for making the contract and 100 for each additional trick. He also scores in his *trick score* twice the value of the odd tricks won, if doubled, and four times the value of the odd tricks if re-doubled.

When the player whose bid has been doubled fails to make his contract, his opponents score in their Honor column 100 for each trick by which they defeat him, and 200 for each trick if re-doubled.

The beginner or average player

should be reasonably certain, before doubling a declaration, that he can succeed; he should also bear in mind that the adversaries may be able to shift to another suit, should he double, whereas by keeping quiet he could defeat them, or save game.

Never make a doubtful double which, if unsuccessful, will enable the adversaries to go game.

When the bid is sufficient to make game if not doubled, such as three No Trumps, four Hearts, five Diamonds or Clubs, there is some excuse for a doubtful double. However, do not double "just on general principles" when a high bid has been made by a skillful player; he would not have made such a high bid had he not been reasonably sure of fulfilling his contract, and a double gives him a distinct advantage in locating

the strength and in making profitable finesses—an advantage of at least one trick.

A bid of one should never be doubled, except for information.

A bid of two should rarely be doubled. The following, however, is an exception:

When No Trump has been bid and Second Hand has declared two of a suit, Third Hand, holding at least four of the adversary's suit, with two sure tricks, and some outside strength, may double the adversary's bid. The partner can then decide whether to take out the double or continue the No Trump.

Great caution should be used in doubling a suit declaration when your hand contains a very long suit with top cards and a singleton or missing suit. The high

cards in your long suit which, in doubling, you are no doubt counting sure tricks, may be trumped even on the first round; the other hands are quite likely to be of the same character as your own.

INFORMATORY DOUBLES

As stated before, a bid of *one* is only doubled to give information to partner. It is proposed that this idea be adopted, as a convention, to convey the information heretofore given by using the abolished "High Spade" bid. This "conventional double" only applies to a bid of *one*. Doubled bids of two or more are in no way changed.

In these days of light No Trumpers, it frequently happens that one of the opponents of a No Trump declarer has also a No Trump. This information (since the abandonment of the High

Spade bid) can now be given the partner by *doubling* the Declarer's bid of *one* No Trump, which is much safer than bidding Two No Trumps.

This conventional double should not be made by a player with a holding of less than five tricks. The partner of the doubler should bid two of his best suit.

So, also, when the Declarer has bid on a suit: if an adversary has a No Trump, three strong suits, but is unable to stop the Declarer's bid, he doubles it. The partner of the doubler, if he can stop the suit, should bid one No Trump. If not, he should bid on his own best suit.

In cases where the partner of the player who has doubled either one No Trump, or one of a suit, holds an exceptionally good hand,

he may elect to pass and let the double stand, if he is certain that the double will prove sufficiently profitable.

THE SIGNAL

The playing of an unnecessarily high card (not an Honor) on a high card led by either your partner or the adversary, followed by a lower card of the same suit on the next round, constitutes a signal, indicating no more of that suit and a desire to trump.

If an Ace or King is led and you hold but two low cards of that suit, commence a signal by playing the higher card first and on the next round of the suit play the low card.

The use of the signal conveys valuable information and the partner should always be on the alert for such a play.

The play of as high a card as a seven on the first round might quite properly be regarded as the beginning of a signal, and the play on the second round of the suit should be carefully watched.

PLAYING FALSE CARDS

In playing to a lead, the Declarer's opponents should "false-card,"—play a higher card than is necessary—whenever it will worry the Declarer and *will not deceive the partner*. Holding cards in sequence, play the high card instead of the low. For instance, if the Declarer leads a low card, you, holding A K X or K Q X X, play the top, *if it will not affect your partner's play*. By doing this, you deny the next lower card in your hand. This is apt to prove confusing toward the closing play of a hand.

THE DISCARD

Your first discard should be from weakness, the suit you *do not want led*.

If you have occasion to discard a low card from one suit, and the next time a low card from another suit, your partner should lead you his best card in the third suit.

There are times, however, when it is not advisable to discard once from two different suits, showing weakness in each, and in such cases a *signal by discard* shows *strength* in that suit: first discarding a high card, and on the next round a lower card of the same suit, such as a 6 or a 7 on the first round, followed by a lower card, this is a request that that suit be led.

In discarding, be careful not to unguard your Honors.

Do not discard face cards, or

too many cards of a weak suit, as it gives the Declarer too much information and enables him to make advantageous finesses. There are situations toward the closing play of a hand, when it is wise to discard from strength, if the deception will worry the adversary, and when there is no opportunity for partner to be in the lead.

UNBLOCKING

Unblocking is manipulating the cards in the two hands so that the long hand may be *last* in the lead—win the last round. This is best accomplished by playing out *first* the high cards in the short hand. To illustrate:

Declarer holds Q, 9, 7, 3 of a suit, and Dummy, J, 10, 8, 6, 2, with no re-entry in the Dummy hand: the Queen should be played

on the first round of that suit, and the 9 on the second round, keeping the J, 10, 8 in Dummy for the last three rounds.

Another more obvious situation is when the Declarer holds K, Q, X of a suit, and Dummy J, X X X X, without a re-entry: the King and Queen should be played first, and the small card in the short hand be kept until the third round, to put Dummy in the lead.

DUCKING

Ducking is refusing to win the first round of a suit, possibly the second also, when the long hand is *without a re-entry*: losing a trick in order to gain two or more. For example: Declarer holds X X X of a suit, and Dummy, Ace, X X X X, with no re-entry. The Declarer should lose the first and second rounds. He can then most

likely make the remaining three tricks in Dummy.

So, also, with the following: Declarer holds X X X of a suit, and Dummy, A K X X X X, with no re-entry. While the rule is, with nine cards of a suit in the combined hands, to play the Ace and King on the first and second rounds—hoping to find the four cards held by the opponents divided evenly, two in one hand and two in the other—in this case the risk that the Queen may be guarded is too great, with no re-entry in Dummy. In this case, the Declarer should “duck”—let the adversary win—the first round: then, when he is next in the lead, play the Ace and King; this will doubtless exhaust the remaining cards held by opponents and give him five tricks.

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