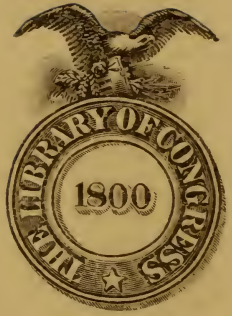
Foster's Bridge Manual



BRIDGE MANUAL

WORKS BY R. F. FOSTER

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FOSTER'S

BRIDGE MANUAL

A Complete System of Instruction
in the Game

TO WHICH IS ADDED

DUMMY BRIDGE AND DUPLICATE BRIDGE

BY

R. F. FOSTER

Author of "Foster's Whist Manual," "Duplicate Whist,"
"Brentano's Pocket Library Series," etc.

NEW YORK
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1907

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PREFACE.

BRIDGE, although now very widely known and played, is still in its infancy as a scientific game, and there are many points about its minor tactics and its laws which are matters of dispute among the best players. Quite a number of text-books have already been published on the subject of bridge, but they do not agree to such an extent that any one of them might be taken as a guide to a system of play that would be intelligible to any partner in any part of the world.

This should not be so, as there should be no difficulty in selecting the methods which are best suited to the purpose in all such matters as opening leads, second-hand play, returns, echoes and discards. All text-books should agree in their instructions on these points, and in such matters as the correct play of certain combinations of cards held between dealer and dummy. It should be only when we come to the finer points of the game, which are largely mat-

ters of individual judgment and temperament, that we should find it necessary to drop the text-book and depend upon the best of all teachers — practical experience at the bridge table.

It would be very nice if the game could be reduced to an exact science, with a rule to fit every possible case; but, unfortunately, the character of the game is such that it is extremely difficult to lay down any general rule without being compelled immediately to cover it up with so many possible exceptions that the original statement is practically lost sight of. So much depends upon a number of minor considerations, infinitely varied, and there is so much of the element of luck running through it all, that it is dangerous for any text-book to venture further than a statement of general principles, the application of which must be supplemented by long practice at the table before one can hope to become an expert.

In the following pages the author has avoided all the little details which lead to such differences of opinion, and has endeavored to confine himself to setting forth the outlines of a sound and conservative game, which, if carefully studied and followed, will give the student a very decided advantage over any player not equally familiar with the subject.

In the arrangement of the opening leads at no-trumpers, as distinguished from those made against trump declarations, and in the classification of the various combinations of cards in one suit which may be held between the dealer and his dummy partner, and which must be played in certain ways in order to obtain the best results, the author has followed the practice of the best players.

With regard to one moot point of the game, the discard against a no-trumper, the author has seen no reason to change the opinions expressed seven years ago; — that it is more important to keep stoppers in the dealer's suits than it is to show your partner what you want led.

Probably the most important change in bridge tactics that the years have brought is the short-suit opening against a no-trumper when the longer suits are very undesirable ones to open; but that is not an established conventionality as yet.

532 Monroe St., Brooklyn, N. Y.

INTRODUCTION.

Of all games of cards, bridge has undoubtedly enjoyed the most sudden rise in popular favor, and has taken a greater hold upon the affections of the more intelligent class of card players than any game which has hitherto engaged their attention.

There seems to be something in the development of the race, in the condition of society, or in the state of public morals, which induces a nation to take up certain games at various periods of its history. Before and after the war, when people did not have very much confidence in one another, and life was a game of big risks and bluff, poker was the favorite. During the era of carpet bags and credit, when individuals started to do a big business with very small capital, and everyone tried to get the best of every one else, euchre very properly expressed the popular idea of the game of life, in which the best bower was held by the man with some advantage in the way of freight rates or patents. After that we come to the

period of partnerships, in which men began to consolidate their interests, and business was conducted upon scientific principles by combining the best elements in concerns that had previously been opposed, and so we reach the great partnership game of whist. We are now in the era of trusts, of combinations of such strength that they can absolutely dictate terms to their competitors. If these combinations are unsound, they are expensive errors, but if they are founded on good judgment they overwhelm everything — a condition of affairs which is exactly represented in the game of bridge.

There is probably no game which so fittingly mirrors the attitude of the American mind in the conduct of business affairs. A man looks over the material in his hand and concludes that if he can make certain combinations they will bring him large returns. His partner opens his books to him without reserve and says; "Here are my resources, combine them with yours, and let us get all there is in it," and their competitors just have to sit there and pay up, unless they can study up some combination strong enough to beat the trust. There has never been a time when there was such a premium on good judgment in business affairs, sound combinations of re-

sources, and taking advantage of the mistakes made by others, and there has never been a game in which exactly the same qualities were so fully rewarded as they are at bridge.

Bridge is a comparatively new game to the Anglo-Saxon race, although a hybrid form of it has been played for the past thirty years or more in Constantinople, and later in Alexandria and the Riviera, under the name of khedive. Another variation has long been popular in Holland, and something very much like it is known in Russia under the name of yeralash. From the Riviera it went to Paris, but when it was first brought to the attention of the old whist players in the French capital they did not seem to appreciate it, for we find in the *Figaro*, of November 26, 1893, M. Ariem Marx stating that one evening, at the home of M. Meilhac, Ludovic Halévy was explaining the attractions of the new game to some famous whist players, who were so little impressed by it that they did not even care to try it. "Yet to-day," he adds, "these same whist players are among the warmest partisans of the new game." From Paris the game was brought to America by a Mr. B., a prominent member of the Union and the New York Whist Clubs, and from New York it easily found its way to

London where it is now played to the exclusion of everything else.

Bridge belongs to the whist family of games, and is a curious mixture of boston, cayenne, and dummy. It has completely taken the place of straight whist, which has had a very precarious existence since the introduction of duplicate in America. Whist had the serious defect that luck was a more important element than skill and the best that the most skillful player could hope for was to save an occasional trick. Major-General Drayson, one of the best whist players in the world, tells us that the result of the most careful play on his part during a period of twenty years, and often against very poor players, was only half a point a rubber, which is an average of less than a trick on each rubber of three games. Although he does not say so, he may have had a little the best of the luck also, and the gain, slight as it is, may not have been all due to skill. As compared to this, a first-class bridge player may safely reckon on picking up at least a trick on every deal against poor players, and he will win about a hundred points a week if he engages in six or seven rubbers a day against the average run of players. The number of tricks that are thrown away by poor players, simply by passing no-trumpers over

to their partners, by bad makes, and by not knowing the proper way to play certain combinations of cards, is something appalling. As "Cavendish" says: "There is no game of cards in the world in which skill, sound judgment, and insight into the methods of the adversaries will meet with more certain reward than they do at bridge."

The judgment of human nature is one of the strong points in a first-class player. Bridge has a peculiar faculty for searching out the mental weaknesses of a player, and an hour or two at the bridge table will expose a person's character more thoroughly than any game known, not excepting poker. The cautious man is always passing no-trumpers over to his partner, only to have them made a spade, and the reckless man is always making it no-trump with two missing suits. The cunning man loves to pretend that he is finessing when he holds in his own hand all the cards finessed against. When he has the make, with eight sure tricks in his fingers, he always tells his dummy partner that they are "up" unless he lays down something very strong. The candid man always shakes his head sadly when he has no honor in the suit his partner leads, and usually discards the very suit that the dealer is most anxious to know about. The sus-

picious man is always looking over the tricks to be sure that no one has revoked, and counting over the cards, four at a time, to be sure that he has not placed two tricks together as one. The quiet, gentlemanly man, who would not offend any person's feelings for the world, never disputes the score; never questions the amount that he is told he owes; never blames his partner for anything, and is almost afraid to ask him if he has none of the suit to which he renounces. The greedy man always insists on taking care of the tricks, fights against the exaction of a penalty, but is always on the watch for his pound of flesh; swears at his luck, glares at his partner, and is always in a rush to get to the second game before the first one is finished. The good-natured man, who plays only for amusement, and therefore very badly, sits and smiles quite contentedly, even when he drops two or three tricks on a deal. He waives all penalties, and will even let you take back a revoke. The happy-go-lucky man, who takes life as it comes, keeps up a continual string of remarks during the play of the hand, as if he were trying to keep his courage up, or persuade himself that his make was not as bad as it looked. The inattentive man, who is always leading out of the wrong hand, forgetting how many trumps

are played and discarding the best of a suit because it is only a seven or eight. The vain man, who always gives his opinion of the play in a loud voice and tells what might have been in a manner that clearly suggests that it would have been, if he had had anything to do with it. It is his favorite boast that he never read a book on the game, and he is happily unconscious of how little he knows about it. The modest man is always apologizing to his partner, asking if he could have done better or played differently, and promising to pay more attention to the discards next time.

The study of these indexes to character is most important to the bridge player, because a correct estimate of the peculiarities of the men with and against whom he plays is of the greatest value in difficult situations. It is useless to pass a doubtful make to a timid man, in the hope that he will take a chance on a no-trumper, and it is just as foolish to make it no-trump on a doubtful dummy hand when the dealer is a weak or inattentive player. Every person holds and plays his cards in a different way, but at the end of the hand his weakness and his strength are alike exposed, and the opportunities that he missed or the chances that he took are evident to the whole table.

It is just the same with his personal characteristics, no matter how much he may try to conceal them or convey a false impression about them. After he has played a rubber or two his general make-up will be as much an open book to the others at the table as the thirteen cards which he has just played.

But bridge is something more than an exposer of weaknesses. It is an educator, not only for the character but for the judgment. It teaches patience in adversity and modesty in triumph. It drills us in making allowances for the shortcomings of others and shows us how liable we are to fall into error ourselves. It is one of the very best cures for diseases of the memory and attention, because no one can play a good game of bridge who allows his mind to wander, even for a moment, and the player who will train his powers of observation until he is able to note the fall of apparently unimportant cards will find his reward in the remarkable improvement of his memory for other things.

Only one objection has been made to the game of bridge so far, and that is, that, like poker, it cannot be played for fun. This is manifestly untrue, because the cases are not similar. In poker, the betting is really the important part of the play, and the final

result does not depend so much upon the cards as upon the judgment with which they are bet upon. In bridge, the only thing which can be affected by the element of a stake is the make, and it is a popular fallacy to suppose that if one is playing for fun he will risk no-trumpers on almost anything, and will secure gains that would not have been possible had he been playing for money. If the hand really was a no-trumper and more was to be made out of it that way than with a declared trump, it must have been a hand that would have been made a no-trumper by any good player, either originally or on a pass, whether there was any stake on the game or not. The thoughtless player imagines that if he takes a chance on a no-trumper and it comes off, that he has in some mysterious manner won tricks which were not in the cards, which is absurd, because no matter how much you may make it a no-trump, if you and your partner have not no-trump hands you will find you could have done better with a trump. The make does not win the odd trick. You must have the cards to support it, and you must be able to play them so as to get all there is in them. In poker, you can bet so high that the weakness of your hand will never be exposed, but in bridge you will have to show every one of your cards

in the play, no matter how big a bluff you have made in the make.

Whether it is bridge played for fun, or for such a moderate stake as twenty-five cents a hundred points, the real enjoyment of the game is in the play, and the settling up at the end is a very unimportant matter. Playing for high stakes, especially if they approach too closely to the limit that one can afford, will do more to spoil a person's game than anything else, for no one can do himself justice, either in his makes or in his play, while he is worrying about the amount he may lose on the game. He is not only throwing away his own money but he is robbing his partner, and every one should make it a rule never to play for such an amount that he cannot comfortably afford to pay for a loss of at least 1,000 points in an evening.

Some of these days it is to be hoped that a satisfactory method of playing bridge in duplicate will be found, and when it is we shall have something which the world has long waited for, a perfect game of cards, in which skill and judgment are more important than luck, and in which the intellectual pleasure of the play is more attractive than any stake.

DESCRIPTION OF THE GAME.

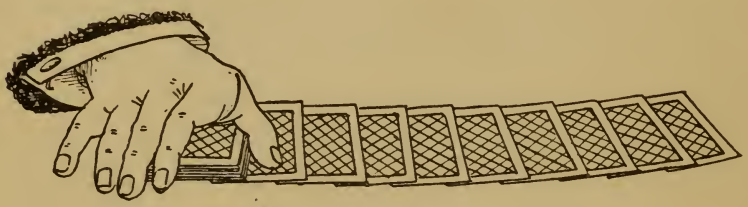
THE methods of bridge are neither as simple nor as universally known as those of whist, and for the benefit of those who have never played the game, or whose introduction to it has left some points in doubt, or who may wish to look up the laws governing certain irregularities, the following description will be found particularly useful, heavy-faced type being used for divisions of the subject and for technical terms.

Cards. Bridge is played with a full pack of fifty-two cards, ranking A K Q J 10 9 8 7 6 5 4 3 2, the ace being the highest in play, but ranking below the deuce in cutting. It is always better to play with two packs, one of which is shuffled while the other is dealt.

Players. The game is played by four persons, but five or six may form a table. When there are more than four candidates, the selection of the four who shall play the first rubber is decided by cutting. These four then cut again for partners and deal, choice of seats, and cards.

Cutting for Partners. The proper method of cutting is to shuffle the pack thoroughly, and then spread it face downward on the table. Each person then draws a card, and turns it face upward in front of him. In cutting to form the table, the four drawing

the lowest cards play the first rubber. The table formed, the pack is again shuffled and spread, or the cards first drawn may be laid aside, and the four who are to play the first rubber cut for partners, the two lowest pairing against the two highest, and the lowest



SPREADING THE PACK.

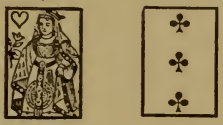
cut of the four having the choice of seats and cards, and getting the first deal. A lower cut always wins as against a higher, the king being the highest card, and the ace the lowest.

In Case of Ties, either in making up the table or in cutting for partners, if two persons draw cards of equal value, and those cards are the highest, no new cut is necessary if there are six candidates for the table, because both the high cards are out. If five only are cutting, the two ties must cut again to decide which one stays out. If the two highest cards are a tie in cutting for partners, they play together without further cutting.

If two persons cut cards of equal value when drawing for partners, and these cards are the lowest, they are partners, but they must cut again to decide which shall have the first deal. For instance: —

First cut is

Second cut is



The two sevens are partners, and the three of clubs deals the first hand, and has the choice of seats and cards.

If the ties are intermediate cards, they must cut again, to decide which shall be the partner of the one that cut the lowest card, but no matter what they cut in deciding the tie, the original low cannot lose his right to the first deal. For instance: —

First cut is

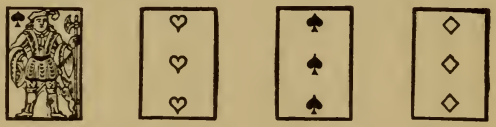
Second cut is

The deuce of clubs plays with the seven of hearts, but the heart seven, being the original low, still has the first deal and choice of seats and cards.

When three persons cut cards of equal value, they must cut again to decide which shall be the partner

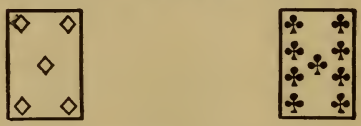
of the fourth. If the odd card was higher than the three ties, the two lowest of the new cut will be partners, and the lower of the two will have the first deal. But, if the odd card was lower than the three ties, the player cutting it will take the first deal, and the lowest of the new cut will be his partner. If there is a second tie, it must be decided by cutting again as before. For instance:—

First cut is



Second cut is

Third cut is



The five of diamonds has the first deal, and the nine of clubs is his partner.

When the odd card is the original low:—

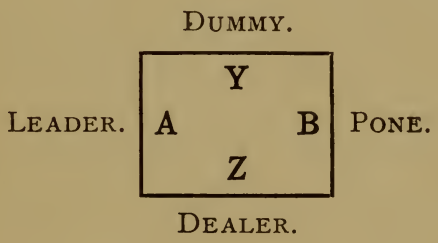
First cut is

Second cut is

The five of clubs, in the first cut, has the first deal, and choice of seats and cards. The spade ace is his partner.

The principal thing to remember in cutting is, that a second cut does nothing but decide ties, and that if a cut which is not in the tie is the lowest in the first cut, it cannot be deprived of its rights.

Position at the Table. For convenience in speaking of the various players at the table, they are usually designated by their positions in the first trick of the deal. The dealer and his partner, the dummy, sit opposite each other. The leader, or eldest hand, is on the dealer's left, and the pone, or leader's partner, is on the dealer's right.



In illustrative hands, showing the actual play of the cards, the letters A, Y, B, Z, are usually placed at the head of the columns to indicate the leader, second, third, and fourth hand on the first trick.

Dealing. The dealer having selected his seat and cards, the dummy proceeds to shuffle the other pack, and then places it on his right hand, ready for the next deal. The dealer presents the pack to the pone to be cut, and at least four cards must be left in each

packet. The part of the pack which is lifted off must always be placed nearer the dealer. Beginning with the player on his left, the dealer distributes the cards, one at a time, to each player in rotation, until the entire pack has been given out. No trump is turned up, and there are no misdeals in bridge. If any irregularity occurs, the same dealer must deal again with the same cards.

Irregularities in the Deal. If a card is found faced in the pack there must be a new deal, but if a card is faced in the operation of dealing, the adversaries may consult, and they have the choice of demanding a new deal or letting it proceed. If the adversaries of the dealer expose any card, the dealer may demand a new deal. In either case the claim for a new deal must be made before the player asking for it has looked at any of his cards.

After the deal is complete and before a trump is declared, if the dealer or his partner expose a card, either of the adversaries, without consultation with his partner, may claim a new deal. If either adversary of the dealer exposes a card before it is time to lead, his partner forfeits the right to go over or to redouble, and the dealer may either call the card exposed or, if the pone has exposed the card demand that the suit shall not be led.

Each player should carefully count his hand to see that he has thirteen cards, because if he has not his right number when he plays to the first trick the deal stands good. If a player deals out of turn or with the

wrong cards, the error may be corrected at any time before the first card is led or played, but not after that. A player is not allowed to cut, shuffle, or deal for his partner, without the permission of the opponents. If the dealer gives two cards to one player he must correct the error before dealing another card or there must be a new deal. If the dealer stops to count the cards already dealt to any player, or counts those remaining in the pack, there must be a new deal. [This rule is very seldom insisted on.] If at any time the pack is proved to be incorrect or imperfect there must be a new deal with a complete pack, but all previous scores made with the imperfect pack stand good. A pack is incomplete when it has less than fifty-two cards. It is imperfect when two cards are duplicates, or any card is so marked or torn that it can be recognized by the back.

Scoring. No one has as yet invented a bridge marker, and the game must be kept on a sheet of

DIAGRAM A.

WE.	THEY.
HONORS.	
POINTS.	

DIAGRAM B.

WE.		THEY.	
POINTS.	HONORS.	POINTS.	HONORS.

paper or score-slip ruled for the purpose. There are two forms of scoring sheet in common use, one having a single column for the trick points and honors, which are scored one above the other, as shown in diagram A. The other has separate columns for trick points and honors, as shown in diagram B.

It is usual to write the words ***We*** and ***They*** at the head of the score sheet, ***We*** referring to the side that keeps the score. Some persons prefer to write the name of one player on each side, but ***We*** and ***They*** is the better form. The score should be kept with a heavy blue pencil, capable of making a mark so distinct that the state of the game may be easily seen by any player at the table. The method of recording the score will be explained later.

Object of the Game. While there are two separate scores to be played for, trick points and honors, it is only the trick points that win the games, and these points are made by attaching a certain value to each trick above six which is taken by the same partners. The first six tricks taken by one side are called a book, and do not count, but every trick beyond six is worth so many points, according to the suit which is trumps for that deal. At the end of the hand the side having the majority of the tricks announces it as "Two by cards," "Three by cards," or whatever it may be. This number is multiplied by the value of the trump suit and the result is placed to the credit of the players, their adversaries getting nothing for trick score. As soon as either side reaches or passes

thirty, that wins the game, but no matter how much beyond thirty they may go on the deal which carries them to thirty, everything they make is credited to them. For instance: The dealer's score is twenty-six, and he makes seventy-two on that hand, although he wants only four to put him out. This brings his total to ninety-eight, which is all credited to him, and as it is more than thirty a line is drawn under it to show that the game is won.

Rubbers. Three games of thirty or more points each constitute a rubber, but if the first two games are won by the same partners, the third is not played. The side winning the rubber adds one hundred points to its score as a bonus and then the total number of points made by each side for tricks and honors is added up, and the lower score deducted from the higher, the difference being the value of the rubber in points. An example of the process will be given later on.

Making the Trump. The chief peculiarity about bridge is the method of making the trump. After the cards are dealt, the dealer examines his hand and announces the suit that shall be the trump for that deal, or he may elect to play without any trump suit. In this choice he is guided by the values attached to the tricks when certain suits are trumps. As already stated, the first six taken by one side do not count, but each trick above that number counts toward game according to the following table of trick values:—

When there is no trump, each trick counts, ... 12 points.
When hearts are trumps, each trick counts, ... 8 points.
When diamonds are trumps, each trick counts, ... 6 points.
When clubs are trumps, each trick counts, ... 4 points.
When spades are trumps, each trick counts, ... 2 points.

As the game is thirty points, it will take three tricks at no trump, four tricks in hearts, or five in diamonds, to win the game. It is impossible to win a game in one deal in either of the black suits. The reasons which prompt the players to select one suit in preference to another will be fully explained further on. It will be sufficient for the present general description of the game to say that he will be influenced in his decision chiefly by two considerations; to win as many points as he can, if he has the cards to do it; to save the game if he is too weak to hope to win anything.

Honors. In addition to the possibilities of winning or losing the game by the trick score, there is another consideration in the selection of the trump, and that is the value of the honors the hand contains. There are five honors in bridge, the A K Q J 10 of the trump suit, so that one side or the other must always have a majority. In a no-trump declaration, the four

aces are the only honors. As between two suits of equal numerical value, the one containing the greater number of honors will usually be selected. Four hearts with three honors is a better trump than five diamonds without an honor, because the chances are that, even if you win the odd trick in diamonds, the adversaries will make a large honor score against you.

The majority of honors, three out of five, is called simple honors, and is equal in value to two tricks in that suit. Four honors, between partners, is equal to four tricks, and five honors is equal to five tricks. Holding four or five in one hand is much more valuable, as will be seen from the following table:—

TABLE OF HONOR VALUES.

If the trump suit is	♠	♣	◇	♡
Three Honors count . . .	4	8	12	16
Four Honors count	8	16	24	32
Five Honors count	10	20	30	40
Four in one hand count . .	16	32	48	64
Four in one hand, 5th in partner's	18	36	54	72
Five in one hand	20	40	60	80

It will facilitate the recollection of this table if we observe that simple honors are always worth two tricks; four honors are worth four tricks, and five honors are worth five tricks. Four or five in one hand are worth double what they would be if divided. Four in one hand and the fifth in the partner's is always worth nine tricks.

When there is no trump suit:

Three aces between partners are worth	30
Four aces between partners are worth	40
Four aces in one hand are worth . .	100

If each side has two aces there is no honor score.

In claiming honor scores, it is usual to name the value, after stating the number of tricks won, as: "Three by cards and twenty-four in honors," or; "Two by cards and thirty aces."

The honor score has no effect on winning or losing the game, and it is always put down in a separate column from the trick points. It is quite common for one side to make the score for tricks while their adversaries score honors, but the honor score has a great effect on the ultimate value of the rubber. It sometimes happens that one pair have such a large honor score that they have the majority of points although they lose the rubber game. The additional bonus of one hundred points for winning the rubber is supposed to prevent this, but it does not always do so.

Slams. If one side wins twelve out of thirteen tricks in any deal, it is called a Little Slam, and twenty points are added to the score in the honor column. Winning all thirteen tricks is called Grand Slam and forty points are added to the honor column.

Chicane. When a trump suit is declared, if any player has no trump in his hand it is called chicane, and adds to his partner's honor column, or reduces the

amount of the adversaries' honor score, by the value of simple honors. For instance: one side had four honors in hearts, worth 32, but one adversary had no trump, so the honor score must be reduced by the value of simple honors in hearts, which is 16, leaving 16 to be scored. If two players have no trump, they being adversaries, the one offsets the other. If two partners have no trump, the adversaries' honor score is reduced by twice the value of simple honors.

Going over, or doubling, has no effect on any of the scores that go in the honor column.

Passing the Make. Although the dealer has the first say as to making the trump he will seldom make it a black suit unless the score is sufficiently advanced for him to be reasonably certain of winning the game on the deal, without any assistance from his partner. If he is not strong enough for a no-trumper or a red suit, he should pass the make to his partner. This is usually done by some such expression as: "You make it, partner"; "Left to the partner"; or, "I pass it."

With a hand which is not good for two probable tricks, good players declare spades originally, unless the adversaries' score is such that they will probably go out next deal.

The dealer is not allowed to consult with the dummy as to whether or not he shall pass it. When asked to make the trump, dummy should know that the dealer is probably weak in the red suits and that his strength in the black ones is problematical. If the dummy is not strong enough to make it no trump or

red himself, he can make it a spade or a club, spades always if he is very weak; not in the hopes of winning anything on the hand, but to prevent a big score from being made against him. Spades are a sort of touch-down for safety; to lose as little as possible on a bad hand.

Irregularities in the Make. If the dummy names a trump before being asked to do so by the dealer, either of the adversaries may, without consultation with his partner, demand that the erroneous declaration shall stand, or that there shall be a new deal. Should the dummy say to the dealer; "You make it," or words to that effect, either of the adversaries may, without consultation, claim a new deal or compel the dummy to make the trump. Should either of the adversaries of the dealer make a declaration, the dealer may look at his cards and either claim a new deal or proceed as if nothing had been said.

Doubling. The trump suit having been named, the adversaries cannot change the make in any way, but they can enhance the value of the tricks by doubling. Suppose the dealer announces hearts, having five, the eldest hand may have seven or eight hearts and some good cards beside. Holding any cards with which he feels reasonably certain that he, and not the dealer, will make the odd trick, it is to his interest to make the tricks as valuable as possible, and he immediately says: "I go over." This means that he will double the value of the tricks, making each one above the book in hearts worth 16 points instead of 8 only.

The pone cannot go over so freely, because he has not the lead, and even with seven sure tricks he might not get into the lead until the dealer has made seven or eight tricks in other suits. It is a very common practice to go over spade makes, which are a confession of weakness. The dealer's side is trying to get off as cheaply as possible by losing only two points on each trick. The adversaries, having the stronger hands, naturally wish to make the tricks worth as much as possible, and they go over the spade, making each trick worth four points.

The modern practice is, that when spades are not doubled, the hand is not played unless the dealer's score is 24 or better. The old rule was to play spades only when one side or the other was 20 or better; but it has been found fairer to consider the dealer's score only. If the adversaries do not double, the dealer scores two points for the odd trick, and the honors are shown and scored as held.

Order of Doubling. The order in which this doubling process must be conducted is very important. After the trump has been announced, the eldest hand has the first say as to whether or not he will double. If he doubles, he says: "I go over," but if he does not wish to do so he must not play until he has ascertained whether or not his partner wishes to go over. The usual form of the question is: "Shall I play?" That is, "Shall we proceed to play this hand for the ordinary points, or do you want to double?" If the pone says, "If you please," or uses any similar form

of assent, the eldest hand proceeds by leading any card he pleases and the play of the hand begins. If the eldest hand leads without asking, the pone cannot double, except by consent of the maker.

Going Back. If either the eldest hand or the pone doubles, it is the privilege of the player who named the trump to double him again, the usual expression being; "I go back." If he does not wish to go back, he says; "Enough," and his partner may then go back, or signify that he also has enough. If neither go back, the eldest hand leads.

If either the leader or the dummy goes back, making the tricks four times their original value, the player who first went over can go back again, making the value eight times that shown on the table on page 10. If he does not wish to pursue it further, he says, "Enough," and his partner may take it up for him. If neither will go on, the play proceeds.

The principle of going over is, that the one who is to play first shall have the first say as to doubling, and that the one who made the trump shall have the first say as to going back. When either is satisfied with things as they are, he must ask his partner if he also is satisfied before proceeding to play. If any doubling is done, the same principles apply to going back; the one who doubled having the first privilege of going back if he is gone over, and having to ask his partner if he is content.

Doubling has no effect on any of the scores in the honor column.

The doubling process may be continued indefinitely, but there should be a rule that it should not go beyond eight times the original value of the tricks.

Irregularities in Doubling. If the pone doubles before the eldest hand asks permission to play, the player who made the trump shall have the right to say whether or not the go over shall stand. If the pone asks the eldest hand, "Shall I play," or uses any similar expression to show that he does not intend to double, that prevents the eldest hand from doubling. If any player goes over or goes back, out of his proper turn, the adversary who made the last declaration has the right to say whether or not the irregular go-over shall stand.

The Dummy. The trump suit announced and the value of the tricks settled, the eldest hand leads any card he pleases, and as soon as that card is on the table the dummy spreads his thirteen cards face upward on the table, the trump suit, if any, always on his right, and the others arranged red and black alternately. After laying down his cards in this manner the dummy takes no further part in the play, and is not allowed to make any remarks or suggestions or even to touch a card unless asked by the dealer to play it.

Should the dealer renounce to any suit, say hearts, the dummy should at once ask the question; "No hearts, partner?" If this question is asked before the trick is turned and quitted, it saves the revoke, if one has been made. Dummy must not call his

partner's attention to the fact that he is about to lead from the wrong hand, or has done so. If the dummy calls the dealer's attention to any penalty to which he is entitled, such as for a lead out of turn or a revoke made by the adversaries, the dealer loses his right to exact such penalty. After the play of the hand is finished, the dummy may call attention to any error in the count of tricks or the score for honors. Up to the time that the eldest hand leads and dummy's cards are exposed, the dummy has equal rights with the dealer in calling attention to any irregularity on the part of the adversaries.

The Play. The eldest hand having led and dummy exposed his cards, the dealer must play from the dummy's hand or name the card which he wishes, but it is better for the dealer to play the cards himself, dealer gathering and stacking all the tricks taken by himself and the dummy, while either of the adversaries gathers all the tricks taken by their side. These tricks should be so placed that any player at the table may know, without asking, how many tricks have been won by either side at any

stage of the play. The usual method of gathering the tricks is to lay them one upon the other at a slight angle, as shown in the diagram, until six have

been taken in. These six should then be gathered into one, called the book, and any further tricks should be laid out as the first were, so that they may be readily counted.

The highest card played, if of the suit led, wins the trick and trumps win all other suits. The winner of one trick leads for the next trick. Any player, having none of a suit led, may either trump it or may throw away any card of another suit, which is called discarding. Any player may ask what the trump suit is, and the last trick turned and quitted may be seen, but no other except the cards still face up on the table.

Irregularities in Play. There is no penalty if the dealer exposes any or all of his cards, but if either of the adversaries expose a card, either by dropping it on the table face upward, playing two or more cards to the same trick, or leading out of turn, such cards must be left on the table, and are liable to be called by the dealer at any time, provided the play of that card does not necessitate a revoke. If the exposed card can be got rid of in the course of play, no penalty remains.

If the dealer ***leads out of the wrong hand,*** there is no penalty, and if all four have played to the trick, the error cannot be corrected by either side.

If the second hand has played to the trick, the dealer cannot correct his own error; but the fourth player may object.

If the adversary of the dealer ***leads out of turn,*** the

dealer may call a suit from the one that should have led; or, if it was the turn of neither of them to lead, from the one that first obtains the lead. Those who have followed to a false lead of this kind may take back their cards without penalty, but if all have played to the trick, it is too late to correct the error.

If the third hand plays before the second, the fourth may play before his partner. If the fourth hand, being the adversary of the dealer, plays before his partner, the second hand may be called upon to win, or not to win, the trick.

If the dealer plays a card and removes his fingers from it, it is too late to amend his play. If he touches a card in dummy's hand, he is obliged to play that card, unless he prefaces the action by the announcement that he is simply arranging the hand. The usual expression is, "J'adoube."

If any player, except the dummy, forgets to play to a trick, and the error is not discovered until he has played to the next trick, the adversaries may claim a new deal. If any player, except dummy, plays two cards to one trick and the mistake is not discovered until the end of the hand, the player in error is responsible for any revokes he may have made. If the error is discovered during the play of the hand, the tricks may be searched for the superfluous card and the card restored to its owner, who is nevertheless responsible for any revokes he may have made in the meantime.

If two or more cards are played at once, the dealer shall have the right to call whichever he chooses to the current trick, provided it does not constitute a revoke. The card which is not played to the trick is exposed.

The Revoke. A revoke is a renounce in error, which is not corrected in time. A revoke may be corrected at any time before the trick in which it occurs is turned and quitted, provided the player in error, or his partner, whether in his right turn or otherwise, has not led or played to the following trick. If the player who corrects himself in time to save a revoke is an adversary of the dealer, he may be called upon by the dealer to play the highest or lowest card he holds of the suit led, or he may be required to allow the card played in error to remain on the table as an exposed card, but both penalties cannot be enforced against him.

No penalty can be exacted from the dealer if he corrects himself in time to save the revoke. It is not too late if the dummy has asked him before the trick is turned and quitted. There is no penalty if dummy revokes.

The revoke must be claimed before the cards are cut for the following deal, or, if there is no deal following, before the score is agreed to and entered on the score sheet.

The penalty for a Revoke is the loss of three tricks for every revoke made. These tricks are taken from the revoking side and added to that of the adversaries.

The revoking side cannot go game on the hand, but must stop at 28. Tricks taken for the revoke penalty do not count toward slam or little slam.

Abandoned Hands. If either of the dealer's adversaries throws his cards on the table, face upward, all those cards are exposed and liable to be called. But if the dealer says: "Balance," or, "I take the rest," or words to that effect, the adversaries of the dealer are not liable to have their cards called if they expose them under the impression that the dealer's claim is correct, when it is not.

If any player looks back further than the last trick turned and quitted, the penalty is the same as for a lead out of turn.

Scoring. After the play of the hand is finished, the trick score is put down in the column provided for it under the name of "points," and the honor score, if any, is put down under the head of "honors." As soon as either side reaches or passes 30 points, a line is drawn under the trick score to show that the game is at an end. If the same players win the second game the third is not played. In order to show how the game is kept, observe how the following results are put down on the score sheet.

We dealt the first hand, made it diamonds and won three by cards and four by honors, worth 18 and 24. Then ***They*** made it hearts, winning three by cards and simple honors, worth 24 and 16. Then ***We*** dealt again, passed it to the partner, who made it spades, which was gone over by the other side, who

made three by cards and simple honors. As doubling does not affect the value of the honors, that score stands at 4, but the trick score is worth 12, which wins the first game for them, and a line is drawn under it.

We.		*They.*	
TRICKS.	HONORS.	TRICKS.	HONORS.
18	24	..	..
..	..	24	16
..	..	12	4
..	..	24	30
24	32	..	..
..	..	56	104
42	56	116	154
		254	
		370	
		98	
		272	

In the next deal, ***They*** made it no trump and won two by cards and thirty aces, 24 and 30. Then ***We*** dealt, and on a passed make named clubs, winning six by cards, little slam, and five honors, worth 24, 20 and 20. From the 40 points that go in the honor column 8 must be deducted, because one of the adversaries had no trump, chicane in clubs, which is worth simple honors. In the next deal, ***They*** made it hearts, scored seven by cards, worth 56, four

honors in one hand, 64, and grand slam, 40. This wins the game and rubber.

The scores of both sides are now added up, and 100 points bonus added to the side that won the rubber. This 100 points is usually added to the total of the honor score made by the winning partners, and then carried under the total of their trick score. In the example given, the honor score is actually 154, to which 100 is added, making it 254, which is the figure placed under the footing of the trick score. From the grand total that follows, the 98 points made by the losing side must be deducted, and the remaining 272 points is the value of the rubber.

Irregularities in Scoring. If any error has been made in the trick score, attention must be called to it and it must be proved and corrected before the end of the game in which it occurs, and that game is not at an end until the trump has been declared in the first deal of the following game; or, if there is no following game, until the final score of the rubber has been agreed to.

If any error has been made in the honor column, whether for honors, chicane, or slams, the mistake may be proved and corrected at any time before the final score of the rubber has been agreed to.

Players should be careful not to disturb the tricks they have taken in until they have seen the score properly put down, because it is not uncommon for one side to imagine they have taken the odd trick when they have not, or to claim three by cards when they have two only. If the cards have been bunched,

it is very difficult to prove such an error, especially if the adversaries decline to make any admissions as to how the hand was played.

THE MAKES.

THE make is the most confusing thing for the beginner and the most difficult for the expert. It sounds easy to say that a person shall deal the cards and then pick out the trump that is best suited to his hand, but in practice it is a very difficult matter to do this all through a rubber without making one or two bad mistakes. The trump that will suit your hand may not suit your partner's, and it may turn out that the suit which looks very strong as a trump would have been much better as a plain suit, if one of the weaker suits in your hand had been made a trump to support it.

In his first efforts, the beginner is likely to be influenced too much by such results, which are often a matter of luck. If he happens to hit his partner's hand about right, he will think it was a good make, whereas it may have been a very bad one. If he does not hit his partner's hand, he will be wishing he had made it something else, although his make was quite right in principle, and the next time he deals he will be doing something foolish in the hope that his luck in finding his partner will continue, or in the belief that as his make turned out badly last time, he had better try something else this time.

The great principle to be kept in mind by the bridge

player is, that the make which will be right in the majority of cases is the one that should be made in all cases. If the probabilities are, that a certain make will turn out well in eight cases out of ten, and in the first rubber you happen to hit two cases in which it does not work, do not let that discourage you and do not get impatient, because it is more than probable that the same make will turn out well the next eight times you try it. No one can pick out the best make every time, but the good players hit it oftener than the poor players, and the consequent percentage in their favor is the principal cause of their success in winning rubbers. Good makes are quite as important as good play.

The complication which is most difficult for the beginner is the element of passing. If he were compelled to make the trump from his own hand the problem would seem to have some limitations; but when he is told that with or without certain things in his hand, or under certain endlessly varying conditions of the score, that he should make it himself, and that with certain apparently insignificant changes in these conditions that he should pass the make to his partner, he gets hopelessly confused. He imagines all sorts of possibilities and improbabilities in his partner's hand, and his judgment is often warped by the results he has observed in previous deals. Twice in succession he has made it a diamond, only to find his partner had a game hand at no trump. The third time, when he should have gone right along and made it diamonds again, he

passes it, and his partner has a spade hand. Three times in one rubber he makes it no trump, having two aces and a third suit stopped, and finds his partner with nothing at all. Next time he holds a hand like that he is discouraged, and passes it. The dummy names the suit in which the dealer has nothing, and they make three by cards in clubs, with simple honors, when they might just as easily have made three by cards at no trump, with thirty aces.

When you take a long chance on a make and it comes off, thanks to your partner's good cards, just stop long enough to think what the result would have been if one of the adversaries had held dummy's cards: and when you know your make was sound but turned out unfortunately, look carefully at the cards held by the adversaries and ask yourself whether it is probable that you will find such a combination against you another time. A little calm retrospect of this kind will often show you that your success was due more to good luck than to good management in one case, and that your failure was very improbable in the other, although it happened.

Some persons do not possess the judgment necessary for successful makes; perhaps because they are too rash, perhaps because they are too timid. Sometimes because they are too impulsive to give the situation the thought it demands, sometimes because they overlook considerations of the utmost importance. How often we see a person make it no trump with a missing suit, when he has a sure game hand in hearts!

How common it is to see it made a diamond, when a no-trumper is the only thing that will win the rubber!

The mental deficiencies which are found in the individual before he comes to the bridge table cannot be made up by teaching, but the powers he has may be directed into the proper channels, and he may at least be shown how to use to the best advantage what reasoning faculties he has. Reading a book will not overcome natural timidity, nor will it cure inherent overconfidence, but the presentation of certain facts may encourage the timid man to regard certain hands as better than he thought they were, and may result in his passing fewer no-trump hands over to his partner to have them made a spade. He may still pass some, but he will improve. Repeatedly calling attention to certain dangers may induce the rash man to stop and think it over before he jumps to conclusions and makes it no trump on one suit, or goes over a spade make when he wants only two points to win the game.

It is impossible for any one to lay down rules which will enable a person to select the best make on every hand and it would be absurd to attempt to enumerate all the exceptions which make a declaration good or bad according to the state of the score, the character of the partner who is to play the hand, the probabilities of what it will be made if the make is passed, or what will be led if one takes a chance. The reader must be content if he finds in the following pages a few general principles which may be relied upon as

those that will win in the long run if they are consistently followed, although they may fail disastrously in certain cases. Do not be discouraged if, after reading this chapter, your first make goes all to pieces and you find that almost anything else you might have done would have been better. The man who tries to sail a boat just after reading a book on navigation usually has to do a lot of baling. To understand a principle requires ordinary intelligence; to apply it successfully requires long practice.

ORIGINAL MAKES.

There are two distinct classes of makes: original and passed, each being governed by entirely different considerations. It will greatly simplify the subject if these are considered separately, beginning with the original make, which is always by the dealer.

The Object of the Make is to secure the greatest number of points possible with the cards. These points go into two different columns, one for trick score and one for honors, but only the trick points win the games. Some very good players pay no attention to the honor column, and insist that the points that win the games and rubbers are the only ones worth considering, honors being largely a matter of luck or bonus. Others contend that inasmuch as they are playing for points, the ultimate value of the rubber is the main thing, and points in either column are not to be despised. The reader will soon be able

to judge for himself as to the respective merits of these opinions.

Three Things govern the Make: The strength of the hand, the score, and the honors in one suit. These are usually taken into consideration in that order. If you have four aces and three kings, it is a no-trumper, no matter what the score is, or how many honors you have in any suit. With weaker cards, and especially with missing suits, the score is a very important consideration. When it is not a question of making any particular score, but simply of winning or losing the odd trick or so, the honor column must be considered, because you can often afford to risk the loss of the odd trick if you are certain of adding thirty or forty points to your honor column.

Before going into these complications, we shall look at the subject in a general way with a view to finding out what would be the standard minimum hands on which certain declarations should be made by a player who was not expert enough to pay close attention to the complications of the score.

Making to the Score is a very difficult thing for the beginner, and, important as it is, he should not trouble himself too much about it until he has had some experience in the regular course of makes, so the niceties of playing to the score have been left to a later chapter in this work. If your partner finds fault with you, and tells you, in a loud tone of voice, that you should have done so and so, "at the score,"

you can tell him that you make no pretensions to being expert enough to play to the score yet awhile and that he should be very glad if your makes are otherwise sound, which is something that cannot be said of one beginner in a thousand.

The hand should always be examined for the possibilities of the most valuable scores first, beginning with no-trumpers, and going down the line to hearts and diamonds, leaving the black suits for the last, as a choice between a declaration and a pass. Attention must again be called to the fact that the following suggestions are for makes in general, and not for difficult situations in the score. With the beginner the score should be simply an after consideration, and should act as a check or modification of a make which has been determined upon on the merits of the cards alone. Settle on the make first, but look at the score before you announce it.

No-trumpers. There should always be a fixed standard for a no-trump make; some scale which a player can use to measure his cards with, so as to mark out certain limits between which a no-trumper is probably the best make. He need not rush off with a declaration of no trump the moment he finds his hand is in that class, but should proceed to examine the merits of the red suits in order to be sure that he has not something even better than a no-trumper. One of the most common faults with the beginner is in allowing himself to be carried away with the idea that every strong hand is a no-trumper,

whereas the best no-trumpers are usually average hands, in which there is no great strength and the selection of a suit is doubtful. Hands that have one very strong red suit in them will often pay better with a trump declaration than as no-trumpers; partly because they are safer, and partly because of the honor score.

With Four Aces the hand should invariably be made no trump, no matter what the rest of the hand may be or how the score stands. There can be nothing better in a red suit than a no-trumper with a hundred aces.

With Three Aces the hand should be a no-trumper unless there is something remarkable in the red suits, which promises at least two more tricks and a better score than thirty aces. The partner must not be forgotten, and if you can see only six tricks at no trump, but seven with a red suit, you should count on your partner for two probable tricks, that is, one third of those you cannot make. These two tricks in his hand will be much more valuable at 12 points each than at either 6 or 8. The principal exception to making it no trump with three aces is, when you have a hand which is strong enough to go game with a declared trump, and have a weak suit which you are afraid of at no trump. With only 8 points to go, for instance, and holding seven clubs to the ace, two other aces, and a missing suit, it is foolish to risk a no-trumper when two tricks in clubs wins the game. You are much more likely to find the missing suit and

some of the honors in your ace suits against you, than you are to find five clubs in one hand.

Missing Suits are so called when they are so short or weak that you cannot possibly take a trick in them.

With Two Aces, and protection in a third suit, such as K Q x, K J x, K x x, Q J 10, the make should be no trump, even if the fourth suit is very weak, or entirely missing. Do not forget that the fewer cards you have of a suit the more chance there is that your partner will have some protection in it, and it is better for you to have a singleton than five cards to the nine, because, with so many in your hand, if it is the adversaries' suit your partner may be short, and his cards, even if they are honors, may be led through and killed.

Protection in a suit is an almost certain trick.

In making it no trump on two aces, it is a better make if neither of the aces is alone, because then it cannot be forced out of your hand on the first round of the suit. It is sometimes very important to be able to pass one or two rounds of an adverse suit by holding up the ace, as will be explained when we come to the play of the hand.

Taking two aces and the third suit stopped, as a minimum standard for a no-trumper, it must be obvious that any better hand will be a stronger make. If there is another honor in either of the ace suits, for instance, or two sure tricks in the third suit, such as K Q J, or if there is a long suit which one honor in dummy's

hand will establish, or if one of the ace suits is long and likely to be easily established, the no-trump make is so much the better.

A Suit is Stopped when you can make one trick in it, or can compel the adversary to quit it and lead something else.

Two aces is also a better no-trumper if there are eight or nine red cards in the hand, or if the third suit, in which you hold two or three honors, is a red suit, or if both aces are red, because there is not much likelihood that you are spoiling a big honor score in red in your partner's hand.

One of the greatest advantages of making it no trump on two aces and a trick in a third suit is, that your partner may have absolute confidence that if you pass it to him you have not done so with two aces in your hand, unless the rest of your cards are worthless. There is nothing so demoralizing as a partner who passes it when he should have made it himself, because it is a continual source of temptation to the dummy to risk a no-trumper on one or two suits, on the chance that his partner has passed with two aces in his hand. It is not only right to make it because you have certain cards, but in order that your partner may feel sure when you do not make it that you do not hold such good cards. It is often of great advantage to the dummy to know that the dealer cannot have had a certain strength.

With Only One Ace, a no-trumper should never be made, unless there is strength equal to an ace in two

other suits and the probabilities of a good trick score are so great that they offset the possibilities of the adversaries scoring thirty aces against you, besides taking at least three certain tricks with those three cards. When a no-trumper is risked with only one ace, at least two other suits should be protected to such an extent that they can be stopped twice, and there should be a great game to play for in a black suit. If the long suit is red, it is always a better trump declaration than without. Take this example:—

♡ A. ◇ K Q J. ♣ K J 10. ♠ K Q J 10 9 4.

In the actual game this no-trumper lost two by cards; five heart tricks, the A Q of clubs and the ace of spades. Make the long suit red, and it is better than taking chances on a no-trumper. Make the long suit clubs instead of spades and it is a close question between a club and a no-trumper, which the score would have to decide. If the ace suit is the long suit, and it is solid, such as seven black cards with the four highest honors, with sure stoppers in the three other suits, or at least the king in two of them, it is often a fair risk to try it as a no-trumper on the one ace, because if you ever get in you are certain of eight tricks in your own hand, seven in your long suit and your entry card.

Without an Ace. A player should have a phenomenal hand in court cards to make it no trump without an ace, and the only circumstances under which such a make would be justifiable would be with both the

black suits long and both the red protected and the score such that it was impossible to win the game with a black trump. Even then, the danger of finding thirty or forty aces or even a hundred against you must not be overlooked, and such hands are almost always better left to the partner, who may be strong enough in red suits to make a declaration that will win the game without risking a no-trumper. To the beginner, we should say, absolutely, never to make it no-trump without an ace in your hand.

With One Missing Suit, a no-trumper may generally be risked, unless you have the cards in your own hand to go game with a declared trump. There is always the chance that the missing suit will be run down against you, perhaps winning the odd before you get into the lead, and you should never risk such a suit unless it is necessary. If your score is sufficiently advanced for you to win with a trump, why should you experiment with a no-trumper? Even if you do get through, thanks to the dummy's assistance, it is still a bad make and you are learning bad habits, which will get you into trouble some day.

With Two Missing Suits, never risk a no-trumper unless you have six or seven tricks in your own hand and are trusting your partner to stop one suit only. As an example of a good no-trumper even with two missing suits, take the following hand: Five cards to the A K Q in one suit and four to the A K in another, the longer suit being always a black suit, and the four-card suit either black or red, with nothing in the other

suits. It is obvious that unless your partner has an absolute Yarborough, and cannot win a trick in either of the other suits, that you must get in and make all the tricks in your own hand and any that dummy may have. If you pass it, your partner cannot have any good make unless he is very strong in red, and he is much more likely to make it red on an average hand and get beaten, or to call it a spade, if he is weak in red.

Without such strength as this, or when you have to depend on your partner for two or three tricks, you should never make it no trump with two missing suits. It is a much better trump make if your long suit is red, and if both your suits are black, there is a fair chance that your partner has a good honor score in red and it is better to pass the make than to risk a no-trumper.

When you do take a chance on a no-trumper with two missing suits, having perhaps eight solid tricks in spades, it is better to do it when the other guarded suit is red, and especially if you have a sure trick in hearts, so as to provide against a go-over by your right-hand adversary. That some wild no-trumpers do go through cannot be denied, some even without an ace and with a missing suit besides, but such makes must lose in the long run and a person should not allow himself to get into the habit of tempting fortune with them. They are a great injustice to the partner, if they are nothing else, and the only justification for them is the score.

Heart Makes. After looking over the possibilities of the hand as a no-trumper, the next thing to consider is the heart suit, because it comes next in value and it takes only one trick less to win the game in hearts than in no trump.

Six or Seven Trumps, including two honors, or five trumps with three or four honors, should be the least that would justify the selection of a heart in preference to a no-trumper when there are three aces in the hand, one being the ace of hearts. Such strength in hearts, with three outside aces, is a no-trumper always, unless there are four honors in hearts in one hand, with six or seven trumps. If there are two outside aces only, and weakness in the fourth suit, it is a better heart make than a no-trumper, especially in the last game of the rubber. To take an extreme example: —

♡ A K Q 9 4. ♣ Q. ♢ A K Q 8. ♠ A Q 2.

While this will go through as a no-trumper nine times out of ten, probably, there is a chance that they will make all the clubs and get the odd, whereas it is a sure game hand in hearts. Why should you take a risk, even one time in ten, when you have a sure game hand?

Five Trumps with Two Honors should be the minimum for a heart make when a no-trumper is out of the question, and there should be something in the other suits at least as high as the queen. Without any card as good as a queen in any other suit, it is

not a safe heart make, even with five trumps, unless you have both ace and king.

Five Hearts to one Honor, even if it is the ace, is not a safe make unless you have protection in two of the outside suits. It must never be forgotten that when you have no honors, your partner's probable share is only one-third of those outstanding, and he may not have that even. If you persist in making a trump on five small cards, the adversaries will certainly run up a large honor score against you, even if they do not always win the odd trick. There is not much satisfaction in giving the adversaries 32 in honors for the sake of getting 8 in points yourself, unless those 8 are enough to win the game.

Five Trumps and a Five-card Suit is usually a very good make because the adversaries cannot go far with the suits in which you are short, whereas if your plain suits are pretty equally divided they may make several tricks in them and even get in a ruff or two before you can get into the lead. But with five trumps and a five-card suit, if you find your partner with one honor in trumps and one in your suit, you will very likely make two or three by cards.

With Six or More Hearts, even if none is higher than the ten, you should generally make it, especially if you have a missing suit or a singleton, which you can ruff out with your small trumps. As already pointed out, the shorter a suit in your hand, the greater probability that dummy will hold some good cards in it. These may give you discards of your

other short suit. But, as a general rule, when you have six hearts to one small honor and nothing in the plain suits, it is better to pass the make. You have only three probable tricks in your hand and a big honor score possibly against you. To pass with six hearts seems unheard of to some bridge players, but such conservatism will save many a rubber.

With Four Hearts only, but three honors, such as A K Q, K Q J, or K J 10, you have a score of 16 in honors for a certainty, and with protection in two other suits, or one black suit solid, you should make it a heart. An established black suit is very useful to force with, so as to exhaust the adverse trumps when you cannot afford to draw them, or they are massed in one hand against you. These four-trump makes will fail occasionally, but you will seldom lose more than one or two by cards on them and you always have an honor score to offset that loss.

With Four Honors in Hearts, even without another trump or without any strength in the side suits, you should make it, especially if the four honors are in sequence to the ace. Suppose that your partner cannot take more than one trick and you have nothing outside your trumps. You lose two by cards ; but 64 in honors goes a long way to making a difference in the value of the rubber at the end.

In the heart makes ***the honor score*** is an important factor, as it runs into large figures, and the beginner should never lose sight of the fact that there is a great difference between making a trump with five or

six small cards and no honors, and making it with only four or five but with three honors. A trump suit without honors may not only lose the points for the honors, but the trick points as well, and a weak make risks the score in both columns. But if you have simple honors at least in your hand, you risk only one part of the score, the tricks, and you can well afford to lose 8 points when the game is not in danger, if by taking that chance you secure a certainty of 16 or 32 points in your honor column.

It has already been stated that some very good players pay no attention to this element of the honor score as an offset to a loss in points, and insist that as the tricks are the only things that win rubbers they are the only things to play for. But you are not sure of the tricks in any case, and why add to your uncertainty by taking chances on the honor score as well? It will generally be found that the player who keeps his eye on the honor score will lose less when he does lose and will win more when he does win than the player who pays no attention to honors.

Diamond Makes. Having decided that the hand should not be either a no-trumper or a heart, the next thing to consider is the diamond suit. Even with four honors in diamonds, the hand should be a no-trumper if it comes within that category. Four honors in diamonds are worth only 48, and if you have two aces there is an even chance that your partner has a third, which will be 30 in honors for you as against 48, but the odds are against his having the fifth honor in

diamonds, because in the aces he has two chances to get one or the other, but in the diamonds there is but one card. Each trick at no-trump is worth just twice as much as in diamonds, and it takes five by cards to win the game with a diamond make. If you have nothing in hearts and no aces, it is very probable that your partner has a better hand than you have and you are simply spoiling it by making it a diamond on a weak hand. At the beginning of the game, as it is so difficult to win eleven tricks out of the thirteen, you should never make it a diamond unless you have four honors, or five in suit to three honors, with protection in another suit in either case; or five in suit to two honors and protection in two other suits.

With Five Trumps, diamonds should never be made without an honor, or with only one honor, unless you have strength enough in the other suits to be just a shade below what is necessary for a no-trumper. Some players have a fatal propensity for making it a diamond just because they have five of them, without stopping to consider their outside strength or the possibilities of their partner's having a better make. Unless your five diamonds are headed by both ace and king, there should be at least one certain trick outside to justify such a make. More hands go to pieces on bad diamond makes than on anything else, and the dummy should remember that because the make is passed, it is no evidence that the dealer does not hold five diamonds in his hand.

With Four Trumps, it should never be made a

diamond unless they are all honors and there is protection in at least one outside suit. If this protection is in hearts, it is a better diamond make than when the heart suit is very weak, because of the difference in the probability of dummy's holding a great heart suit and being able to make it to advantage if it is passed.

Making it Diamonds to the Score. The diamond make is particularly affected by the score, because any doubtful diamond is usually just on the verge of a passed hand. The following general rules should be carefully studied by the beginner: —

Never make it diamonds on the first game of the rubber, with the score love-all, unless you have four honors, or five of the suit to three honors, or five of the suit to two honors and protection in two outside suits. The difference between three honors and two only is the difference between a certainty of 12 points at least in your honor column and the possibility of 12 against you.

Never make it diamonds on the rubber game, unless the score is such that you can win the game, even if you do not find more than one trick in your partner's hand, or unless you have six or seven trumps and four or five honors.

On the second game of the rubber, diamonds is a fair make if you have won the first game and have a hand of average strength. But on the first and last games of the rubber it is always a doubtful make on account of the difficulty of making game on the

hand. With the score advanced so far in your favor that you have a fair chance to go out on the odd trick, or even two by cards, you may make it a diamond if you do not want more than two tricks from your partner, but never count on him for three tricks.

Club Makes. Original makes in black suits depend entirely upon the score. There being three better makes than either of the black suits; no trump, hearts, and diamonds, it is obviously a fair chance that if you have nothing better than black that your partner will, and that if it is to be made a black suit in the end, it is better to let him make it black after he has had an opportunity to do something better, than for you to make it without giving him a chance. For this reason it is stated as a general principle that the dealer should never make it a black suit, but there are exceptions to the rule, all of which depend on the score.

Never make it a club unless you are far enough advanced in the score to win the game with only one trick in dummy's hand to help you, or unless you are afraid that your partner will take a chance on some suit in which you have nothing, and so lose an advantage in the score which you have already gained.

With Four Honors in one Hand, it is often better to make than to pass, especially if you are ahead in the score, with one game in, because the count for four honors in one hand in clubs, 32, is very much above the average trick value of any hand.

When your Hand is all Black, there is always the

danger that your partner may make a red trump on an average hand, and if you have a game in, or are ahead in the score, you should not give him any chance to make such a mistake, which might seriously endanger your chances of winning the rubber.

If the Score is against you never make it a club unless you are pretty sure of the game, with one trick in dummy's hand to help you.

If the Score is in your favor, especially if you have won the first game of the rubber and are playing the second, with a chance to win it, you should make it clubs very freely if you have the honor score in your favor; always with four honors, usually with three honors and six trumps.

Spade Makes. The score is the deciding point for the original spade make. If you need only two or four points to win the game or rubber, and have at least six tricks in your hand with spades for trumps, and nothing worth considering in any other declaration, it is better to make it spades and take no chances on your partner. If he turns out to have a good hand, that will simply make the winning of the game and rubber more of a certainty. Never tempt your partner to take a chance on a doubtful make when you have the game in your own hand. No matter what you lose by it occasionally, the safe game will win in the end.

Never make it a spade, when you have nothing up on the score, unless you have at least nine of them to four or five honors and nothing in the red suits. In hands like this, which are all spades, or in hands

which are absolutely worthless in all suits, a spade is often a good original make, simply as a matter of safety, and especially if you want to protect yourself when you are advanced in the score. With the first game in and nothing scored on the second game, for instance, it would be judicious to make it a spade originally with the following cards: —

♡ 8 7 4 ♣ 6 5 3 ♢ 5 3 2 ♠ J 10 9 4

The result of the make and the play that followed was published in the *New York Sun*, March 25, 1900. The dealer lost three by cards and simple honors, although dummy had three aces. Had he passed it, dummy would have made it no-trump and lost ninety-six points.

With a great Spade hand, especially with five honors, it is doubtful if the make should be passed, unless you are behind in the score. The score for five honors in one hand, together with the probable trick points, will probably be above the average value of a deal. When you have a game in, you should run no risk of losing your advantage, especially if the adversaries are little or nothing up on the second game. If you pass the make, and your partner has not a phenomenal hand, you will probably lose two or three by cards and will be lucky if they do not go over and win the game. By making it spades, if your partner has anything at all, you may prevent the adversaries from getting more than one or two by cards, and if he has nothing they cannot possibly win the game, even if they go over and make a slam.

EXERCISES ON THE MAKES.

The importance of good makes is so great that one should not venture to cut into a bridge table without some little practice in selecting the trump. It is of no use to read rules in a book, if you are not put to the test to see if you understand them sufficiently to use them when you find yourself with the actual cards in your hand.

A very simple method of practicing the makes is to take a pack of cards, shuffle them thoroughly and give yourself thirteen, one at a time or all at once, it does not matter. Never mind about dealing out the other hands. Sort your cards and see if you can pick out the proper make, supposing the score to be love-all on the first game of the rubber.

Any time that you are in doubt, say about a heart make, turn to the paragraph that covers the number of hearts and honors which you hold, and see if the conditions which are there stated are those which are fulfilled in your hand.

After you have tried this with the first thirteen cards from the top of the pack, lay them aside and take the next thirteen, and so on, until you have made your selection from each of the four hands which the pack contains. Then shuffle them all together and try it again.

After you have satisfied yourself that you understand the rules for original makes with the score love-all, it will be time enough for you to practice the

variations demanded by the changed conditions of the score. The simplest way of getting an imaginary score to play to is to rule a slip of paper in two columns, headed respectively ***We*** and ***They,*** and to put down trick scores only, taking no notice of honors. The best way to get a trick score is with a pair of dice, making one cast of both dice for ***We,*** and then one for ***They,*** doubling the result in each case, so as to get even figures. Suppose that the figures are 22 for ***We*** and 8 for ***They.*** Still imagining this to be the first game of the rubber, go over some more hands and make your selections. Then try the same thing again, supposing it to be the second game and that you have won the first. Then suppose that you have lost the first game, and finally suppose that you have each won a game and that this is the rubber. You will find that casting dice to get a score to play to is much easier than putting down figures by guesswork, because it comes up in so many different ways that you would never think of.

Be sure you follow the advice already given, making your trump selection first, and then looking at the score to see how that affects it. This is the natural process, which is to begin with the score love-all and then to learn how to adapt yourself to its changes as they arise. Half an hour's practice once a day, with the text-book beside you for reference, will soon make you sufficiently familiar with the general principles of the make to give you that confidence at the bridge table which is one of the first requisites for success.

PASSED MAKES.

When the dealer finds nothing in his hand that will justify him in naming a trump at the score, he passes the make to his partner. It is a rule in some clubs, and should be the rule everywhere, that the dummy should not look at his cards until the dealer has either made a declaration or passed.

The great difference between original and passed makes is, that the dummy must be more conservative in the red suits, because of the declared weakness in the dealer's hand. When the dealer names a trump he may trust dummy for average strength in any suit, but on a passed make the dummy must regard the dealer's hand as probably stronger in black than in red.

Another difference between original and passed makes is, that in the original make you look at your cards first and then at the score; whereas in a passed make you look at the score first and your hand afterward. The condition of the score will often have as much to do with the dealer's passing the make as the condition of his hand. If you want two points only, and the dealer passes it to you, he evidently does not care what you make it; but if the adversaries want two only, and you need twenty or thirty, your partner is evidently passing in the hope that you have a game hand, because at such a score he would not make it anything but no trumps or hearts, unless he had five honors in diamonds.

On a passed make you must always remember that

any weakness in the hand will be immediately exposed, as the cards must be laid on the table. This is especially disadvantageous in a no-trumper, because you cannot hope that a risky make will go through on account of the failure of your adversaries to discover your weak spots, which is so often the salvation of a weak original make.

No-Trumpers. Four aces is always a no-trumper, regardless of the rest of the hand or the score. Three aces should be, unless you have a sure game hand with a declared trump. Dummy should never chance a no-trumper, even with three aces, if he probably has enough to win the game with a trump; and he should never declare a trump when it will take a no-trumper to win the game and he has three aces. Two aces and protection in a third suit is not a good no-trumper on a passed make unless the aces are both red, or one is red and the protection is in the other red suit. You should have several good cards in the third suit, or one of your ace suits solidly established, before you risk a no-trumper on two aces. One ace is a very bad no-trumper, unless the rest of the hand is exceptionally strong, because the score for aces is very likely against you, and almost certainly divided. A missing suit and thirty aces against you, and your partner holding a passed hand, is not promising for the odd trick.

One missing suit is not a bad no-trumper, provided the suit is black. If there is a great chance in the hand, and especially if a no-trumper is necessary at

the score, it may sometimes be risked with two missing suits, provided they are both black, but never with weakness in both red suits, because your partner is certainly weak in them also. Some players will always take a chance on a no-trumper when they are behind in the score if they have both the red suits surely stopped and anything big to play for in any suit. This is often a fair risk on the second game of the rubber when the adversaries have won the first, but it should never be taken when you are a game in and ahead on the second.

Heart Makes. The rules for original heart makes apply equally to passed makes, except that there should be greater strength in the outside suits, especially in diamonds, or more honors in hearts. Remember that even if you have five or six small hearts it is not a good make unless you are well protected in other suits. Suppose you have six hearts to a single honor, not the ace, and nothing in the plain suits. It would be absurd to make this a heart, because there are only three tricks in your hand, and you are practically asking your partner to take four tricks with a passed hand. Besides this, the honor score is almost certainly against you, as it is very improbable that your partner has passed the make with three honors in hearts, and much more likely that he has only one, or none at all.

Diamond Makes. This is not such a bad make on a passed hand if you have the honors, because the dealer will often pass on a hand containing five small

diamonds. Dummy should never make it a diamond with less than five trumps to two honors, at least queen high, and some outside strength to support it, say two probable tricks. With only one probable trick outside he should not make it a diamond without both ace and king, or K Q J, or six or seven trumps. When the outside strength is in hearts it is better than when it is in a black suit.

Club Makes. When dummy cannot make it no trump or red, it usually comes down to a question of clubs or spades, with the benefit of the doubt always to be given to the spade suit. Honors are the only things that should decide in favor of the club, cards being equal. Five clubs to two honors, or four of them to three honors, is a better make than an equal number of spades with less honors, especially if one of the club honors is the ace.

When it is a close choice between the two suits, clubs should be selected only when they may win the game and spades will not, and when the dummy is prepared to have the adversaries go over. Remember that a go-over in clubs makes each trick worth as much as in hearts, and if there is any danger that a go-over and the odd trick will give the adversaries the game, it is better not to risk the club. If you declare spades, it is more than likely that you will be allowed to score the odd without playing the hand.

Spade Makes are a sort of last resort, when there is nothing else in the hand, or when you know that you are sure to lose several tricks in anything and it is

cheaper to have them lost in spades. When you are ahead in the score, especially if you have won the first game and are playing the second, you should always choose a spade in preference to any doubtful or risky declaration which might make a bigger score. But when you are behind, and especially if it is likely that the adversaries will win the game on the next deal, you can take long chances. As an example of how much the score may influence the make on a passed hand, take the following cards :—

♡ K J 3. ♣ A 10 8. ♢ Q J 2. ♠ J 7 4 2.

With the score in your favor on the second game, you having won the first, this is a spade hand. With the score against you on the rubber game, say 26 to 0, it is a no-trumper.

Singletons are a great element of strength in dummy's hand, especially if they are black, because the dealer is very likely to have the ace of a black suit, and the rest of it can be ruffed off. Two short suits in dummy's hand are very strong, because he can make his trumps by ruffing if it turns out to be disadvantageous to lead them.

The chief things for dummy to remember are, that if he trusts the dealer for anything it should be for strength in black, or for small cards in diamonds, and that if he is ahead in the score he should be conservative. It is also well to remember that if you are behind and want to take a shot, it is better to take it on a no-trumper than in a red suit.

GOING OVER.

THERE are two reasons for going over: the cards in the hand and the condition of the score. In America, there is an additional reason for a go-over by the leader's partner, which is, to get a certain suit led.

It is better for the leader to go over original makes than passed makes, because the strong hand is on his right and he will be able to see what he has to beat in dummy's hand. It is better for the pone to go over passed makes, because his partner will be able to come through the strength in dummy's hand after the cards are exposed.

The Score is the most important thing in going over, especially in no-trumpers and spades. If the adversaries will go out with the odd trick at no trump, and the eldest hand has six sure tricks in his hand, but no more possible, he should go over, because if his partner cannot win a trick the game is gone, but if he can, they not only save the game but advance their score very considerably, even if the twenty-four points is not enough to put them out.

A player should always go over when he has any chance for the odd trick and the go-over will not make any difference to the adversaries. For instance: "They" are 24 to your 6, and make it a diamond.

The odd trick wins the game for them, whether it is worth 6 or 12; but if you win the odd you not only save it, but get 12 points to your credit instead of 6 only; and if you can get two by cards you win the game on the hand.

On the contrary, if any increase in the value of the tricks is likely to be of more advantage to them than to you, you should never go over, except on a certainty. Suppose you are 26 to their 16 and they make it a spade. It would be folly to go over, unless you were certain of the odd trick, because they would immediately go back, whether they had anything or not, as the odd settles the game, but if they can get two by cards you will have given them the game when you had all the best of the position, it being your next deal with only four to go.

No-trumpers. There is quite a difference in the hand on which a no-trumper may be gone over by the leader, and one on which the pone might go over, because the one knows just what to lead, while the other has to depend on his partner's ability as a guesser, unless the American convention of always leading a heart is adopted, so as to keep the eldest hand from feeling for his partner's suit.

When the Eldest Hand goes over, he does so on his own hand and with the knowledge that he will have the lead and can run down any suit he may hold. He should not go over unless he has six certain tricks, with the possibility of seven or eight, but not nine, because if it is a question of one card

whether he makes six or nine, the nine will win the game without risking the expense of a go-over. With a solid suit in hand, good for seven sure tricks, go over, of course. With a suit of seven cards headed by three honors and a reëntry ace, or king and queen, in another suit, he may go over; but it is risky unless the long suit can be cleared in one round. Even then he may not get in again until the odd is lost. Five sure tricks, if in different suits, is a good go-over hand, especially if these are tenace suits and the make is original. One very long but unestablished suit and no reëntry is a very poor go-over hand.

When the Pone goes over a no-trumper, it is conventional in America that the eldest hand shall lead him a heart, and the pone knows, therefore, that a heart will be the opening lead, if his partner has one. This is done in order to prevent the gamble that the eldest hand will hit the suit the pone wants led. In England, and in some parts of America, it is the custom for the eldest hand to lead his weakest suit when the pone goes over a no-trumper; but, unfortunately, he does not always hold a suit which is decidedly weaker than any other, and may have to guess between two suits, both of which may be wrong. Experience has shown that it is better to have an established conventional lead for the eldest hand under such circumstances, which is quite as fair for one side as the other, for while it allows the pone to dictate what the opening lead shall be, it is

not certain that the leader has a heart, and it also gives the dealer a chance to go back if he sees that he can still make the odd, in spite of a heart lead.

This convention prevents the pone from going over when he does not want a heart led, or when such a lead would be disadvantageous to him, but this is compensated for by giving him a slight advantage when hearts is his suit, and he wants it started before he loses his reëntries.

No matter how strong the pone may be in one or two other suits, he should never risk a go-over unless he has a probable trick in hearts, as his partner will certainly lead his best heart to him, and it may clear up the whole suit in the dealer's hand. It must also be remembered that the more hearts the pone holds the greater the probability that the eldest hand has none to lead.

The eldest hand has the advantage in going over original no-trump makes, because the strength is on his right. The pone has the same advantage in going over passed makes if he is well protected in all suits and has no objection to an original lead of a heart.

Either the eldest hand or the pone may go over more freely when they see that the no-trumper is a passed make to the score, and is evidently a gamble to win or lose the game on the hand. It is very dangerous to go over a no-trumper when the adversaries have the best of the score, unless you have a certainty of the odd.

Going Over Trump Declarations. When a red trump is declared, a player should have at least six sure tricks in his hand and trust his partner for one only, when he goes over. In counting the possible tricks in trumps, the position of the declaring hand must not be overlooked. Five trumps to the A Q 10 in the eldest hand, against an original make, are worth twice as much as the same trumps in the hand of the pone, because they must be led up to and not through. An original maker may usually be credited with five trumps at least, and in a passed make of a red suit, dummy must be considered to have five or six trumps, perhaps more. The score must always be closely watched in going over red suits, and the possibility of a redouble must be considered.

Going Over Spade Makes. Many persons are too ready to go over a spade, assuming that both the adversaries' hands are weak. They will go over a spade with cards on which they would never go over a heart or a diamond, if the suits were transposed. This assumption of weakness is only partly true, as it must be restricted to the red suits, and due consideration should be given to the score before going over a spade make on a hand which is very strong in red, because it will often happen that dummy has a number of trumps and the dealer has a long club suit, and between them they will make two or three by cards against very strong red hands. As a rule, a player should never go over a spade unless he is quite ready to have the adversaries go back, and he should

consider the probable result in the score if he is redoubled and loses the odd.

If the original make is a spade, and the score is decidedly in favor of the dealer, it is almost a certainty that he has the game in his hand, and it would only be adding to the value of that game to go over. The same is even more true of an original club make, and it is very unsafe to go over either unless you have almost a certainty of the odd trick.

The general principle of going over is, that if you are reasonably certain of the odd trick, you should go over in order to make it more valuable; but if you are not sure of the odd you should not go over unless it will give you a decided advantage in the score if you win, and will not hurt you if you are redoubled and lose the odd. When you go over, never forget the possibility of their going back.

GOING BACK.

When a declaration has been gone over by the adversaries, the maker of the trump has the first say about going back. As a rule, most players will be content to let it stop at one go-over when they find the strength massed against them, unless they have extraordinary cards. If the eldest hand goes over a no-trumper, the dealer can usually tell by a glance at his cards what suit will be opened, and can judge his chances of stopping it, or how many tricks will be made in it. When the declaration has been made on average

cards the maker should rest immediately, and that will give the dummy a chance to take up the challenge if he has a great suit, because he will know that the dealer must have made it with that suit missing.

When the pone goes over a no-trumper, if the dealer rests it is evident that he cannot stop the heart suit, but if the dummy has a sure trick in hearts he may go back, knowing that the hearts cannot be run down before the dealer's side gets into the lead. If the dummy has a good strong suit, of which his partner has probably the ace, and has the hearts stopped, even on the fourth or fifth round, he should certainly go back. Four hearts to the J 10 will stop the suit even if the pone has seven of them to the A K Q 9.

The principles that have already been explained in connection with going over, so as to get a possible advantage in the score if you can win the odd, apply with equal force to going back. Never forget that if the odd wins the game or rubber for them, it cannot hurt you to increase its value if you have any chance to win it, and its increased value will win the game for you. Many a rubber has been lost by careless going over, giving the adversaries a chance to go back, and so make the trick just valuable enough to win them the game. Look long and carefully at the score before you go back.

Some players seem to take a go-over as a personal affront and go back as a matter of pride, without stopping to think about their chances or the consequences of their rashness. This is very unjust to the partner,

who has not a word to say in self-defence, even when he knows you are making a fool of yourself and throwing away his money into the bargain. It is useless to go back more than enough to make the value of the odd trick sufficient to win the game, and the law now is that all doubling shall cease when the value of any trick reaches 100 points.

THE PLAY.

AGAINST TRUMP DECLARATIONS.

THE principles that govern the play, and the probabilities of success in getting the most out of certain combinations of cards, are very different in playing with a trump suit and without, and it will greatly simplify matters if the beginner will regard the two things as almost separate and distinct forms of the game. The rules which apply to playing against a trump make are often exceptions when there is no trump, the great difference being, that against a declared trump there is no prospect of making the small cards of a long suit, and the best one can hope for is not to carry home any aces. The adversaries, who have named the trump to suit their own hands, are the ones that will bring in the small cards in plain suits, if any are to be brought in. They have the strong hands, at least presumptively, and you have the weak ones, so they are on the attack and you are on the defensive, and the best you can do is to make what tricks you can before they get rid of all their losing cards.

Original Leads. The first lead is always made in the dark, dummy's cards not being yet exposed, and it should be governed by two general principles: Never

lead trumps, unless you hold tenaces or guarded kings in all the plain suits, and always lead a card which will keep the lead until you get a look at dummy's hand, if you can.

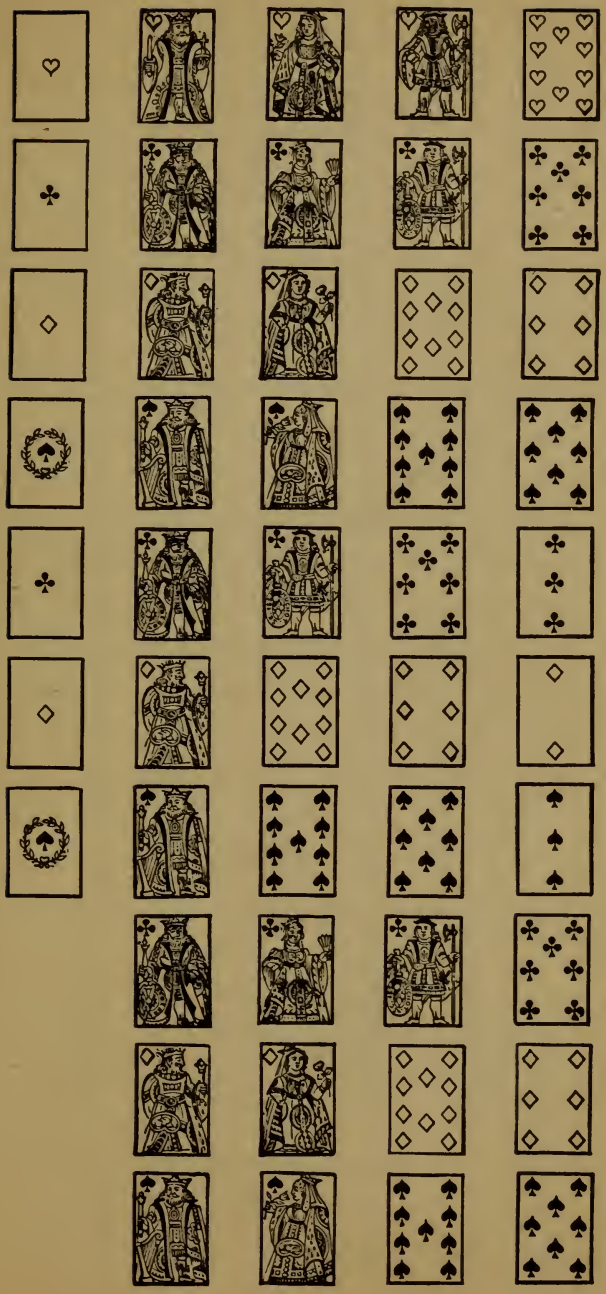
Disregarding the original trump lead, which is so exceptional that it need not be discussed here, the student should apply himself to learning the original or opening leads against a trump declaration. The high card leads from strength are the ace, king, queen, and ten, the jack being always the top of nothing.

KING LEADS.

In any suit in which you hold the king and it is accompanied by the next card in value, either above or below, that is, K A, K Q, or A K Q, you should always lead the king, regardless of the number of cards in the suit or of what you hold in other suits. With two suits, both of which contain a king lead, always select the suit with the ace in it, because that will retain the lead, if it is not trumped on the first round.

This rule covers all the combinations of high cards which are shown on the opposite page, from all of which the king should be led, no matter how many cards there are in the suit. The face value of the small cards which are shown is indifferent. Anything below a ten is simply a small card.

Failing any such strong combinations as these, you should look for suits which have two or more high cards, such as those on page 67.



THE ACE LEADS.

Any suit in which you hold the ace, but not the king, should be avoided if possible, because an ace is a very valuable card to have after you have seen dummy's hand, and may be very useful in keeping either the dealer or the dummy out of the lead at a critical point, and will often stop a dangerous suit after the trumps are gone.

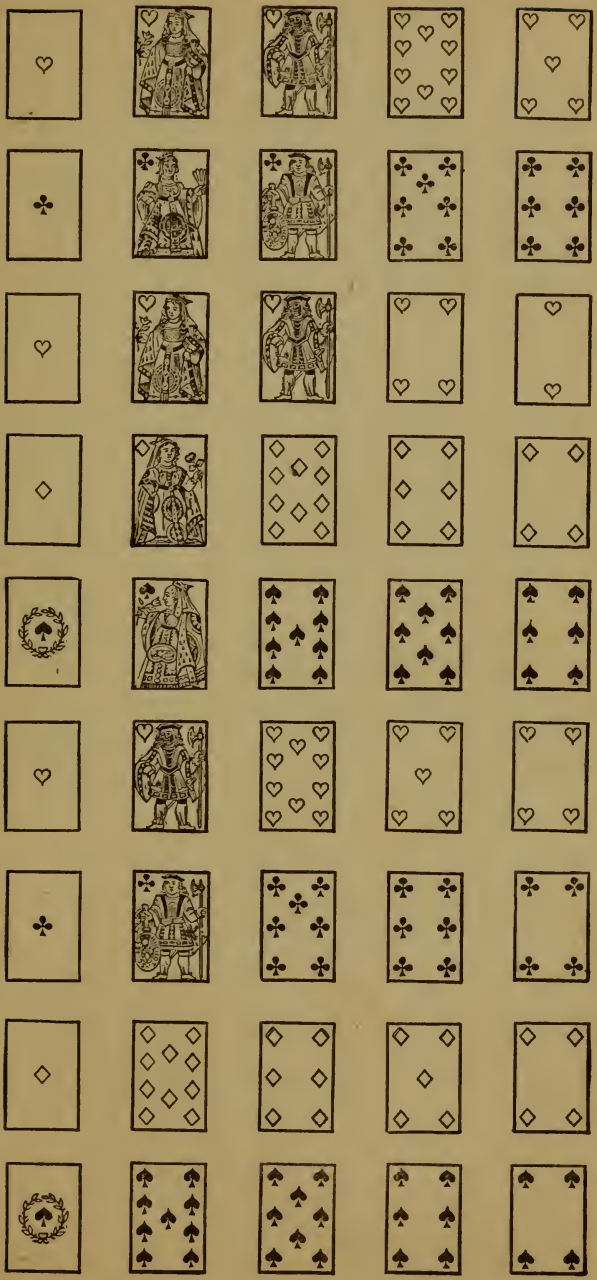
But if you do lead a suit which is headed by the ace, ***always lead the ace,*** no matter what else the suit contains, so that it does not contain the king. This is one of the most important rules at bridge and you will save no end of aces if you follow it faithfully.

The ace should be led from any of the combinations of high cards shown on the opposite page, regardless of the number or value of the small cards in the suit.

THE TEN LEAD.

The ten is led from only one combination of cards : —

Some players lead the jack from this combination, but it is not a good lead, as the jack is a better supporting card than the ten to lead from weak suits.

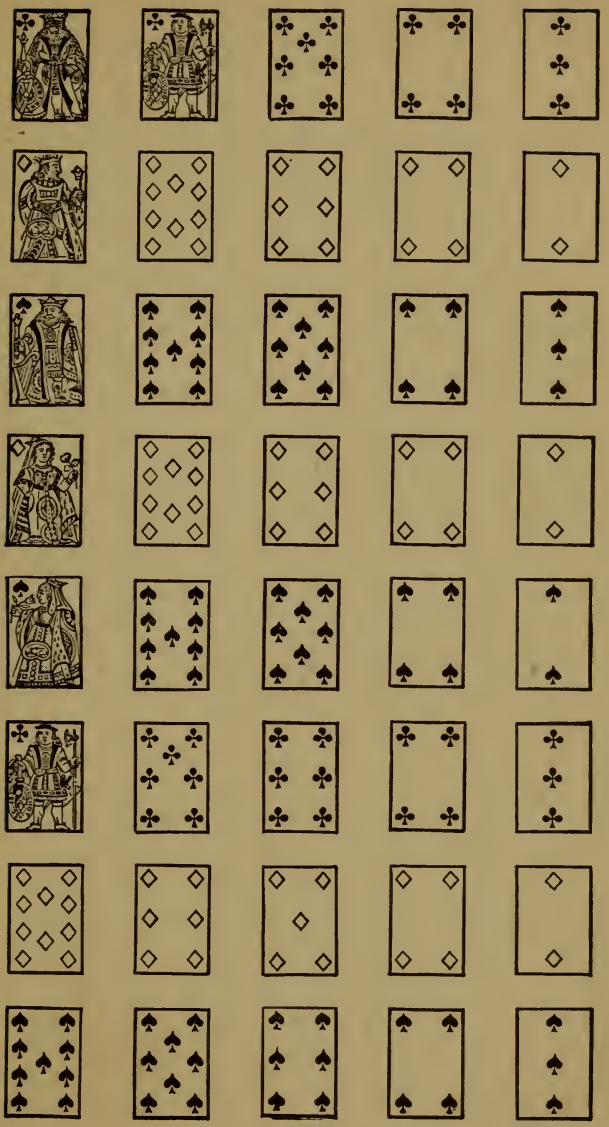


QUEEN LEADS.

These may be easily remembered by observing that there is no higher card in the hand than the queen, and that it is always accompanied by the jack. The queen may also be led from suits of three cards only, if it is accompanied by the jack, even without the ten or nine.

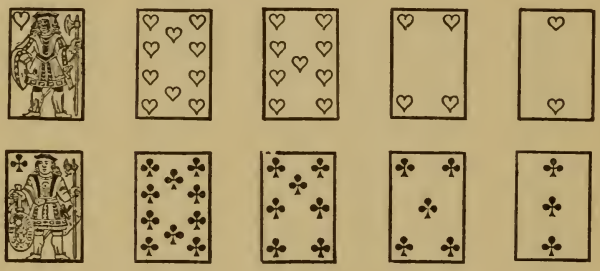
SMALL CARD LEADS.

If you hold no combination of high cards from which you would lead a high card under any of the foregoing rules, you must lead a small card, and if you have four or more in the suit, you should always lead the fourth-best, counting from the top. From any of the combinations shown on the opposite page, the fourth-best card should be led, because if they are examined it will be found that no one of them contains a combination from which it would be right to lead a king, queen, jack, or ten. In each of the combinations shown the four is the fourth-best card. If there were only four cards in the suit the lowest would of course be the fourth-best and the proper lead.



THE JACK LEADS.

The jack is never led except as a supporting card from the top of a short suit or from a long suit headed by the J 10 9 or the J 10 :—

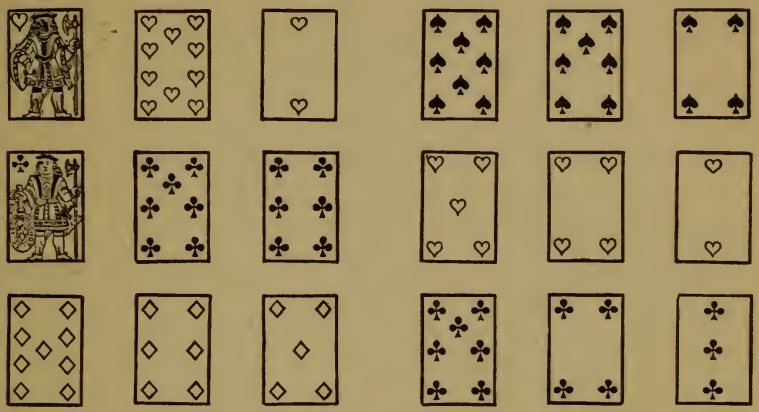


There is no chance that the jack will win a trick, but it is sometimes useful in giving the third hand a finesse against the dummy.

SHORT-SUIT LEADS.

If the suit selected for the opening contains less than four cards and is headed by either the king or queen, but not both, it is a very bad suit to open and it would be much better to lead some short suit headed by nothing higher than a jack. If you must open three-card suits headed by the ace, lead the ace always, but if you open with three cards to a single honor, such as the king or queen, lead the small card. If the short suit contains nothing so high as a queen, lead the top of it.

From all such suits as the following, for instance, the highest card of the three should be led: —



Never lead a ten from the top of a weak suit, because that will confuse it with the K J 10 lead. If you must open a three-card suit, ten high, lead the intermediate card, such as the nine or seven from the following: —

Your partner will know from the cards he holds and from those he sees in dummy's hand that the interior card cannot be a fourth-best, and that the suit must be very weak in your hand.

All the foregoing leads are used only when playing against a declared trump suit, it being assumed that the make is from strength and that no one goes over.

What should be led against no-trumpers, or when the make is gone over, will be taken up further on.

EXERCISES IN THE LEADS.

For practice in learning the leads, the student should take a pack of cards and give himself hands of thirteen at a time, sorting them and picking out the proper suit and card to lead against either a heart or diamond declaration by the player on his right. It is useless to read over these rules under the impression that you will remember them when you sit down to the table for actual play, because you will not. You must have the practice with the cards themselves in hand, so that the eye may become so accustomed to the various combinations that it will guide the fingers to the correct card to lead the moment the hand is sorted.

LEADING TO PASSED HANDS.

When playing against a passed make, if there is any choice in your opening, and you have no suit headed by both ace and king, or by three honors in sequence to the king, it is better to avoid leading black suits up to the dealer, as he is probably strong in them. You should be especially careful not to lead a black suit headed by the ace, or the major tenace, ace and queen, as such cards may be very useful in stopping the dealer's suit after dummy has exhausted the

trumps. As a rule, when you have any choice in the matter, it is best to lead a red suit up to a passed make, and to hold on to your black aces until you have seen dummy's cards.

LEADING AFTER A GO-OVER.

If you have gone over the trump declaration yourself, you should certainly know what to do with your cards When your partner has gone over a trump declaration, it is not wise to lead him the trump immediately. If you have an ace in your hand, or an ace-king suit, play it first, and take a look at dummy's cards. This is especially true if your partner has gone over a passed make, because when you have seen what dummy made it on, you will be better able to judge of the advisability of leading through it. If your partner has gone over an original make, it is very bad play to lead the trump, because you are going through him up to the hand which has declared its strength against him in the trump suit.

When your partner goes over a passed make in spades, you should lead him the best trump you have, if you are strong in plain suits, but if you have fair trump strength yourself, it is probable that he has gone over on the plain suits, and it may be better to take a look at dummy before leading trumps. If you have no ace suit, you may often lead a short suit to advantage, hoping it will strike your partner's hand, and either secure you discards

or enable you to get in some of your small trumps.

SECOND ROUND OF THE SUIT.

If the first card led wins the trick you should follow with the best card of the suit, if you hold it. If you have several cards, equally the best, such as A Q after leading the K, you should play the card which will tell your partner the exact combination from which you first led. For instance: ***You have led the king,*** and you may have the ace or it may be held up against you by the dealer. If your partner has not the ace he will credit you with it. If you have not the ace you must credit him with it. Your king winning, in order to show which combination you have led from, you always follow the king with a different card for a different combination. The rule in leading from three or more honors is to follow with the lowest that will win the trick. In the combinations shown on the opposite page, the king is the card first led in every case, and it is indicated by placing one dot over it. The card with two dots over it is the next one to be led or played if the king wins.

In the first combination, by following the king with the ten, you tell your partner that the ten is as good as the ace. By following the king with the jack, you say the jack is as good as the ace, but you deny the ten. By following with the queen you deny the jack, and by following with the ace you deny the queen.

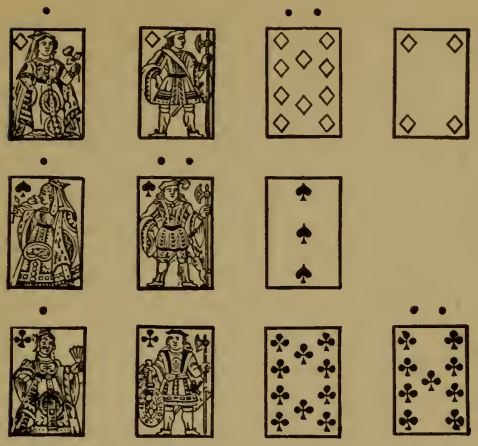
SECOND ROUND.

One dot indicates the first lead; two dots, the second lead, if the king wins the first trick.

Be careful never to follow the king with a small card when you hold K Q J, because the dealer will frequently hold up the ace on the first round, especially if he has A 10.

On the second round of a suit from which ***you have led the ace,*** always follow with the fourth-best if you continue the suit, unless you hold both Q and J, in which case you follow with the queen if the suit is short; the jack if it is longer than four cards; and the ten if you have four honors:—

On the second round of a suit from which ***you have led the queen,*** always follow with the ten, to show that you still have the jack. If you follow the queen with the jack, it should deny the ten. If you hold Q J 10 9, you can follow the queen with the nine.



On the second round of a suit from which ***you have led the ten,*** follow with a small card if the ten forces the ace from the adversary, because your partner must have the queen if it is not in dummy's hand. If the ten forces the queen only, the adversaries must have the ace, so you follow with the king to clear your suit, if you have no better suit to lead.

Having led the top of a short suit, if you get in again and wish to continue it, always play it down, following with the second best if you had three originally, and always keeping the smallest card to the last. For instance: if you have led from 9 8 2, follow the nine with the eight, and your partner will miss the deuce and know you have another of the suit; but if you follow the nine with the deuce, it should be a certainty that you have no more. Whether you lead, follow suit or discard, follow the same rule, always keeping the smallest of three until the last. If you have led an interior card, such as the eight from 10 8 3,

play the ten next time, keeping the three, because if you play the three next it should mean that you had only two cards in the first place.

In any combination of cards in which you do not hold either the best or the second and third-best for the second round, you should ***lead your fourth-best.*** Be careful to watch the cards that fall on the first round, so that you may know when you hold the second and third-best, as it is very important to play one of them.

It may be objected that the exact information which is given by this system of leading will be of more advantage to the strong hands, who have made the trump, than to the partner. But the dealer can see twenty-six cards, and knows exactly what is against him, so that you add little or nothing to the information he already possesses, whereas the information to your partner may be of the utmost importance, as you will very soon discover when you come to the actual play. The dealer will do all in his power to deceive you both, and your only protection against his false cards is to be absolutely candid with each other.

THIRD HAND PLAY.

The pone should be thoroughly familiar with the leads, so as to be able to read his partner's hand. In order to get the necessary practice he should ask himself, every time a hand is opened, what his partner has led from, and he should give special attention to dis-

tinguishing weak leads from strong. If third hand holds A K 9, for instance, and an 8 is led, it must be the top of nothing, because if it were a fourth-best the leader must hold Q J 10, from which he would lead the queen, so at least two of those cards must be in the dealer's hand.

The Eleven Rule. Whenever the eldest hand leads a card smaller than a ten, if it is a fourth-best, and not the top of nothing, you can always tell how many cards of the suit, higher than the one led, are out against him, by deducting the spots on the card led from eleven. Suppose he leads a seven, there are four out against him higher than the seven. If you have any of them, say two, such as ace and ten, the adversaries have the other two. If the dummy has one, the dealer has the other; if dummy has neither, the dealer has both. A little practice at this will enable you to place cards with wonderful accuracy if your partner can be depended upon to lead correctly. Suppose you hold A 10 8 and your partner leads a 7, dummy having nothing higher. The dealer must have the queen. See if you can figure that out and why it must be so. If you cannot see it at first, lay out the cards.

High Cards Led. In following suit to high cards led, or when no attempt is made to win the trick, the third hand should always play the smallest card he has unless he holds two only, in which case he should play the higher card, unless it is an honor, so that when he drops the lower card his partner may know he has no more of the suit. The same system may be used when

you hold three cards and the third is one that will win the second or third round of the suit. For instance: You hold Q 6 2 and your partner leads a king. You play the 6, and when he goes on with the ace you drop the deuce. This shows him that you are either out of the suit and can ruff it, or have the queen and can take care of it. This 3-card echo is seldom used.

This is called the ***Down-and-out echo***, and was the system used in whist before the advent of the call for trumps. It is frequently of great use in exposing the false cards played by the dealer, who will, of course, do everything in his power to confuse his adversaries as to the location of the cards in their strong suit. It is not advisable to play this echo with two cards only when one of them is as good as the jack, unless you have the card next in value to it, above or below. The play can easily be distinguished from the echo with Q J x, because with that combination you would play the jack first, so when the jack falls the second round, your partner will know you have no more, just as well as if you had played down and out.

Some persons play the down-and-out echo on the adversaries' suits, to show that they can win the third round, either by trumping or with the best card. This is sometimes useful in enabling a player to keep up the command of a suit and let his partner trump. The danger is, that if you begin such an echo the dealer may draw all your trumps before you complete it, and your partner will be trusting you for a trick which you cannot win, if your echo meant to ruff the suit out.

The Trump Signal is never used in bridge, because if a player is strong enough to signal, he should have been strong enough to go over. An experienced bridge player can always tell when it would be advisable to lead a trump, the most obvious cases being; when the dealer does not lead them, because he wants to make his own and dummy's separately, and when it looks as if something might be gained by leading through the strong trump hand.

Low Cards Led. When your partner leads a small card you should do your best to win the trick. Never finesse against your partner. To finesse is to play a lower card than the best you hold, in the hope that it will win the trick and leave you with the best, such as finessing the queen when you hold A Q and others. If the card finessed against is in dummy's hand, it is not a finesse, but a sure trick; but if that card is not in dummy's hand, there is not the slightest use in finessing, because if your partner has the king it does not matter which card you play, but if the dealer has the king you are giving him a trick, throwing away your queen at the same time, and allowing him to get into the lead when you can keep him out of it. After you have made one or two of these finesses against your partner, and find that you never make your ace, you will learn better. With K J and others, follow the same principle, and never finesse the jack unless the queen is in dummy's hand.

If a small card is led, and dummy puts up the ace or king, you holding queen and others, you might

still play the down-and-out echo to show that you can take care of the third round.

RETURNING PARTNER'S SUITS.

If you get into the lead and return your partner's suit, lead back the higher of two only, no matter what they are, and the lowest of three, unless you have the best, or both second and third best, or some card which is better than any in dummy's hand. By paying close attention to the fall of the cards on the first trick you can very often give your partner a good finesse over the dealer. Suppose he has led the king and forced the ace. You get in and hold the ten, the jack not being in dummy's hand. If you lead the ten to your partner it will win the trick, or you will catch the dealer's jack. Whether or not you should return your partner's suit at all, or should lead your own, or lead up to the weak suits in dummy's hand, must be learned from experience. No text book can teach you such things as that.

DUMMY'S CARDS.

The play of the adversaries against a trump declaration must be greatly influenced by the strength or weakness of the dummy's hand. When the original leader holds the first trick he should study dummy's cards very carefully, in order to see what is probably going to happen. If he is thoroughly familiar with

the principles governing the make, he will often be able to form a very good judgment of what the dealer held when he made the trump. Nothing but long experience will tell a person whether to run for it or play a waiting game, and it is impossible for a text book to give more than a few suggestions.

If the dealer has made the trump and the dummy has a strong established suit, he will probably make every card of it if the dealer can get into the lead and exhaust the trumps. On this strong suit of dummy's, the dealer will then get rid of all his losing cards in your suits, and you will probably have to carry home an ace or king which you might have made. In order to prevent this, the adversaries should keep the lead as long as possible, which is equivalent to saying that they should make all the tricks they can before the dealer gets any discards. It is quite natural that the dealer should make every effort to throw you off, and he will often drop a jack or queen on a trick, fourth hand, just to make you think he has no more, hoping you will shift. Unless you are sure you have something better, don't mind such bluffs as this, but go right along with your winning cards. If he ruffs, you have forced the strong hand.

Killing Reëntries. If there is no established suit in dummy's hand there may be a long suit, which he can get established in one or two rounds. When such is the case, it should be the aim of the adversaries to get the dummy's reëntry cards out of his hand before this establishment can be accomplished.

Suppose the dealer makes it a heart, and dummy holds two small trumps, seven clubs to the queen jack, three spades to the ten, and the ace of diamonds. That ace should be taken out of his hand at the very first opportunity, because then the dealer must hold three clubs in his own hand in order to make the dummy's suit, unless he can drop the king and ace together on the first lead. When dummy has no reëntry cards, it is often good policy for the adversaries to lead dummy's suit before the trumps come out, so as to take out of the dealer's hand the only cards with which he can put dummy in. When you hold the ace and another of dummy's suit, leading two rounds immediately will often kill the whole suit. This is usually better than holding up the ace when the suit is led, because the dealer may ruff it and you will lose it.

Picking up Singletons in dummy's hand is very important when dummy is short in another suit, because he may get a discard of that one card and then ruff the suit out. For this reason, if either adversary has the ace of such a suit, it is customary to pick up the singleton at once.

Playing through Dummy. When dummy has no long or strong suit which his partner will probably try to bring in, it should be the object of the eldest hand to weaken dummy by playing through him. There is not time enough so to manage the cards as to bring in a whole suit against the dummy, as there is at no trump, and the most that one can hope for is

to pick up a clear trick by taking immediate advantage of a position. There are certain combinations of cards which it is useless to play through, because they are too strong, and to lead through them would either establish the suit against you at once, or would let dummy into the lead just long enough to give his partner some valuable discards. It is useless to lead through an A K Q suit, for instance, or K Q J, or K Q 10 9. When you do lead through such strength, it should be as an invitation to your partner to force you at the first opportunity.

Tenace and Fourchette. It is very bad play to lead a card over which dummy holds fourchette. A perfect fourchette is a combination of the cards immediately above and below the one led, such as K J over the Q, or Q 10 over the J. An imperfect fourchette is the combination of the card above the one led and the one next but one below, such as K 10 over a Q led, or Q 9 over a J led. The A Q fourchette is called the major tenace, and the K J is called the minor tenace. A Q 10 is a double major tenace. If you lead high cards through such combinations and your partner happens to have the higher card with which to win the trick, you have simply sacrificed both your honors to get one trick, whereas if you had kept still and let dummy lead the suit, you must make both of them.

It is not so bad to go through an imperfect fourchette when you have both the intermediate cards, as when you lead the Q from Q J through dummy's

K 10, because if partner has the ace you make two tricks in the suit, whether dummy covers the queen or not. You must be very careful never to lead false cards through dummy when your object is to give your partner the benefit of the position, or he may misunderstand your play and give up his advantage. If the king is in dummy's hand and you have Q J, or Q J 10, you must lead the queen, because if you lead the jack or ten, your partner will read the queen with the dealer, and will put on his ace, making dummy's king good. Do not forget that your partner will not finesse against you but will probably try to force you.

When you have nothing in the suit, it is often good play to lead through fourchettes, especially ten-aces, because your partner may have a trick in the suit, whereas if the suit is led to you, you are helpless. If such leads do nothing else, they warn your partner not to trust you for anything in the suit. The following are good combinations to lead through if you have nothing in the suit yourself.

It is useless to lead through such suits if you have the intermediate cards in your own hand, unless you do so with the deliberate intention of deceiving the dealer so as to coax him to go up with the best card, under the impression that your partner will win the trick if he does not. You may sometimes make a king good by leading a small card through the major tenace in this manner.

There are a number of combinations of high cards which should be led in a certain way according to the cards of the suit in dummy's hand, but these are not of much importance in trump declarations, and will be more fully discussed when we come to the play against dummy's cards in no-trumpers. The great thing is to go through dummy's strong suits and tenaces.

Leading up to Dummy. Exactly the reverse is true in leading to dummy, because you should always lead up to his weak suits, and never to his fourchettes and tenaces. If you are the pone, and get into the lead on the first or second trick, you should be able to form some judgment of the situation, and should be able to mark a good many cards which the dealer does or does not hold. Some very pretty perception problems come up in this way, and the player should always stop long enough to ask himself what he knows. Take the following as an illustration: You are the pone and the dealer makes it a heart. You hold the A J x; three small clubs; the A x x in diamonds, and the K Q x x in spades. Your

partner leads the club king, and dummy lays down five to the queen, the king and one small trump, K x x in diamonds and A x x in spades. Your partner shifts to the 8 of diamonds, and dummy plays small, your ace winning and the dealer following suit. Think this over, especially the make, the score being love-all.

While you should always lead up to weakness in dummy's hand, this weakness does not include the trump suit unless your partner has gone over, or unless it is evident that the dealer is avoiding a trump lead, so as to let the dummy ruff off some of your good cards. Weak suits are those in which dummy holds several small cards, as the ace, king, or queen, with no other honor. Singletons in dummy's hand are not weak suits, as he can ruff them off if his partner can win the first round. It is not so dangerous to lead up to aces and kings as some players imagine, but the leads to tenaces should be avoided at all costs, as the major tenace must kill anything your partner has, and the minor tenace will be promoted if your partner's ace is forced out.

You should avoid leading suits in which you hold tenace over the dummy, such as A Q over the K, or K J against dummy's A Q. You should also avoid suits in which you have the second and third best guarded against dummy; such as king when dummy holds ace and others, or queen when dummy has A K and others. You should never lead away from a queen or jack, with only one or two cards of the suit,

if your partner has not led it, because he cannot have both ace and king, and the best chance for a trick in such a suit is to keep still. If you have A K J over dummy's queen, you may lead the king and stop, so as to catch the queen if your partner can come through; but there is always the danger that the dealer may get a discard and your ace will never make. The score and the possible tricks in sight must decide such things. If you have the command of dummy's long suit, do not part with it unless you are compelled to, if you see that the dealer is trying to bring in that suit, especially after the trumps are gone.

A great many of the positions which are given further on for playing against dummy at no-trump will be found equally useful with a declared trump.

FORCING.

It is always well to force the strong hand, especially if you have the commanding trump and can stop his trump lead and force him again. But there are times when it is too late to force. It is very difficult to explain such positions to the beginner, but an example may make the principle clear. Suppose the dealer has made it a heart, and the dummy has A Q x, with an established suit. It is too late to force the strong hand, because he must have had at least five trumps when he made it, and he can well afford to take the force, exhaust the trumps, and discard all his losing cards on dummy's suit. Your only chance

is to lead the suit which the dealer cannot trump and of which the dummy has not the command.

When there is no established suit in dummy's hand and you have no evidence of one in the dealer's hand, you should force the one that made the trump, unless his partner has so many trumps that it cannot hurt him. Avoid forcing both adversaries, that is, allowing one to ruff and the other to discard, and also try to prevent a force which will give the adversaries a cross ruff.

It is often good play to force your partner when you are the pone and the dummy's trumps are weak, because he may be able to save a trump or two in this way which would otherwise be caught. Always force your partner when it is evident that he holds the second best trump unguarded.

DISCARDING.

The agony of the discard is one of the most maddening things at bridge. To have to sit and throw away card after card, without the slightest idea of what it would be best to keep, or what is coming next, while the dealer or the dummy runs off a long suit or takes out four rounds of trumps, is sometimes enough to make one wish for some private signal like the rotary discard, to tell him what his partner has got.

The best rule for the discard is to keep guard on the weak suits, especially two or three to a queen or

jack, even if you have to blank aces or let a whole strong suit go to do it. The dealer is not going to lead your strong suit after the trumps are out, but most likely the suit in which you have only one honor. Even three to the ten may stop a whole suit and save three or four tricks, and the number of tricks that are lost by unguarding queens and jacks will run up into the thousands in a year at any bridge club.

Discard Strength Always. This is the best discard for the beginner, in fact for the general run of players. We are speaking now of the play against a declared trump, remember, and even if the make is a protective one in spades, it is best to assume that the dealer and his partner have the strong trump hands, and as six or seven tricks will certainly fall to the trumps, there is little or no hope of making anything but the best cards in your long suit, so that you can well afford to throw the small ones away. The discard from strength has the additional advantage that it tells your partner at once what your best protected suit is. Some players insist that if the eldest hand has led one suit and the dealer leads the trumps, there are only two suits to hear from, and if the discard is made from weakness in one of them, the other must be the strong suit, and that it is not necessary to waste any of your strong suit in the discard, just to show it.

This sounds well, but it will not fit all cases. Suppose the dealer does not lead the trumps, but starts a suit, so as to get dummy in, and then dummy goes to

trumps and you have to discard. How are you going to show that the suit which the dealer led is your suit?

Even if your partner has gone over the make, you should still discard your strong suit. Your partner is strong in trumps, of course, but he must have a number of good cards, and must have gone over on his own hand, not on yours. You must not assume, because your partner goes over, that you are going to make a grand slam against the maker. Whether there is any go-over or not, your discard should give immediate information to your partner of the suit in which there is the most probability of your winning a trick. If you go over yourself, you are supposed to know what to discard, and your partner will not be likely to think that you are throwing away any possible tricks. If your partner goes over and he gets a discard, it is from weakness, of course, just as the maker of the trump would discard his weak suits.

The great point in favor of the discard from strength is, that it keeps guard on your weak suits. If you have no strong suit, keep guard on the suits in which you have possible stoppers, such as two or three to a queen or jack, or four to a ten. You should be very careful about telling the dealer too much about suits in which the dummy is likely to take a finesse. Suppose you hold the 9 and 8 only, dummy having A K 10 7 6. If you discard this suit, the dealer knows in a moment that the queen is on his left, if he does not hold it himself, because with three to the queen you

would keep that suit guarded against the combination in dummy's hand. You may sometimes use this as a device to deceive the dealer, as when you hold four to the queen, and discard your second best, as if you had nothing smaller. He may read your partner for the queen and take the finesse in dummy's hand, letting you in. Sometimes this is not as desirable as it looks, however, as it clears the suit, and it might be better to coax him to lead two rounds with his ace and king, after which you have the suit killed, unless dummy has a reëntry.

The Reverse Discard is used when you have to discard a weak suit, so as to keep guards in another weak suit. The object is to change the meaning of the ordinary discard. Suppose you have four clubs to the nine and three diamonds to the queen, hearts being trumps. You must keep the guards to the queen and let go the clubs, but in discarding them you throw away a higher first and then a lower, such as the six and then the four. The first discard says to your partner, "This is my strong suit," and a second discard from the same suit, if a higher card, would indicate that you were still protected in it; but if the second discard is a lower card than the first, it reverses the meaning of the first discard and says, "This suit is not my best, but I must let it go to keep something else." If the lowest card of a suit is discarded, such as the deuce, it must be from strength, but in using the reverse discard one should try to make it plain that it is not the lowest

card, selecting such cards as the 8 and 3 in preference to the 4 and 3 from such a suit as 9 8 4 3.

The reverse discard cannot be used by players who adopt the down-and-out echo to show no more of a suit, unless it is understood that such an echo shall not be used except in following suit.

THE DEALER'S PLAY.

WITH A DECLARED TRUMP SUIT.

As soon as the first card is led and the dummy's hand is laid on the table, the dealer should take a little time to look over his resources, and see what he has to hope for and what he has to fear. He should know how many tricks it will take to save or win the game, and he should keep constantly before him the fact that he needs just so many tricks. If he sees that the game is in danger, and that the hand is probably not going to turn out as well as he had hoped it would, his first care must be to save the game, if it is in danger. If the game is not in any immediate danger, or if saving it is almost a certainty, he may take all the chances he pleases in order to win it, if he thinks it is in the cards; but if that is not possible, he should play to get as many tricks as he can.

When the dealer can see tricks enough in the two hands to win the game, he should never take any shots in the hope of making a big score until he has made sure that he will still win the game, even if his shot fails. Nothing is so absurd as to see a player take a chance in the hope of making two tricks when one more wins the game and rubber, and that one is right in front of him if he will only take it.

Estimating Probable Tricks. After looking over both hands carefully, it should be an easy matter to see how many tricks are a certainty and how many others are either possible or probable. The ability to make a rapid estimate of the value of a hand is not common, but it can be acquired with practice, and the beginner should devote special attention to it, as this and attention to the score are the two most important things in the game.

The great thing is to make the problem as simple as possible, by eliminating the suits in which tricks are impossible, and confining the attention to those in which it is probable that something may be made. As an example of what is meant, take a pack of cards and sort out the following hand: —

♡ K Q 10 9 3 ♣ 6 4 2 ◇ A 5 ♠ Q 7 3

The score being 24 to nothing against you, you have made it a heart. The king of diamonds is led, and dummy lays down the following cards, which you should also sort out and place on the table opposite you, so that you may better understand the position: —

♡ A 4 2 ♣ Q 7 ◇ 10 6 2 ♠ A 10 9 6 3

After winning the first trick with the ace of diamonds, what chance have you to get the four by cards which is necessary to win the game? You are practically certain of two by cards, five tricks in trumps and two in spades, but how can you get two more? In diamonds there is nothing but the ruff, and a trick in clubs is out of the question if the adversaries play

well. You must make any extra tricks in the spade suit if at all, and although the king and jack are both against you, you must try to get four tricks in that suit, because if you cannot do so, you cannot win the game. How the spade suit should be managed so as to accomplish this will be better understood when you have read the chapter on playing certain combinations of cards in two hands, so as to get the best results.

Here is another example, a little more difficult than the foregoing, but well worth the student's attention, because it shows a form in which the problem very often presents itself. Sort out and give yourself the following cards: —

♢ A K Q 10 7 5 ♣ K 10 7 3 ♡ 10 ♠ K 5.

You are a game in and nothing on the second, and you make it a diamond, so it will take eleven tricks to win the game. The six of trumps is the opening lead, the probable reason for which has been given under the head of original leads. Dummy lays down the following hand, which you should sort out and lay on the table opposite you: —

♢ 8 4 3 2 ♣ 4 ♡ A 9 8 7 6 2 ♠ 8 6

You win the first trick with the queen over the jack, and return the trump, the original leader discarding the deuce of clubs. There are now nine tricks in sight for a certainty, eight in trumps and the ace of hearts. In order to get eleven tricks you must make both your kings, which is very improbable if

you think of the reason for the opening lead; or you must establish a trick in hearts and make one of your kings. Now, how should you play the hand so as to accomplish this?

Leading Trumps instead of Ruffing. A very important point to decide early in the hand is whether or not to lead trumps immediately upon getting in. There are a great many hands in which it is better to play one or two rounds in plain suits, especially if you have the advantage of position, as in leading to tenaces, but if you have a long suit which you have any hopes of establishing, and have any trumps to support it, it is almost invariably better to have a round or two of trumps first, so as to disarm the adversaries. Suppose spades are trumps and dummy holds five of them to the A K and six clubs to the jack. The dealer has only three clubs to the K 10 and two small trumps. With nine clubs between the two hands, it is better to have at least two rounds of trumps immediately upon getting in, than it is to start on the club suit, for fear that one adversary might have the command and the other might ruff it off.

Whenever possible, a player should try to ruff the hand that is weak in trumps before starting to lead trumps from the strong hand. In the foregoing example, if there were any way in which the two small spades in the dealer's hand could be made before leading trumps from dummy to save the club suit, that would be a still better play.

Second Hand Play from Dummy. The principles

governing the play of dummy's cards will be given fully in connection with no-trumpers, and as the situations which are there explained apply equally to the play with a declared trump it is needless to anticipate them here. Allowance must be made for the difference in the system of original leads, however, especially for the fact that a good player will never open a hand by leading away from an ace, so that it is always useless to put up the king second hand in the hope that it will hold the trick. When you are not opposed to good players, you may presume on their having led badly, of course; but do not attempt it against experts.

Advantage may often be taken of the information given by the original lead of a fourth-best, either to avoid wasting your strength by putting up needlessly high cards from dummy's hand, or to save your own good cards. Suppose a six is led, and dummy has the A 10 9 2, you holding the K 4 3. Of the cards out against the leader in that suit, you know by the eleven rule that you hold all but one. If you allow dummy to pass the 6, your king will be forced, even if the third hand has nothing higher than the 7 or 8. But if dummy covers with the 9 it will hold the trick if the leader has both Q and J, and he will never make a trick in the suit.

Trump Leads. When one has to lead trumps from a disadvantageous combination of cards, one should always play in such a manner as to coax the higher trumps, instead of attempting to force them.

For instance: You have six trumps to the king in dummy's hand, and queen and two small in your own. If you lead the queen from one hand or the king from the other, the ace is sure to kill it, no matter which adversary holds the ace; but if you lead a small trump, say from your own cards, and the ace is second hand, it will very probably go right up, so as to shut out the king and stop the trump lead, and you will make both your king and queen of trumps. If the ace does not go up, you can play your king third hand, and if it loses you are no worse off than if you had led the queen. It being an even chance that the ace is second hand and will go up, you will save both your king and queen of trumps, about half the time, simply by leading a small card. The same is true of such combinations as K Q J, when these cards are divided between the two hands. Do not lead out one of the high cards, under the mistaken notion that you must do so in order to force out the ace. Lead a small card, and perhaps the ace will go up of itself without any forcing. If it does not, it will be time enough to play one of your high cards third hand, so as to force the ace or to hold the trick.

Finessing. The dealer and the dummy have to do a good deal of finessing in order to take advantage of their knowledge of the position of the cards. As they have the strong trump hands, finessing is justifiable and expected, but they should be careful about making finesses which cannot win as much as they may lose. When it is a question of a single trick

either way, to win it or to lose it, it is useless to finesse unless the trick that may be gained is of some decided advantage, such as winning the game, or making some extra points on a game which is already won.

It is foolish to finesse against one card if that card will let a player in to make two tricks in another suit which were otherwise impossible, yet we see that done every day. If you do any finessing, do it against the player who cannot hurt you; who has none of his partner's suit to give him, or who must lead up to your tenaces, or something of that kind. We shall have more to say on this subject of finessing when we come to the no-trumpers.

Reëntries. When one hand is strong in trumps and the other hand has a long suit, the preservation of reëntry cards is often very important, and in looking over the possibilities of a hand at the start, you should be careful to note in which hand the reëntries must be preserved, if possible. When you have the choice of winning, or attempting to win, a trick in either hand, you should always decide in favor of winning it with the hand that does not want the reëntry. Suppose hearts are trumps, and dummy has six spades to the queen, you having A K alone. A diamond is led through your king and two small, the dummy holding queen and two small. Put on the king, because if it loses to the ace, your queen is good for reëntry in dummy's hand, whereas if you pass it, and the ace is on your right, dummy may

have to play the queen to win the trick and then his spade suit is dead.

Keeping a small trump in one hand, so as to be able to put the other hand in, is often a very necessary precaution when reëntry cards are needed. The adversaries will often be able to take out your reëntries in plain suits, but they are not so likely to do so in trumps. Suppose dummy holds A 8 4 2, and the dealer has the K Q 10 9 3. Nothing can be lost by playing the nine when the ace is led, keeping the three in case it should be necessary to put the lead in dummy's hand later on.

It will sometimes be necessary to let the adversaries win a trick in order to keep a reëntry until it is needed. Suppose you have the king of a suit in which the ace has been played, and dummy holds the jack and two small. The queen is led, and you want to keep the king until after you can get in and have another round of trumps. Pass the queen, and if the suit is continued, the jack wins, the round of trumps comes out, and your king is still good for reëntry.

Over-Trumping. Some players are in too great a hurry to over-trump. If an adversary ruffs, they immediately over-ruff, if they can, without stopping to think of the disadvantage of the lead or the advantage of being able to keep their trumps together and forcing the player who ruffs to open a new suit. A great many tricks are lost by over-trumping with one of the cards which would be major tenace if the trick was passed. Suppose you hold A 10 of trumps, and

the player on your right ruffs with the jack, the queen being played, but the king still to come. If you over-trump you must lose your ten, but if you let the jack make, your cards are major tenace and you must make both of them.

NO-TRUMPERS.

THE ADVERSARIES' PLAY.

The great difference between playing against a trump declaration and against a no-trumper is, that in the first case you are opposed to a decided superiority in trumps, which cuts short all the plain suits, and in the second case you are opposed to a decided superiority in plain suits, which cuts short all possibilities except in one suit. Almost every no-trumper has one weak spot in it, and if you can find it you may make quite a run on that suit; but against a declared trump the best you can hope for is to make all your good cards in several different suits.

In trump declarations, analysis shows that seven or eight tricks in every deal, on the average, fall to the trumps, leaving only five or six to be played for in plain suits, and if more than two tricks are taken in any one plain suit, it is usually the dealer that gets them.

In no-trumpers, there being no trumps to cut you short, your suits are as good as the dealer's, your success in making these suits depending on their strength or on your possibilities of reëntry, the reentry being usually the important thing.

When there is a trump suit, unless it is a spade,

the strength declared against you is trump strength. In a no-trumper, strength is also declared against you, but it is plain-suit strength. In either case, you must remember that the dealer's side is always the strong side and that you are on the defensive.

The conditions against you in a no-trumper usually are: the aces of two suits at least, probably three, and certainly three suits stopped, unless the make is a desperate one to the score. The advantage which the dealer has over you is, that if he has one good suit he is almost sure to get into the lead early and run it off. As he has control of the majority of the suits, it is very difficult to keep him out of the lead, except by playing all your winning cards immediately. This would be a very dangerous thing to do, however, because the suit in which you hold winning cards is probably the very one in which he is weak, and by giving up the command of it you probably leave him master of the situation in all four suits.

It is hardly necessary to say that if you have five or six sure tricks in any suit, you should go right ahead and make them, while you are in the lead, but such cases are too obvious to need any instruction. Failing such a suit as this, the advantage you have over the dealer is, that you have the opening lead and can get a suit started immediately, perhaps clearing it up on the first round. It may happen that this is one of the suits of which he has the ace, and that by forcing this ace out of his hand so early in the play you may cripple him very severely. If it does not weaken

his hand, he will part with his ace willingly, and go ahead with his suit; but if he is at all afraid of your suit he will probably hold up the ace of it for two or three rounds, at least until he thinks your partner has none to lead to you. When the dealer holds up an ace in this manner, it is a confession of weakness, and you may at once infer that either you or your partner hold a stopper in his best suit, and that he is afraid you will use that card to reënter your own suit with.

The advantage of the opening lead being the only one you have over the dealer, it is manifestly foolish to throw it away by leading a suit in which you can accomplish nothing, and for this reason a short or weak suit should seldom be led against a no-trump declaration. No matter how weak your suit is, lead the longest you have. Even if it contains only one honor, the number of small cards in it is in itself a protection, because it is unlikely that the dealer is also long in it.

Having started a suit, and perhaps cleared it, your great difficulty will be to get into the lead again, and your ability to do so will depend on your reëntries. These reëntries may be of two kinds; in the suit itself, or in another suit. The probability being against your having a long suit and reëntry in another suit when a no-trumper is declared against you, it becomes necessary to play your long suits in such a way as to preserve the reëntries in the suit itself. There is no rush to make your high cards in several suits

before the leader gets discards and then ruffs, and the great thing is to bring in the small cards, so as to make as much as you can out of one suit.

It is to be expected that the dealer will stop your suit, at least once. The other obstacle which must be overcome is the danger that your own partner will block it. In order that he may have no hesitation about getting out of your way, he should be able to depend on you absolutely for certain combinations or numbers of cards when you open a suit in a certain way. You must not expect a partner to give up winning cards for the purpose of unblocking, unless you can inspire him with such confidence in the accuracy of your play that he feels he runs no risk in his attempts to get out of your way.

These two considerations, the necessity for keeping reëntries yourself, and the importance of securing your partner's assistance in unblocking, require us to make some very material changes in the system of opening leads which you have learned for use in playing against a trump declaration. Those leads must be abandoned in favor of ones which will better secure the two great objects which we have in view in playing against a no-trumper.

NO-TRUMP LEADS.

Your first lead must be made in the dark, but the moment dummy's hand is on the table your partner should be able to form a fairly correct estimate of the

possibilities of your suit. The longer your suit is, the greater the danger that he will block it, and the more careful you must be to make it clear to him that he will lose nothing by getting out of your way. For this reason the leads from very long suits must be so arranged that they can be easily distinguished from those from shorter suits. The rules for the high-card leads are as follows: —

The Ace is never led without at least seven cards of the suit, except in two cases, which are when you hold either of the following combinations: —

and others,

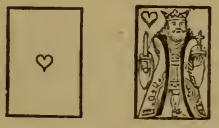
and others.

From the first of these lead the ace, and if the queen is not in dummy's hand, lead the king, inviting your partner to give up the queen if he has it. This he should do, whether he has smaller cards or not, so that you may know you are safe in going on. If the queen is in the dealer's hand and guarded, your play does not matter unless you switch suits, because your partner can neither assist nor hinder you.

From the second combination, lead the ace only when you have a reasonable chance of reëntry in another suit, otherwise lead the queen, so as to get the king out of your way on the first round if the ad-

versaries hold it. If your partner holds it, he will give it up when the ace follows the queen, because queen-ace is not led from any other combination of cards. The danger of leading the ace first is, that the two rounds may take out the only cards your partner has in the suit and he will then be unable to return it to you if he gets in. If you can get in yourself, this does not matter, but it is always better to have a suit in such shape that it can be brought in if either partner gets the lead. The importance of this will be better understood when we come to the dealer's reasons for finessing against you.

The King. From the following combination: —



six cards in suit,

if you have a possible reëntry card, begin with the king, otherwise lead the fourth-best. With only five in suit, begin with the small card, even if you have a reëntry in another suit. Many players are afraid to lead away from ace-king, but it will win in the long run, and will often kill a twice guarded queen in dummy's hand.

From the following combinations: —

at least seven in suit,

any number in suit,

lead the king; but with less than seven in suit the fourth-best should be led from all suits headed by king and queen, without either jack or ten.

With the following combinations: —

any number in suit,

any number in suit,

any number in suit,

lead the king and then follow with the lowest of the sequence, the jack from the first and second; the queen from the third. Then go on up, leading the next higher card on each round.

Queen. From the following combinations: —

any number in suit,

at least six in suit,

lead the queen. These are the only queen leads, except that already given of leading the queen from A Q J when there is no reëntry card.

The Ten. From the following combination : —

any number in suit,

lead the ten. This is the only combination from which a ten is led against a no-trumper.

The Fourth-best. From the following combinations : —

less than seven in suit,

less than seven in suit,

less than seven in suit,

less than seven in suit,

always lead the fourth-best.

Weak Leads. When you open a suit which is not headed by any of the foregoing high-card combinations, lead the fourth-best always. But when a suit is so weak that you cannot reasonably expect to take any tricks in it, you should lead some card which will

warn your partner of your weakness. The common practice in such cases is to lead the second-best card if it is not higher than an eight. As soon as your partner sees dummy's cards he can usually tell that your lead is an intermediate and not a legitimate fourth-best. From suits headed by the jack or ten such leads are useful, because the fourth-best would indicate a strength which you do not possess, and the top of the suit would conflict with the leads from high cards. It is only when the suit is short, such as four cards only, that such interior leads should be used. When you have five or more, lead the fourth-best as usual.

LEADING TO PASSED MAKES.

When you are playing against a no-trumper which has been made by the dummy, it is called a passed make. As you must lead before you see dummy's cards, this will make no difference in your openings and you should begin with your longest suit. The chief difference in leading to passed makes is, that your reëntry cards are not as probable against a passed make as against an original make, unless they are aces. When the make is a passed one, the strength is on your left, and your guarded kings will probably be led through and more than likely finessed against and killed. When the make is original, a guarded king is very likely a stopper in the dealer's suit, and a very good reëntry card.

LEADING TO GO-OVER NO-TRUMPERS.

If you go over a no-trumper yourself, you should certainly know what to do with your own cards. If it is your partner that goes over, it is a conventionality of the game that you should lead the best heart you have in your hand, regardless of number. Even if you have a good suit of your own, you should begin with the hearts, because if you lead another suit first, your partner will take it that you have no hearts, and he will probably discard a number from his own hand, in order to protect himself in some other suit. It will be time enough for you to get in your suit when your partner has done with the hearts.

In England, and in some parts of America, when the pone goes over, the eldest hand is supposed to guess at his partner's suit, and is usually guided by the one in which he is weakest himself. This is a pure gamble and misses much oftener than it hits. The system also encourages the pone to go over on one suit, on the chance that his partner will hit it. If he does, all is well, but if he does not, and the odds are against it, the tricks cost just twice as much as they should have done.

It has been found much more satisfactory to establish a conventional lead against a no-trumper when the pone goes over. This may seem to be an advantage for the pone, because he is able to demand that a certain suit shall be led, but it is also an advantage to the dealer, because the pone cannot go over unless

an original heart lead will suit his hand, and it is also something for the dealer to know what suit will be led, in case he has any hesitation about going back. It is a disadvantage to the pone in one way, because he cannot go over when he really has a go-over hand but is weak in hearts. For beginners, and for the majority of experts, the conventional heart lead is, in my opinion, the best for a no-trumper, gone over by the pone.

THIRD HAND PLAY.

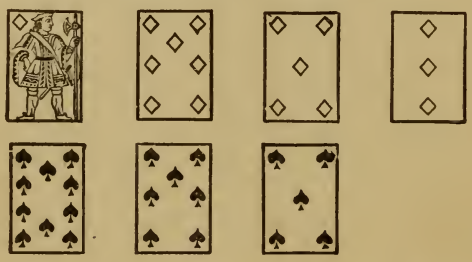
AGAINST NO-TRUMPERS.

The ability and willingness of the third hand to support his partner will depend on his knowledge of the manner in which the various combinations of cards are led from, and his confidence that his partner will not lead him into sacrificing good cards under the mistaken impression that he is unblocking. Nothing is so discouraging as playing with a cowardly partner, who is afraid to follow the regulation leads and therefore will not open with a small card from a suit headed by the ace and king. You cannot compel a player to lead correctly, however, so you must make allowances for ignorance and peculiarities and take no chances in giving up winning cards to unblock, unless you are sure you are not going to lose by it.

When Ace is led, always keep your smallest card, if you have more than two of the suit, no matter what they are. If you have two only, and one is the king, give up the king on the first round, even if dummy has none of the suit. If dummy has the queen guarded, you must keep the king, so as to save that trick, but otherwise it is very important to get out of your partner's way when he begins with the ace of a

suit. When you have three such cards as K Q x, Q J x, or J 10 x, remember to give up the second best card on the first round, keeping the smallest, so as to unblock.

Echoes on High Cards Led. Upon any high card led, always keep the lowest of four cards, so as to unblock. Follow suit with the second-best on the first round and drop to the next lower on the second round. This is to enable the leader to count the suit, because if the second card played is lower than the first, two cards remain; if it is higher, only one remains; if the first card played was smaller than the second played, none remain. This system would require the seven and five to be played from the first of these combinations; the seven and ten from the second, on any high card led or when unable to win the first round of the suit, dummy playing a higher card.



This is called the Foster echo, and it is never used except when third hand makes no attempt to win the trick. With more than four in suit whether you or the leader should get in with the tail end of the suit will depend on which of you should have the lead, so as to go through other suits to advantage.

Some players do not echo unless they can win the third round of the suit; that is, unless they hold the queen, or have the jack and see that the queen must fall. Even then, it is better to give up the winning card to unblock, than to show it and hold it up.

The advantage of showing number in a suit by the echo is, that it enables the leader to see how the suit is distributed and to judge whether or not he should go on. Some players confine the echo to four cards of the suit only, while others prefer to echo with either three or four.

When Small Cards are Led, and the third hand holds honors in the suit, it is usual to echo by winning with the ace and returning the king, or winning with the king and returning the queen, when you have four exactly. If you have less than four, and win the first trick with an honor, return the higher of two remaining, or the lowest of three, unless one of your three is better than any that dummy holds, in which case lead back the card that dummy cannot win, so as to give your partner a possible finesse over the dealer.

Never Finesse Against Your Partner. This is one of the most important rules in the game. When he leads a small card and you hold ace and queen, never finesse the queen; if you hold king and jack, never finesse the jack. If dummy has the intermediate card, it is not a finesse, as your cards are equal. There are exceptional cases in which you may hold up the best card of a suit or finesse against the dealer,

so as to keep the command of dummy's reëntry cards, but such things must be learned from practice.

When Intermediate Cards are Led, your play will depend on the situation, and the cards exposed in dummy's hand. If your partner leads the ten and you have the ace, put it on if dummy has not the queen, and return any card you have that will beat dummy. The eight or nine would be a great card under such circumstances. If the queen is led, and you have the ace and two small, pass the queen and allow the king to make, so as to clear the suit, if you have a reëntry in another suit; if not, put on the ace, on the chance of catching the king alone in the dealer's hand, and return the suit at once, so as to clear it. If the king is in dummy's hand, you will, of course, keep your ace as long as dummy keeps the king, if you can. If you hold both ace and king and the queen is led, win the queen when you have only one small card; pass it if you have two. The only exception to giving up the king when you have A K x is when the ten is three times guarded in dummy's hand, because it is then obvious that the dealer has none of the suit, and three tricks are all you can make in it, unless partner holds a reëntry.

When Partner Leads a King, give up the ace if you have only one smaller card, otherwise hold it. If the king is led and the jack is twice guarded in dummy's hand, you must keep the ace until the jack falls. If the jack is not in dummy's hand, your partner must have seven cards of the suit, headed by king and

queen, or he must have K Q 10 and perhaps fewer cards. In the first case he should be able to catch the jack, and in the second case he has the finesse of the ten against the dealer.

Opening New Suits. It will often happen that your partner will open a suit in which you see that he is not very strong, and you have a suit which you think stands a better chance. Under such circumstances it is quite justifiable for you to abandon his suit and play your own. Take the following example: The score being 24–0 against him, the dealer has made it no trump. Eldest hand leads the four of spades and the dummy lays down: —

♡ 9 7 6 ♣ J 10 7 5 ◇ 8 ♠ K 8 6 5 2.

The pone holds the following cards: —

♡ J 10 ♣ A 3 2 ◇ J 10 9 6 4 3 ♠ A 7.

Dummy plays small and the ace drops the queen from the dealer. It is useless to pursue the spades, because even if the king is forced out, the eight stops the suit, so the pone should start his diamonds, going up to dummy's weakness in that suit. By beginning with one of the sequence, so as to cover the eight in dummy's hand, the suit may be cleared or established, unless the dealer has A K Q of it.

Killing Reëntries. It is bad policy for the pone to open a new suit if it is one in which he holds the command over dummy, or if it contains a stopper in dummy's long suit. As long as that card is held, it

may be useful to kill dummy's reëntry if the suit is short, or to stop the suit entirely, if it is long, in dummy's hand.

The Eleven Rule Finesse. When your partner leads a fourth-best card and you know by the eleven rule that there is only one card out against him, higher than the one led, it is often advisable to take the finesse against that card if a successful finesse will kill a commanding card in dummy's hand. Take the following example: Eldest hand leads the 4; dummy lays down Q 9 7 and you hold K 10 8. Dummy plays the 7. There is only one card in the dealer's hand which is higher than the 4. If that card is the ace, your 8 will force it, and your K 10 will kill the Q. If the J is the card in the dealer's hand, you lose nothing by passing and have everything to gain, because your partner's ace and your king will make the whole suit, killing the twice-guarded queen. If the dealer's card is not an honor, you make every trick in the suit by the finesse, because the return of the king, followed by the ten, gives your partner a clear field.

Holding Up Aces. Both the pone and the eldest hand should be slow to part with the ace of a suit in which the dealer and dummy appear to be long, at least until one or the other is exhausted, because it is easier for them to make the tail end of a suit when both have some cards of it, than when only one of them holds it.

Discards. The usual theory of discarding against

a no-trumper is, that as there are no trumps to stop your good suits, you may as well keep them and discard from your weak ones; whereas when there is a trump, you have little or no chance to make the small cards of your strong suits, so you discard them, at the same time letting your partner know just what to lead if he gets in before you do.

The great objection to discarding from weak suits when playing against a no-trumper is, that the suit from which you discard may be the very one in which the dealer is trying to force discards, and that by letting go even one card of it, you may make it possible for him to bring in the whole suit. Many a rubber has been saved by keeping three cards to the jack or ten.

For the beginner especially, the best rule is to discard always from the strong suit. One suit having been shown by the partner and one led by the dealer, it looks reasonable to say that a discard from either of the other two will show strength in the one which is not discarded. But showing strength is not the important thing, it is keeping guard on the dealer's suits. Against a trump declaration, you discard from strength because the strength in trumps is declared against you. Why should you not also discard from strength when the strength in plain suits is declared against you, as it always is in a no-trumper? The times in which you will lose through having discarded one or two cards of your long suit are nothing compared to the tricks you will save by keeping guards on your weak suits.

DUMMY'S CARDS.

THE ADVERSARIES' PLAY.

THERE are a great many cases in which the third hand must depart from the usual rules of play on account of certain combinations of cards which he sees exposed in the dummy's hand. These are too varied to be fully described in a work of this kind, and such matters are better learned from experience. With a thorough knowledge of the leads, good inferences as to the cards held by the eldest hand, and a careful study of the possibilities of dummy's hand, especially if it is dummy that made it no trump, the pone should be able to suit his play to the circumstances of the case so as to take full advantage of his position, either in finessing against the dummy's exposed cards, holding up command of his suits, or killing his reëntries.

Leading up to Dummy. The principal things to be kept in mind when the dummy is on your right are: not to lead up to fourchettes or tenaces; not to clear his suits or establish his reëntries for him; and to lead up to his weak suits in preference to his strong suits. Dummy may be weak in two ways: he may have nothing higher than the eight or nine, or he

may have a short suit headed by the ace or the king. By leading up to an ace you may force out a valuable reëntry card early in the hand. Leading up to a king is not so disadvantageous as some persons suppose, unless you hold the ace of the suit yourself. When the ace or king is accompanied by one or two small cards, and you have a card which is better than these small cards, you should lead it. A seven or eight will often force out an ace.

In leading up to dummy you should never forget the importance of giving your partner a possible finesse against the dealer. Remember that as there are only two unknown hands, it is an even chance that your partner holds any named card, while it is three to one against either his or the dealer's holding two named cards or neither of them. It is also about an even chance that your partner holds two out of three unknown cards, such as A K Q of a suit, or only one of them. These odds are slightly increased if it is the dummy that has made the no-trumper, and are slightly lessened if the dealer made it, because in the latter case the chances are in favor of the dealer's holding the majority of the honors in any given suit of which neither you nor dummy have an honor higher than the ten or jack.

When You Open a New Suit, the same rules should be followed for the leads from high-card combinations as those given for the eldest hand, unless the cards exposed in the dummy's hand may make an exception. With A K J and others, and the Q doubly guarded in

dummy's hand, it is usually better to switch after leading the king, so as to get the finesse over the queen, unless the game is in danger and the ace and king should be made immediately in order to save it. If the queen is not in dummy's hand it is obviously useless to wait for the finesse. The same is true of K Q 10 when dummy holds the J. When you hold the major tenace, A Q, or A Q J, or even A J, and dummy has the king, it is better to avoid the suit altogether unless the trick is necessary to save the game, or unless you are reasonably sure of getting in again if you lead the suit and clear it.

With A Q 10 and others, J in dummy's hand, lead the Q, so as to prevent J and K from both making against you.

With A J 9 and others, the 10 in dummy's hand, lead the jack.

With A J 10, dummy holding K Q and others, lead the jack, and after that avoid the suit, unless the ace is necessary to save the game.

With K Q and others, the jack in dummy's hand, you cannot afford to risk the lead of a small card. If you lead the king and it holds the trick, do not be too sure that your partner has the ace, and if you go on, lead the queen, unless the jack is still guarded. This will bring the jack and ace down together if the dealer has been holding up on you for a Bath coup.

With singly-guarded honors, such as K x, Q x, J x, the honor is often a good lead if dummy has no higher card in the suit. The queen is a better lead

than the king, the only danger being that the dealer holds fourchette.

With Q J x, or J 10 x, always lead the top of the suit. With Q 10 x, dummy having either A or K, but not both those cards, you should lead the queen, if the suit must be opened, because unless your partner has an honor the dealer must have a finesse over you with K J or A J.

With K 10 x, the J in dummy's hand, do not touch the suit if you can help it. With king and others, the queen in dummy's hand, avoid the suit if you can.

In all suits in which you are long and strong, such as A K or A Q, lead the fourth-best if dummy has no honor, especially if you have any reëntry.

Leading Through Dummy. After your original lead, should you get in again, there are certain combinations which it may be your advantage to lead through if you see them in dummy's hand, and there are others which it is better to avoid. It is useless to lead through such strong suits as A K Q, A K J, or K Q J, because you simply allow the dealer to get them going without having to give up any reentry card in another suit. It is also useless to lead through fourchettes when you have the intermediate card yourself, and it is very bad policy to lead a suit in which dummy holds one of those combinations in which he will certainly have a safe finesse against you. Never lead the missing card through a fourchette, such as the Q through K J, or the J through Q 10. If you have both the missing cards of an im-

perfect fourchette, such as the Q and J, dummy holding K 10, the Q is not a bad lead, because if your partner has the ace you make every trick in the suit, while if the dealer has it your play does not matter.

With A Q 10 x, dummy holding J x x x, play the 10. If your partner has the king, you make every trick in the suit. If dummy holds K x x, lead the queen. If dummy passes, you make two tricks; if he covers, you have tenace over the jack.

With A 10 9 x, dummy having J x x x, play the 10. If your partner holds either K or Q, your remaining cards are tenace over the other honor.

With A J 10 x, dummy holding Q x x x, lead the J if the suit must be opened, but it would be better to avoid it. If dummy has no honor in the suit, lead the 10.

With a king and others of a suit in which dummy holds ace, avoid the suit as long as possible, and put dummy into the lead at the end if you can, so that the suit shall be led to you and not through you. With the king alone, play it if dummy has the ace; keep it if he has not.

When Dummy Leads Through You, your chief care will be to protect yourself against successful finesses by the dealer, and to support your partner.

When dummy leads supporting cards they must be for the purpose of giving the dealer a finesse, unless he holds the cards in sequence with the one led. When dummy leads small cards, the dealer must hold honors in the suit and it is useless for you to cover

second hand, unless you have one or more honors in sequence, which will prevent the dealer from finessing too deeply. If you have any sequence superior to the card led by dummy, cover with the lowest of the sequence. You should be careful not to false-card, as your partner is the only one to be deceived.

With A K and others, play the K second hand, no matter what card dummy leads.

With A Q and others, dummy having nothing higher than the 9, play the ace second hand, not the queen. To play the queen is to finesse against your partner, and the only way to make both ace and queen is to play the ace on the first round. Do not pass altogether, or you may carry your ace home.

With K Q 10, play the Q, unless dummy has the J. With A J 10 x, play the A if dummy has no honor in the suit, but if dummy leads a supporting card, such as the 9, play the 10, which will give you tenace in the suit, even if the dealer has both K and Q.

With A J x, play the J on a supporting 10 or 9 led from dummy. This prevents a finesse, and retains command of the suit. If dummy holds both K and Q, play the A to make sure of the trick, because you still have the jack to stop the suit and avoid the possibility that if you allow the king to win the suit will never be led again. Don't run the risk of carrying home aces when playing against no-trumpers.

With K x x, dummy not having the A, never play the K unless the Q is led through you.

With Q x x, do not play the Q unless both A and

K are in the dummy, or the J is led through you. If your partner has the J guarded, you have the suit stopped between you, provided you play low second hand. If dummy leads the J from A J and others, put on the Q, on the chance that it may make the 10 good in your partner's hand.

With A x x, dummy leading supporting cards through you, such as Q, J, or 10, hold off until you see how the suit lies, or until one adversary is exhausted.

With K and one or two small cards, dummy leading Q from Q 10 and others, play the K at once. You can not save it, but you may make the 9 good in your partner's hand. If you have three or more small cards, hold up the king, because the dealer must be short in the suit and will probably not be able to pass often enough to catch your king.

With short suits, it is best to cover an honor with an honor, unless the honor led through you is a singleton.

With any Fourchette, cover the card led. Fourchettes are of two kinds, perfect and imperfect. The perfect is formed by the cards immediately above and below the one led, such as A Q over the K, or K J over the Q. The imperfect is formed by the card above the one led, and the next but one below it; such as A J over the K, or K 10 over the Q. The card next but one above is not a fourchette at all; such as K 10 over the J, or A J over the Q.

It is very important to cover with fourchettes, because it compels the adversaries to play two honors

to win one trick, and often makes an inferior card in your partner's hand good enough to stop a whole suit.

When Dummy Plays After You. As both the others have played, it is a very simple matter to look at dummy's cards and see just how high you must go to shut him out and win the trick, if you can win it; or force him up, so that he shall not win the trick too cheaply.

If the dealer leads, both the dummy and your partner play after you, and the only thing you must be careful about is not to let the dealer catch your good cards napping. If you have the king and one guard only, dummy not holding the ace, make your king at once. The same is true of the queen twice guarded, dummy holding neither A nor K No matter how small the card led or those in dummy's hand may be, they may be better than anything your partner holds, and your queen may be caught.

There are cases in which the dealer may coax you to cover when is not necessary to do so. Suppose dummy holds A J 10 x, and the dealer leads the Q through your K and others. At first sight it looks as if the king was lost unless it had three guards; but the queen may be a singleton, the dealer may even be afraid to take the finesse after having led for that purpose, and you should hold up your king as long as you can, for it is useless to play it.

In General. There are a great many cases in which either of you can infer what the other holds

by the manner in which the dummy's cards are played, or from the way in which the dealer leads to certain combinations in the dummy. This will be better understood when you have studied the system on which the dealer and the dummy play into each other's hands. For instance: You are the pone. Your partner leads a small card and dummy puts in the queen from Q x x. You hold the king and win the trick. This marks both A and J in the leader's hand, because the dummy would not put up the queen if the dealer held the jack, and if the dealer had the ace he would not allow your king to win.

While false cards should be avoided, there are cases in which they may be useful. If you have K Q of a suit in which dummy holds A J and others, and your partner leads through this A J, by playing the K you may induce dummy to finesse the jack on the next round. Nothing can be lost by trying it.

When your partner leads a suit in which he knows you have not the best card, he must have a finesse, or some advantage in position in the suit which you think he should have led, and you lead that suit to him if you can get in.

The leading maxims for playing against no-trumpers are: Always open your longest suit; lead from high-card combinations strictly according to the system, and if you have no high-card lead, always begin with the fourth-best from suits of five or more; avoid false cards; and, never finesse against your partner.

NO-TRUMPERS.

THE DEALER'S PLAY.

THE dealer's play in a no-trumper, whether it is an original or a passed make, is the most interesting part of the game of bridge. It is also the most difficult, because in the majority of hands so many things must be kept in view; and it is the most responsible, because the partner abandons everything to your care and judgment and is not allowed to make the slightest remark, even if he sees that you are about to make the most glaring mistakes.

Estimate of Probable Tricks. The moment the eldest hand has led, and the dummy's cards are on the table, the dealer's first care should be to look over the possibilities of the combined hands, his own and the dummy's, and estimate what tricks are certain, what are probable, and what are possible only under certain conditions. He should then look at the score, and compare his estimate of the number of tricks probable or possible with the number that will be necessary to win the game; or, if it cannot be won, to save it. Any person may secure some excellent practice in this, without any playing, if he will simply deal out two hands of thirteen cards each, sort out

his own and turn up the dummy's, imagine it is a no-trumper and go over the tricks that are certain, and those that might be made if certain finesses came off or certain high cards could be caught. Many of these will, of course, be hands that would never be made a no-trump in actual play, but that will not affect the value of the practice in estimating the probable number of tricks in the combined hands, whether it be two or ten.

Take a pack and lay out the following cards, supposing yourself to be the dealer, with the score 26 to 20 against you on the rubber game: —

♡ 9 8 4 ♣ Q 8 6 3 2 ◇ J 7 ♠ Q 10 9.

You pass it, and dummy makes it no trump. The eldest hand leads the king of diamonds, and dummy lays down the following cards: —

♡ Q 6 2 ♣ A J 9 ◇ A 5 ♠ A K 7 6 3.

The beginner would probably rush off with the impression that he had seven sure tricks and the game in sight, but that would be taking it for granted that the spade jack would drop in three rounds, making all the spades good. But suppose it does not drop? While it is probable that it will, it is not certain, and you must take time to consider what will happen if you cannot catch it. If you fail to bring it down, or if you finesse against it and it is on the wrong side, you will lose the game and rubber instantly by letting in all the remaining diamonds and at least two

tricks in hearts, perhaps four or five if the pone has a finesse over the exposed queen.

If you look this hand over carefully, you will see that there are only five certain tricks in the combined hands if the spade jack does not fall, and you must provide for that contingency. As no further tricks are possible in either of the red suits, you must look for the other tricks in the club suit, and the only way to make more than two tricks in that suit is by a successful finesse against the king if it is on your left, or by good luck in catching it if it is on your right. This shows that you must keep in view three important things when playing this hand: The high spades must be led without any finessing; the dealer's hand must be in the lead on the third round of spades; and, if the spade jack does not fall, the club suit must be finessed by leading the queen from the dealer's hand to the dummy's ace jack, so as to secure three tricks in that suit, if the finesse wins.

The play of the hand therefore is, to start with the spade suit, leading ace and king and then a small card from dummy. If the spade jack falls, the rest is easy, as five tricks in spades and the two aces win the game; but if it does not fall, it is impossible even to save the game, unless the lead is in the dealer's hand so that he can give the dummy a finesse in clubs. If that finesse fails, the game could not have been saved by any method of play. The great point to observe is, the danger of letting the adversaries

into the lead until you have exhausted your resources and have got down to your last chance, the finesse in clubs; because the moment they get in, they will win the game in the red suits before you can take another trick.

This is a very fair example of what must be done in the way of estimating the probable value of a hand, and mapping out the way it must be played. Thousands of rubbers are lost for the want of a little forethought and a glance at the score.

Inferences. A thorough knowledge of the system of leading from certain combinations of cards is of great importance, because it helps you to estimate the length and strength of the adversaries' suits and will frequently enable you to make a successful finesse or cover with the cards in dummy's hand. You should also be on the watch for echoes in the pone's play, so as to judge how the suit is divided between your adversaries. This is often important, especially when you have to take the chance of letting the remainder of the suit in, because the number of tricks that can be made in it may determine whether or not you can afford to risk it.

Choice of Suits. When you or the dummy gets into the lead, the next thing to determine is, which suit you will play first, when you have a choice of two or more. There are two principal objects in playing one suit in preference to another; one is, to make as many tricks as possible while you are in the lead; the other is, to force discards in other suits.

Suppose that with the score 18 to 10 against you in a no-trumper, you have the following cards to play, the eldest hand having led the seven of diamonds. In dummy's hand: —

♡ 4 3 2 ♣ A Q 4 2 ◇ Q 3 ♠ J 8 4 2.

In your own hand, you being the dealer: —

♡ Q 9 7 6 ♣ K 6 ◇ A 5 ♠ A Q 10 5 3.

Dummy plays the queen second hand and holds the trick. Many players would now make their three tricks in clubs, afterward going through with the spades and taking the finesse. But if you lead the clubs first, you are certain to establish at least one trick in that suit against you, even if you catch the J, 10, and 9 in three leads, because one adversary or the other must have four cards of the suit. Your play, therefore, is not to touch that suit, but to start your long spade suit, leading the jack from dummy's hand and taking the finesse. If this finesse fails, the adversaries may take three or four tricks in hearts, but no more, because each hand must hold at least two hearts to make that possible. These tricks will not save the game for them, and after they have made their possible heart tricks you must win all the rest, and the game.

If the spade finesse wins, or if you get in again on the diamonds, which is very probable, you can go right along with the established spades and force discards in the club suit, perhaps making four club tricks.

In the actual game, the player led the clubs first and, although he found the leader void of the suit on the second round, he went on, establishing three clubs against himself on his right. He then led the spades, and the finesse failed. A small heart from the eldest hand found the ace with the pone, who made his three clubs, returned the heart, found the king and jack over the queen, and won the odd trick and the rubber. Thousands of games are lost every day through just such errors in judgment in the choice of suits.

Sometimes you will hold a solid suit, in which you can take a number of tricks, and another suit in which you must take a finesse, and the combination you hold is such that the finesse may be taken in either hand. For instance: In one suit you have K J in dummy's hand, and A 10 in the dealer's, with smaller cards. In the other suit you hold K J 9 4 3 in dummy, A Q 8 6 in the dealer's. Play the long established suit first, and force discards in the other, and by the time you have led the long suit five times you will probably have a very good idea as to which side of you the queen lies that you want to finesse against.

When two suits are nearly equal in strength, the longer should be selected for the first attack, because there is a better chance to drop the adversaries' high cards. Suppose dummy holds A Q 10 4 2 in one suit, A 8 7 6 in another, and the dealer holds J 6 5 in the first, and K J 10 9 3 in the second, with the

lead. Both suits demand a finesse against one card, but one suit is longer than the other and has the additional advantage that the finesse need not be taken on the first round. By leading a small card from the K J 10 9 3 suit, and putting up the ace in dummy's hand, you may get a line on the situation and can then determine whether or not to finesse the second round or try to drop the queen.

Here is another example of a slightly different situation. The score is 18 all, rubber game, and a small club is led. The dummy lays down: —

♡ 7 4 3 ♣ 7 6 2 ♢ 8 4 ♠ K 9 5 4 3.

You are the dealer and hold: —

♡ A 8 5 ♣ A Q 3 ♢ K Q 10 2 ♠ A 7 6.

Your queen of clubs wins the first trick. Now look the hands over. There are only six sure tricks in them; the one already taken, the three aces, the king of spades, and one trick in diamonds. In such situations, the best thing to do is to get a suit established at once, allowing the high cards to win early, so as to get them out of your way before you lose your reëntries. Lead the ace of spades, and then a small one, passing the second round altogether, no matter what the second hand plays, because even if you catch the queen or jack you cannot possibly catch both of them, but you must establish the suit if both adversaries follow to the second round, provided you hold up the king and let them have

the second trick. They can then play what they please, they cannot stop you from making two by cards.

Discards. In addition to the necessity of forcing discards from the adversaries, it is important that you should look far enough ahead to provide for the discards which you will force from yourself. Take the following example of a no-trumper, with the score 24–0 against you, and the club six led by the eldest hand. The dummy lays down: —

♡ K 9 2 ♣ 4 2 ♢ 6 3 ♠ A Q J 10 9 4.

You are the dealer and hold: —

♡ Q J 8 7 ♣ A Q 5 ♢ K J 5 4 ♠ K 2.

Most players, upon getting in with the queen of clubs on the first trick, would rush off with the spade suit, making those six tricks at once, after which the club ace and one more trick will be all that is necessary to win the rubber. But can you get that all-important one more trick? What are you going to discard from your own hand while the dummy is running down those spades? One small club and three other cards? What shall those three cards be? Will you let one entire suit go, or unguard two suits? Whichever you do, you will probably get yourself into trouble, and will stop at two by cards when you must have three by cards to win the game, as the adversaries are so far advanced in the score that they will probably go out on their deal.

To provide in advance for these discards, you must leave the spade suit alone and start your heart suit while you still have protection in all suits. Keep at it until you establish it by forcing out the ace. That card played, what can the adversaries do? If they lead diamonds up to your king, you make every other trick. If they lead through it, put on the jack, forcing the lead to go to your left, and again you make every trick but the possible A Q of diamonds. If they give up the ace of hearts at once and continue the clubs, which is the most probable, you make a little slam, by discarding every one of your diamonds on the spade suit. The principle involved in this position should be carefully studied, because its application is much more common than many players suppose.

Locating Command of Suits. If the dealer is thoroughly familiar with the system of discarding used by his adversaries, he will find that playing one suit in order to force discards in another will generally enable him to place the honors which are missing from his other suits. It is not difficult to discover which hand is keeping a guard in a certain suit, or where the command of a suit lies, and many inferences may be drawn from the manner of play, as when a person lets go an established suit to keep another suit. There must be something worth keeping in that other suit or it would be thrown away. A player perseveres with a suit when the command is evidently against him, showing that he must have

some reëntry card, with which he hopes to bring that suit in. A little consideration will usually tell you just what that reëntry card must be, and by judicious finessing you may kill it, or you may compel him to throw his entire suit away in the attempt to keep it guarded.

When Leading Established Suits, in order to force discards in other suits, it is always advisable to conceal the fact that the suit is established, and to keep the adversaries in the dark as to how many times you can lead it. Always begin with the top of your winning sequence and play down, making the adversaries hope that each time you lead is the last time they will have to discard. This will often lead them into making serious mistakes, especially if they fall into the common error of attempting to keep guards in two suits.

Passing with Aces. When the adversaries have a long and dangerous suit against you, in which your only winning card is the ace and you have no established suit to go on with, do not be in too great a hurry to give up that ace, but wait until one adversary is out of the suit, because you will then have to keep only one player out of the lead. Take the following example, the original lead being the king of spades. Dummy lays down: —

♡ 9 4 2 ♣ K Q J 7 3 ♢ J 10 4 ♠ 8 7.

You are the dealer and hold: —

♡ K Q 7 ♣ 10 9 2 ♢ A K 7 2 ♠ A 6 4.

The leader may have as many as six or seven spades, and you must hold up the ace until his partner is exhausted, and then start your clubs. If the ace of clubs is with the spade suit, it does not matter what you do, but if the club ace is with the player on your right, he will be compelled to hold it up for two rounds at least, so that you shall have no more clubs to lead to dummy, because dummy has no reëntry himself. This will give you a chance, after making two club tricks, winning the second in dummy's hand, to shift to the diamonds, leading the jack from dummy and taking the finesse. If the pone will not let dummy hold the second round of clubs, you must make three more tricks in that suit. If he does let dummy hold it, it is useless to lead the suit a third time, because even if you establish it you can never bring it in, as dummy has no reëntry. Lay out these cards and study this position carefully, and you will find many interesting and instructive points in it. In the actual game, the ace of clubs and queen of diamonds were both on the right.

Finessing. The foregoing examples naturally lead us to see that there are many situations in which you are compelled to take a finesse in order to win a certain number of tricks, or in order to shut out a certain hand. The principal rules for finessing are these: You should finesse freely against the player with the established suit when his partner has none of that suit to lead to him, because you do not care how much the weak hand gets in and leads your suits, so

that you can shut out the strong hand. You should always finesse when it is necessary that the finesse should come off in order to save or win the game. In the example just given of passing with aces, dummy must lead the diamonds, and the finesse must come off, or the dealer cannot possibly win the game. Endless examples might be given, showing the importance of these two rules, the principal thing being to plan in advance for the intended finesse, by getting the lead into the right hand at the proper time.

Unblocking. It is sometimes very important to prepare early in the hand for unblocking a suit which is long, but such cases are not common. It is toward the end of the hand, when the reëntries are all gone, that the dealer must be careful to lead suits in such a manner as to leave a clear field for the hand which has the greater number of the suit. This is too obvious to need examples, but it requires attention in actual play.

END PLAYS.

There are many positions in which you will see that unless the cards lie in a certain way you cannot get the tricks you require. The rule in such cases is, that if a certain card or cards must be, let us say, on your right, for you to succeed, you must assume that the card is where you want it to be and you must play as if you were certain of it, although you really

know nothing about it, because if it is not there it is impossible for you to get the tricks you want, and therefore your play does not matter.

The application of this rule will vary with circumstances. In some cases you must assume that you can successfully finesse against a certain card; in others you must play as if it was not guarded and you could catch it at any time; in others you must take it for granted that the player holding it will have to win a certain trick with it, forcing him into the lead and compelling him to come up to a tenace or a guarded second-best.

Tenaces are very important in end play, and after you become expert enough to remember the outstanding cards down to the sevens and eights you will discover many positions in which you can gain tricks by careful end play. As an example, suppose that the player on your left has originally opened a suit in which you won the first round with the queen. You have three cards of this suit left at the end, A 8 2, and the leader still holds three cards of it, K 9 and another, all the others having been played or discarded. He leads the 9. If you win this trick you lose both the others, because his king and small will be tenace over your 8 2. If you pass his 9, you win both the other tricks, because your A 8 will then be tenace over his king and small.

In the end game it is a very common and fatal error to play for tricks that you do not want. You will often see a person who needs only one more trick

to win the game, and has a certain winning card in his hand, go out of his way to make some finesse or underplay in the hope that he will make two or three tricks more than he needs, just to add a little to the value of the rubber. This is all very well if he is certain that he can make his winning card at any time, but it frequently happens that he has overlooked something, and never gets another chance to make the trick he needs so much, and perhaps never gets another chance to win that rubber.

If the position is such that the play for more tricks than are necessary to win the game can be made either before or after the certain winning cards have been taken home, get in your tricks first and make sure of your game before you play for any extra tricks or little slams. If the position is such that the play for the extra tricks must be made first, do not risk it if there is any chance that failure will enable the adversaries to save the game. No matter what the odds in favor of success, never take any odds when you have a certainty in your fingers.

Many tricks are lost in the end game through ignorance of the principles of play which are to be explained in the next chapter, the most common error being to lead from the wrong hand; that is, from the hand which leads to its own disadvantage, instead of from the other hand to it. Take the following very simple example of end play, which may be seen every day: —

Dummy has made it no trump, with the score

24–0 against him, and the dealer's side has already taken in six tricks. Dummy has in his hand five cards: the aces of both the black suits and the king and two small hearts, hearts having never been played. The dealer is in the lead, and has nothing but small cards in his hand, among them two small hearts. If he leads either of the black suits it is impossible to get another trick but the two aces, no matter where the A Q J of hearts lie; so his score stops at two by cards, when he needs three by cards to win the game. But if he leads the hearts from his own hand to the king in dummy's hand there is a chance that the ace may be on his left and that the king will win the all-important extra trick. If the heart ace is on his right, nothing can win the game; but if the hearts are led from dummy's hand the game cannot be won, no matter where the ace of hearts is.

COMBINING THE HANDS.

THE PLAY OF DEALER AND DUMMY.

The most interesting hands for the dealer, especially in the play of a no-trumper, are those in which he has to plan in advance for certain combinations in his own hand and dummy's, which must be played in a certain way in order to take full advantage of the position. There are also quite a number of combinations in the suits led by the adversaries with which it is necessary to cover second hand, and others with which it is better to pass the trick up to the fourth hand. These combinations, and their proper management, should be thoroughly familiar to the player, so that he may handle them to the best advantage, whether he leads from one hand to the other himself, or is led through by the adversaries. The chief difficulty is to foresee that a certain hand must be in the lead at a certain time and to arrange that the play shall come about in the manner planned, in spite of the attempts of the adversaries to prevent it.

Many of the following rules may be applied to the plain suits in hands in which there is a declared trump, as well as to any of the suits in a no-trumper. The guiding principle in all of them being that ***it is better***

to lead to the strong hand than to lead away from it. It is well known that it is to the advantage of the adversaries to lead up to the dealer's or the dummy's weak suits, and to lead through his strong suits. It is therefore manifestly to the advantage of the dealer to reverse this process, and to lead up to his own strength.

Leading from One Hand to Another. Analysis of various positions shows us that there are certain combinations of cards which must be led up to instead of being led away from. It does not matter whether these combinations are in the hand of the dealer or of the dummy, as the principle involved is the same, the important thing being the direction from which the lead comes.

When a "concealed hand" is spoken of, it is always the dealer's hand which is meant, that term being used to distinguish his cards from the dummy's, which are exposed.

 and others in one hand.

Small cards only in the other.

The manner of playing this combination will depend somewhat on whether or not either hand can get into the lead at any time. The best way is to play the king first, either by leading it or leading to it, and then to put the other hand in on another suit, if you think it advisable to take the finesse of the jack on the second round, or wish to try your chances

of catching the queen unguarded. If there is no way of getting the other hand in again, you must make up your mind whether you will finesse the jack on the first round or will try to drop the queen in two leads. A good deal will depend on the number of cards you have in the suit between you, and on the tricks that you require to save or win the game.

in one hand.

and small cards in the other.

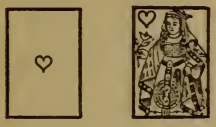
When you have less than nine cards of the suit between the two hands, lead the jack, and if the second hand follows suit, but does not play the queen, finesse the jack. With nine cards, put the king on the jack, and if both adversaries follow suit, go on with the ace, on the chance of dropping the queen.

in one hand.

Small cards only in the other.

Always lead to this combination, and finesse the first round, unless you have so many that there is a fair chance of catching the king alone. If you cannot get in with the other hand, so as to lead to it, lead

the queen or jack, so as to get the king out of your way at once, especially if you have but two of the suit in the other hand.

 and others in one hand.

Small cards only in the other.

Always lead from the other hand, and finesse the queen. If the other hand cannot get in, lead a small card from the A Q suit for the first round.

 in one hand.

Small cards only in the other.

Lead from the weak hand and finesse the ten if you can get the weak hand in again, because if the honors are divided and the second hand does not cover, which he never will do unless his honor is unguarded or he has both of them, only one of them can make, the second lead from the weak hand and the second finesse establishing the suit. If the honors are both in the hand which you lead through, you kill one of them with the ace if he covers and force the other with the jack or ten. If he does not cover, your ten will hold the trick. If you do not take the finesse at all, you are certain to make both king and queen good against you and the suit can never be cleared.

  and others in one hand.

 and others in the other.

If the positions of the J and 10 are reversed, the principle is the same. Lead the J or 10 from the weak hand for the same reasons as those just given, when A J 10 were all in one hand, and play the combination in the same way, finessing the first lead if the second hand does not cover. It is useless to lead a small card from the ace in the hope of making the J or 10 in the other hand, because that is impossible. Some players lead a small card from the weak hand if it is the concealed hand, in the hope that if both K and Q are second hand, the player will pass. But you do not want him to pass; what you want is to get the suit cleared.

  and others in one hand.

 and others in the other.

If the positions of the J and Q are reversed, the play is the same. Always lead the Q or J from the weak hand and take the finesse.


and others in one hand.


and others in the other.

This combination may be held in various ways, but the principle is the same in all. Always lead the best card in the weak hand to the ace hand, and take the finesse. Do not trouble yourself about false-carding; you want the king out of your way as soon as possible.

and small cards in one hand.

and small cards in the other.

It is useless to lead the queen unless you have the jack, and it is better not to touch the suit at all, but if you must open it, lead a small card from the ace hand, especially if the queen is in the concealed hand, hoping that the king will go up second hand, giving you two tricks in the suit. If you lead the queen from the weak hand, you make the J and 10 good against you, for the second hand will certainly cover with the king, whether he has fourchette or not.


and others in one hand.

Small cards only in the other.

This combination should be avoided if possible, but if you must open the suit, do not lead away from the K and Q, but lead a small card to it, hoping that the ace will go up second hand to shut you out, giving you two tricks in the suit. If the ace is second hand and is not played, try to get the weak hand in again, so as to lead through the ace a second time.

 or  in one hand.

 or  in the other.

The same principles apply as in the foregoing. It is a common error to lead an honor from one hand or the other, because you are certain to lose it, no matter on which side of you the ace may be. Lead a small card, in the hope that the ace will go up.

   and others in one hand.

Small cards only in the other.

This is very similar to the A J 10 combination. If you lead from the weak hand and play the king, you may make that trick, but the suit is stopped and both A and Q are good against you, no matter where they lie. Lead from the weak hand and finesse the ten.

If the ten forces the ace and the weak hand can get in again the queen will be caught.

  and others in one hand.

 and others in the other.

If the positions of the J and 10 are reversed, the principle is the same. Lead the honor from the weak hand and take the finesse, for the same reasons as those just given for K J 10 in one hand.

 and small cards in one hand.

Small cards only in the other.

If you lead away from the king, it is impossible to take a trick in the suit, because the adversaries must make A Q J against you. If you lead from the weak hand to the king, it is an even chance that the king wins, but it is better not to touch the suit at all if you can avoid it.

   and others in one hand.

Small cards only in the other.

Always lead to this suit; never from it, if you can avoid it. The king or ace must go up if second hand

holds either of those cards. This will save you from using one of your honors to force a higher honor, which you will have to do if you lead the suit.

  or   in one hand.

Small cards only in the other.

Avoid such suits as long as possible, but if you must open them, lead to the Q, hoping the A or K will go up second hand. If it does not, finesse the 10 from Q 10. If you have Q and small cards only, neither J nor 10, duck the first round altogether.

The following combinations should be avoided as long as possible, the number of small cards accompanying the honor being unimportant.

 in one hand,  in the other;

 in one hand,  in the other;

 in one hand,  in the other;

 in one hand,  in the other.

SECOND HAND PLAY.

On account of the concealment of one hand, your play will sometimes make a difference when you are led through, and many persons have a habit of always false-carding from the concealed hand when they have honors in sequence, never playing the king when they have the ace, or the jack when they have the queen. Doing this sort of thing too regularly spoils its effect, because the moment you play the king the adversary knows you have not the ace, and he places that card with his partner.

There are quite a number of combinations which must be played in a certain way second hand in order to protect yourself in the adversaries' suits, and these should be very carefully studied. When no particular lead is mentioned, a small card is meant.

and one small, second hand.

and two small, fourth hand.

Never put up the king second hand, because if you do the ace may kill it, and the Q and 10 may catch

your jack. By playing small second hand, you are sure of a trick in the suit, no matter how the cards lie or how the adversaries manage them.

 in one hand;  in the other.

If either of these is led through, play a small card. If either card has one guard to it and the other has two guards, no matter which, you must make a trick in the suit, provided you do not lead it and do not play the honor second hand, even on a 10 led.

 in one hand;

 and only one small in the other.

If the queen is led through, put it on, as that is the only chance to make two tricks in the suit. But if the queen has more than one small card with it, pass. If the queen is led up to, never play the ace second hand, but let the lead come to the queen.

  in one hand;

 and one small in the other.

The presence of the 10 makes quite a difference here. If the queen is led through, do not play it second hand, even though it has but one guard, because if third hand has the king and plays it he cannot have the jack, so your Q 10 are tenace over that card, and good for two tricks. If third hand plays the jack, it will take the king to catch your queen and your ten is good. If you put up the queen second hand on the first trick, and the king covers, your 10 may be led through and killed if the jack is on your left.

  in one hand;

 in the other.

Never play the J second hand, unless the 10 is led, for if the Q covers your J you have sacrificed two honors to get one trick. Let the lead come up to you. If the K is the card led through, never put it up, but let the lead come up to your A J, so as to find out where the Q is.

  second hand; small cards, fourth hand.

Always play one of the honors second hand in a no-trumper; never on an original lead with a declared trump. When there is a trump, no good player will

start a hand by leading away from an ace, and your best chance is that third hand will not hold the jack and will have to play the ace.

  second hand;  fourth hand.

Play the 10 second hand, in order to prevent the 9 from forcing out your K and the A and Q afterward picking up your J and 10, leaving you only one trick in a suit in which you hold three honors.

 second hand; singleton in the fourth hand.

If the trick is necessary to win the game, play the king second hand, unless it is an original lead to a declared trump, in which case it is useless to play the king second hand, and your only chance is to ruff off the ace on the second round.

PLAYING TO THE SCORE.

WHILE this is undoubtedly the most important, it is also the most difficult part of the game, and the beginner should not worry himself too much about it until he has thoroughly mastered the elementary principles of making the trump, going over, leading and returning suits and combining the hands. As he becomes more at home in these things the score will naturally force itself upon his attention, and perhaps the loss of a few rubbers will still further impress its importance upon him.

A really first-class player must accustom himself to keep his weather eye always on the score, because it affects everything in the game, from the make to the last trick played. One should be especially careful of its influence upon the makes, and never risk a no-trumper on the chance of getting a big score when a spade make is a certainty to win the game. With only four points to go, if you find yourself with seven clubs to the quart major and another ace, do not take any chances, but make it a club and take your game while you have the opportunity. When the score is in your favor and you are in the lead, if there is any danger that the adversaries will win the game, make tricks enough to save it before you take any finesses

which may give them the chance to go out. If you have two sure tricks in sight, and want only two to win the game, do not go looking for two or three more tricks, unless you are very sure that the two you have in sight will not get away. Endless rubbers are lost through trying to get more than enough to win them.

In the end game, always take a fresh look at the score, and count up the tricks you have already taken in and those in sight. If you want a certain number of tricks always play as if the cards lay favorably for your success. If a certain ace must be on your left in order that you shall get another trick in hearts, assume that it is there, and play accordingly, because if it is not there, you cannot get the tricks you are looking for. If a certain number of tricks must be made out of a hand and you see that they are impossible in a certain suit, do not pay any more attention to that suit, but examine the others until you find one in which the tricks required are possible, even if improbable, and then think what is the best way to play so as to make those much needed tricks in that doubtful suit. There are endless situations in bridge in which the cards must lie in certain ways, or a certain number of tricks must be made out of a given suit, in order to save or win the game, and the score is the only guide which will always tell you just what must be done.

In playing against the dealer, your chief object will be to save the game, because you are not supposed to

be trying to win the game against the declared strength in the dealer's hand, unless it is a spade make or a go-over. If you find yourself in the lead with a winning card which will save the game, make that card at once, unless it is the best trump or you are quite sure that the game is safe in any case. Running for your life is a great art, and many a rubber has been snatched from the fire by making an ace before the dealer could get another discard.

The importance of playing to the score will naturally be suggested by many things which have already been touched upon in the foregoing pages: practice and attention are the only things that will complete a player's education in such matters.

LUCK.

In all games of cards, no matter how nearly the principles of play may have been reduced to a science, there is always more or less uncertainty about the run of the cards themselves, and as we do not know what laws control their fluctuations, making them flow sometimes toward us and sometimes against us, we call it luck, and when it is not coming our way we say we are in bad luck.

This element of luck seems to come and go like the tides, its periodicity being different with different individuals, and the best we can do is to take advantage of it when it is favorable and avoid it when it is not; but we cannot presume on its setting in one direction for any length of time — not even for a single deal. Some players attach great importance to what they call "the vein," and if they find things are not going their way in the first rubber or two they will stop playing, although, for aught they know, the very next rubber might bring a change. Others will fight desperately against a run of adverse luck and will continue to play long after their usual time of retiring; but they will not stick to the game with the same pertinacity when it is going their way; which they should do, in order to make things even. One of the most common

faults with those who play cards for a stake is, that they will not sit and win as much as they will sit and lose.

Some attach great importance to the choice of seats and cards, as if one side of the table were a sort of eddy into which all the good cards naturally drifted. There is absolutely nothing in the seats and cards, as any one will discover if he keeps a notebook and puts down the number of times the fancied seats win or lose. It is not enough to make a note of remarkable runs, but every rubber must be noted for at least a month. There are times when it seems as if certain seats had the best of it and the fact attracts attention and makes an impression. This impression is sufficiently strong to obliterate the memory of the many times that seats have lost when they were apparently bound to win. The absurdity of all superstitions attached to seats and cards is evident from the fact that it is always the winning seats which are chosen to win again, although the odds against any given seats winning twice in succession are three to one, and against their winning three times in succession, seven to one. Luck, or what we call luck, attaches to individuals, not to seats and cards, and when a player is not in the vein he may sit anywhere he likes and take any cards he pleases, but it will not affect the result. He will continue to cut the worst partner at the table, hold the worst cards, and have the worst luck in makes and finesses. Everything he does will be wrong and everyone he plays with will throw him

down. If you cannot stand this sort of thing good-naturedly and console yourself with the thought that the sun must shine again, the best thing to do is to retire from the game and content yourself with looking on, for nothing is so disagreeable at a bridge table as a player who is in bad luck and is continually calling attention to it.

It is useless to complain about your luck, and it is still more useless to try to force it. The best rule is, to play for a certain length of time every day that you do play, and never to exceed that time, no matter what kind of luck you are in. You may cut short some good days but you will also cut short many bad ones, and you will not have to guess which are which if you treat them all alike. As you learn more of the game you will find that a great deal of that which you previously attributed to bad luck was in reality not luck at all, but the accumulated result of a number of bad plays.

Many persons think that there is too much luck in bridge and that the element of chance enters so largely into the game that it is practically impossible for any degree of skill to overcome it. You will find players who continually lose more than they win and who seem to fall behind all the time. They attribute this to their bad luck, but if you will watch them attentively you will soon discover that it is bad judgment and bad play which is responsible for their losses. A make which should have been a no-trumper is passed for a spade, and a rubber that might have been won

on that deal is lost on the next. A finesse which was the only possible way to save a game was not taken. A rash go-over let the adversaries get just enough to put them out. Playing the wrong suits first, leading from the wrong hand, forgetting to preserve reëntries, and want of care in watching the fall of the cards, not taking advantage of favorable positions, not knowing whether the eight or the nine is the best of the suit, inattention to the discards, and hundreds of little things like these are the real cause of the lost tricks that lose the rubbers that are charged up to bad luck.

There are very few players that do not lose two or three tricks in the course of an ordinary rubber, and some will lose an average of a trick a hand. Did you ever stop to think what this means? Suppose you play half a dozen rubbers every day and lose two or three tricks on each of them, which is a conservative estimate unless you are a very good player. This would mean about fifteen tricks a day, or five thousand a year. As the average value of a trick is about eight points, you will be forty thousand points behind, and if you play for the ordinary club stake of two-and-a-half cents a point your bad play will cost you just about a thousand dollars, which you will attribute to bad luck,

On the other hand, suppose that by the exercise of reasonable care and attention to the score in the makes, caution in the go-overs, and correct play in your leads, returns, and combinations, you save half of those forty thousand points every year, while other

persons, who are too idle or indifferent to study the principles of the game, continue to lose them. Will it be that your luck has changed or that you play better? While every player, no matter how expert, will lose tricks occasionally, no one can drop fifteen or twenty tricks every time he plays and still come out ahead of the game. Cards will run against every one at times, but there is no game in which you can save as much when you are in bad luck, and win as much when you are in good luck, as you can at bridge, provided you have taken the trouble to learn the correct principles of play and will then follow them faithfully, no matter how the cards go. In all card games a person must expect things to go against him at times, just as at others they seem to favor him in everything he attempts. The difference between good and bad play is, that the good player will get all that is coming to him during the bad spells and more than is due him in his good spells; while the bad player will lose more than he should in the first case, and will not win as much as he could in the second.

Just put a pin prick in a visiting card every time that you see you have lost a trick that you might have saved, and count up the total at the end of the week. The number of holes you find in that card will be a much better index of the quality of your game than the number of rubbers that you may win or lose. If you are in doubt about the play, make a note of the conditions and look up the text-book afterward; you will be helped by the index which follows.

DUMMY BRIDGE.

PROPERLY speaking, bridge is dummy whist, because it is played with one hand exposed, which is known as the dummy. But there are always four players in bridge, one of whom, the dealer's partner, lays his hand face up on the table after the first card has been led, and takes no further part in the play for that deal. It sometimes happens that four players are not available, and when three persons play, the game is known as dummy bridge.

There are several ways of playing the game, the difference being chiefly in the rules regarding the makes and go-overs, and in the positions occupied by the single player on each succeeding deal. The simplest and probably the best method is the following:

The three players cut for partners, choice of cards and seats, as in the ordinary game. The one cutting the lowest card has the choice and is the single player for the first deal of the game.

The single player having chosen his seat and cards for the first deal, his adversaries sit on each side of him. The cards are presented to the pone to be cut and the single player distributes them in the usual manner, beginning on his left, so that the last card shall fall to himself.

The dealer takes up his hand, sorts it and makes the trump or passes it to the dummy. If he passes it is usual for the pone to sort dummy's cards and make the declaration. The dummy is obliged to make the trump according to the following rules:

If dummy holds three or four aces, he must make it no trump, no matter what other cards he holds.

If dummy has not more than two aces he cannot make it no trump, but must make it his longest suit, that is, the suit of which he holds the greatest number of cards.

If dummy has two suits of equal length, he must select the suit in which he is stronger, this strength being ascertained by counting the pips on the cards in each suit, the jacks being worth 11 each, the queens 12, the kings 13 and the aces 14. For instance; suppose dummy holds: —

♡ A J 10 4 3 ♣ K Q ◇ K ♠ A Q 7 6 5.

He cannot make it no trump, because he does not hold three aces. If the two five-card suits are counted up, it will be found that the hearts are worth 42, while the spades are worth 44, so that the make must be a spade. Again; suppose dummy holds: —

♡ A K Q J 10 ♣ 7 6 5 4 3 2 ◇ A K ♠ none.

As he is longer in clubs than in hearts, he must make it his longest suit, a club. Having only two aces, he cannot make it no trump.

If two suits are equal in length and strength, the

one which is of the greater counting value must be selected. For instance: if dummy holds: —

♡ 9 8 6 2 ♣ 4 2 ◇ J 9 4 ♠ A 6 3 2.

The spades and hearts are each worth 25, and as the heart is the more valuable counting suit, dummy must make it a heart.

After the trump has been declared, only the eldest hand has the right to go over.

When the eldest hand has led for the first trick, the dummy's hand is exposed face upward on the table, just as in the ordinary game. If the dummy has made the trump, his hand is not exposed until the first card is led. After this, the play proceeds as usual.

After the deal is finished, the score is put down. There being three individual players, the score sheet must be ruled into three columns. If the dealer wins, he scores below the line for tricks and above the line for honors, as usual. But if he loses the odd trick, the adversaries score the trick points above the line, in the honor column. The object of this arrangement is to make a player go out on his own deal, as no one but the dealer can score any points toward game.

As soon as the first deal is finished and scored, the player who sat on the dealer's right moves one place to the right, the others sitting still. This brings him opposite the last dealer and on the left of the one who is about to deal. The one who was eldest hand on the first deal now has no partner opposite him, so he

has the dummy. He deals, declares, and plays the combined hands.

That deal finished, the player on his right moves to the vacant seat, so as to come opposite the one who has just dealt, and leave the dummy opposite the player who has not yet dealt a hand. This movement is continued after each deal, giving each player the dummy in turn.

As soon as a player wins a game, he draws a line under it. The first player winning two games wins the rubber, and adds 100 points bonus. The scores are then added up, and each player settles for the difference between his score and the others.

Another way to play is to compel the dealer to make the trump from his own hand. There is no passing to the partner and the single player must not see any of his dummy partner's cards until a card has been led for the first trick. The eldest hand must go over or lead a card. If the eldest hand goes over the make, the single player may go back, but the partner of the eldest hand takes no part in the doubling, and should not even lift his cards until his partner has led for the first trick. This is not as good a form of the game as the first, because it tempts the single player into many wild makes, and destroys one of the best features of the game of bridge, the judgment as to when to pass the make.

DUPLICATE BRIDGE.

In this form of the game, trays must be provided for carrying the cards from table to table, any of the ordinary duplicate whist trays being well suited for the purpose. Specially ruled score cards are also necessary.

The game may be played at any number of tables from two to thirty-six, but it is better to divide a large number of players into sections of not more than seven tables each, so that there may be four hands at each table against the same adversaries without having to play so many deals that the game becomes long and tiresome.

The trays are numbered on the back and each tray has a mark on one of the pockets indicating who shall be the dealer and has also an arrow showing that the tray should be laid on the table with that arrow always pointing north. At the first table the trays numbered from 1 to 4 should be placed. Those numbered from 5 to 8 at the next table, and so on.

When the play begins, the cards must be shuffled and dealt by the player sitting opposite the mark on the tray which indicates the dealer. After the hands have once been dealt and played they are placed in the trays, and must on no account be shuffled again.

The dealer makes the trump or passes it to his partner in the usual way and the adversaries can go over, or play without doubling, as in the ordinary game.

Instead of gathering the cards into tricks, each player lays the card he plays face upward on the table immediately in front of him and between the edge of the table and the tray. The dealer does not reach across the table for the cards in dummy's hand, but calls upon his dummy partner to play the card he names. After the four cards are played to the trick they are turned face downward and are pointed in the direction of the partners that win the trick. Suppose the pair sitting N. and S. win the first trick; all four cards of that trick are turned down with their longer edges pointing N. and S. After the hand has been played, it will be easy to count how many cards point one way and how many the other, and if the four players agree as to the number of tricks each side is entitled to, the value of all those above six taken by one side is entered on the score card; eight tricks being worth two by cards, for instance.

If there is any disagreement as to which side won a certain trick, the four cards composing that trick can be turned face up and the matter adjusted.

After the hand has been played and the score entered, the cards are put back in the tray, each player being careful to place his thirteen cards in the pocket opposite him, face down. The tray is then ready to be passed on to the next table.

After all four deals have been played, the partners sitting N. and S. keep their seats, but the partners sitting E. and W. at each table move to the next table, all the E. and W. pairs going in the same direction, preferably north.

At the same time that the E. and W. players move to the next table the four trays containing the hands which they have just played are also moved to the next table, but in the opposite direction, the players going north and the trays south.

If any confusion is discovered in a tray received from another table, such as fourteen cards in one hand, it must be taken back to the table at which it was last played, to be rectified. Players should be very careful to count their cards in playing duplicate.

On the second round, there will be no dealing of the cards, the player who is indicated as the dealer by the mark on the tray simply taking out the thirteen cards he finds in the pocket opposite him and making the trump himself or passing it to his partner.

After these four deals have been played, the E. and W. players move to the next table further north as before, and the four trays they have just played go to the next table further south, the N. and S. partners sitting still during the entire game.

If there are unavoidably an even number of tables in play, such as six, it will be found that when the E. and W. players have gone half way round the circuit they will meet the trays, going in the opposite direction, which they played at the first table. To avoid

this, it is necessary for the E. and W. players to skip a table when they have played at half the number; going in the same direction, but one table further on. This will bring them back to their own table with one more round of four trays to play, and will necessitate their playing eight trays against the same adversaries, the first and the last four trays in the game. Although the players skip a table in this manner, the trays do not skip, but always go to the next table.

The scores are kept on specially ruled slips, of which an example is given on the opposite page. The names of the players are entered at the top and their pair number is also given. This number is always that of the table at which they play the first hand.

In the score slips, the first column shows the number of the deal, the next shows the number of the adversaries against which it was played, and the next the trump that was declared, N. or W. meaning "no-trump," or "without." Players should be careful to look at the back of the trays to be sure that they enter the score opposite the right number.

The trick points and honors won or lost on each deal are put down in the columns ruled for that purpose, each pair being careful to enter the points made by the adversaries as well as those they make themselves. After the four deals, which are played against the same adversaries, are complete, the scores should be added up and the totals carefully compared before leaving the table, so as to be sure that they agree.

PAIR NO. 5.....

N. M. W. BROWN.....
S. C. B. WHITE.....

DEAL	ADVERSARIES.	TRUMP.	WON. POINTS.	WON. HONORS.	LOST. POINTS.	LOST. HONORS.	TOTALS. WON.	TOTALS. LOST.
1	No. 3	No.	24	30	—	—		
2		H.	—	—	16	16		
3		H.	16	32	—	—		
4		C.	—	—	4	8	102	44

PAIR NO. 3.....

E. W. H. BLACK.....
W. C. T. GREEN.....

DEAL.	ADVERSARIES.	TRUMP.	WON. POINTS.	WON. HONORS.	LOST. POINTS.	LOST. HONORS.	TOTALS. WON.	TOTALS. LOST.
1	No. 5	No	—	—	24	30		
2		H.	16	16	—	—		
3		H.	—	—	16	32		
4		C.	4	8	—	—	44	102

In the examples given, pair No. 5 N. and S. played deals 1 to 4 against pair No. 3 E. and W. Pair No. 3 won 44 and lost 102, so that pair No. 5 won 102 and lost 44 and both scores agree.

At the end of the game, the winnings and losses in the last two columns are added up and the difference between them is found, which must be either a total plus or a total minus. This figure is put down and the score sheet handed to the committee. All the scores of the N. and S. pairs are then written on a sheet of paper and added up, and then divided by the number of pairs to find the average. The same thing is done with the E. and W. pairs, as in the example:

	N. and S.				*E. and W.*		
Pair No.	Score.	Plus.	Minus.	Pair No.	Score.	Plus.	Minus.
1	162	..	115	1	392	..	115
2	267	..	10	2	280	..	3
3	206	..	71	3	196	81	..
4	389	112	..	4	248	29	..
5	397	120	..	5	367	..	90
6	220	..	57	6	256	21	..
7	298	21	..	7	200	77	..
	7)1939	253	253		7)1939	208	208
Average, 277				Average, 277			

In this example, all the N. and S. players made plus scores; that is, when their score cards were added

up, they showed more points gained than lost, while all the E. and W. scores showed more points lost than gained. Consequently, the average of 277 must be deducted from the individual scores of all the N. and S. pairs and those who made *more* than 277 are plus; those who made less are minus. On the E. and W. scores, on the other hand, those who made *less* than 277 are plus, because they did not lose as many as 277, which was the average loss on these hands. Pair No. 5 makes the top score N. and S. with 120 plus; pair No. 3 makes the top score E. and W. with 81 plus.

The scores can be proved by adding the final plus and minus scores. In the example, the gains and losses by the N. and S. pairs add up 253 in each column; those of the E. and W. pairs, 208 in each column.

When the Howell system is adopted, playing each pair against every other, specially ruled slips must be provided to accompany the trays.

THE AMERICAN LAWS OF BRIDGE.

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THE RUBBER.

1. The rubber is the best of three games. If the first two games be won by the same partners, the third game is not played.

SCORING.

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for honors, chicane, or slam.

3. Every deal is played out, and any points in excess of thirty points necessary for the game are counted.

4. Each trick above six counts two points when spades are trumps, four points when clubs are trumps, six points when diamonds are trumps, eight points when hearts are trumps, and twelve points 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 to the original holder and are valued as follows:

	Declaration.	♠	♣	♦	♥	No Trumps
	Each Trick above Six	2	4	6	8	12
HONORS	3 Honors	4	8	12	16	30
	4 "	8	16	24	32	40
	4 " (All in one hand) . .	16	32	48	64	100
	5 "	10	20	30	40	
	5 " (4 in one hand) . . .	18	36	54	72	
	5 " (All in one hand) . .	20	40	60	80	
	Chicane	4	8	12	16	

Rubber 100, Grand Slam 40, Little Slam 20.

7. If a player and his partner make thirteen tricks, independently of any tricks gained by the revoke penalty, they score slam and add forty points to the honor count.

8. Little slam is twelve tricks similarly made, and adds twenty points to the honor count.

9. Chicane (one hand void of trumps) is equal in value to simple honors, *i.e.*, if partner of player having chicane score honors, he adds the value of three honors to his score, while, if the adversaries score honors, it deducts an equal value from theirs.[1]

10. The value of honors, slam, little slam, or chicane is in no wise affected by doubling or re-doubling.

11. At the conclusion of a rubber the scores for

[1] Double Chicane (both hands void of trumps) is equal in value to four honors, and the value thereof must be deducted from the total honor score of the adversaries.

tricks and honors (including chicane and slam) obtained by each side are added, and one hundred points are added to the score of the winners of the rubber. The difference between the completed scores is the number of points won or lost by the winners of the rubber.

12. If an erroneous score affecting honors, chicane, or slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. If an erroneous score affecting tricks be proved, such mistake must be corrected prior to the conclusion of the game in which it has occurred, and such game shall not be considered as concluded until the following deal has been completed and the trump declared, unless it be that the game is the last one of the rubber, — then the score is subject to inquiry until an agreement between the sides (as to the value of the rubber) shall have been reached.

CUTTING.

14. The ace is the lowest card.

15. In all cases every player must cut from the same pack.

16. Should a player expose more than one card, he must cut again.

FORMING TABLES.

17. If there are more than four candidates, the players are selected by cutting, those first in the

room having the preference. The four who cut the lowest cards play first.

18. After the table is formed, the players cut to decide on partners; the two lowest playing against the two highest. The lowest is the dealer, who has choice of cards and seats, and who, having once made his selection, must abide by it.

19. Should the two players who cut lowest secure cards of equal value, they shall re-cut to determine which of the two shall deal, and the lower on the re-cut deals.

20. Should three players cut cards of equal value, they cut again; if the fourth card be the highest, the two lowest of the new cut are partners and the lower of the two the dealer; if, however, the fourth card be the lowest, the two highest on the re-cut are partners and the original lowest the dealer.

21. Six players constitute a full table, and no player shall have a right to cut into a game which is complete.

22. When there are more than six candidates, the right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

CUTTING OUT.

23. If at the end of a rubber admission be claimed by one or two candidates, the player or players having played a greater 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.

RIGHTS OF ENTRY.

24. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, either for the purpose of commencing a fresh rubber or of cutting out.

25. In the formation of new tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry. Those who have already played decide their right of admission by cutting.

26. A player who cuts into one table while belonging to another, shall forfeit his prior right of re-entry into the latter, unless by doing so he enables three candidates to form a fresh table. In this event he may signify his intention of returning to his original table, and his place at the new one can be filled.

27. Should any player quit the table during the progress of a rubber, he may, with the consent of the three other players, appoint a substitute during his absence; but such appointment shall become void with the conclusion of the rubber, and shall not in any way affect the substitute's rights.

28. If any one break up a table, the remaining players have a prior right to play at other tables.

SHUFFLING.

29. The pack must neither be shuffled below the table nor so the face of any card can be seen.

30. The dealer's partner must collect the cards for the ensuing deal, and he has the first right to shuffle the cards. 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 whilst giving the pack to be cut, he must re-shuffle.

31. Each player, after shuffling, must place the cards properly collected and face downward to the left of the player next to deal.

THE DEAL.

32. Each player deals in his turn; the order of dealing goes to the left.

33. The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in each packet; if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

34. When the player whose duty it is to cut has once separated the pack, he can neither re-shuffle nor re-cut the cards.

35. Should the dealer shuffle the cards, after the pack is cut, the pack must be cut again.

36. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt face downward.

37. ***There is No Misdeal.***

A NEW DEAL.

38. There must be a new deal —

a If the cards be 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 of a hand, the pack be proved incorrect or imperfect.

c If any cards be faced in the pack.

d If any player have dealt to him a greater number of cards than thirteen.

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 the adversaries call attention to the fact prior to the conclusion of the deal and before looking at their cards.

g Should the last card not come in its regular order to the dealer.

39. There may be a new deal —

a If the dealer or his partner expose a card. Either adversary may claim a new deal.

b If either adversary expose a card. The dealer may claim a new deal.

c If, before fifty-one are dealt, the dealer should look at any card. His adversaries have the right to see it, and either may exact a new deal.

d If, in dealing, one of the last cards be exposed by the dealer or his partner, and the deal is completed before there is reasonable time for either adversary to decide as to a new deal. But in all other cases such penalties must be claimed prior to the conclusion of the deal.

40. The claim for a new deal by reason of a card exposed during the deal may not be made by a

player who has looked at any of his cards. If a new deal does not take place, the card exposed during the deal cannot be called.

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

42. If, during the play of a hand, a pack be proven incorrect or imperfect, such proof renders only the current deal void, and does not affect any prior score. The dealer must deal again (Law 38*b*).

43. Any one dealing out of turn or with the adversaries' cards must be corrected before the play of the first card, otherwise the deal stands good.

44. A player can neither cut, shuffle, nor deal for his partner without the permission of his opponents.

DECLARING TRUMPS.

45. The trump is declared. No card is turned.

a The dealer may either make the trump or pass the declaration to his partner.

b If the declaration be passed to partner, he must declare the trump.

46. Should the dealer's partner make the trump without receiving permission from the dealer, either adversary may demand,

1st. That the trump shall stand, or
2d. That there shall be a new deal,

provided, that no declaration as to doubling has been made. Should the dealer's partner pass the declaration to the dealer, it shall be the right of either adversary to claim a new deal or to compel the offending player to declare the trump; provided, that no declaration as to doubling has been made.

47. The adversaries of the dealer must not consult as to which of the penalties under the foregoing law shall be exacted.

48. If either of the dealer's adversaries make a declaration, the dealer may, after looking at his hand, either claim a new deal or proceed as if no declaration had been made.

49. A declaration once made cannot be altered.

DOUBLING, RE-DOUBLING, ETC.

50. The effect of doubling, re-doubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on.

51. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The eldest hand has the first right. If he does not wish to double, he may ask his partner, "May I lead?" His partner must answer, "Yes" or "I double."

52. If either of their adversaries elect to double, the dealer and his partner have the right to re-double. The player who has declared the trump shall have

the first right. He may say, "I re-double" or "Satisfied." Should he say the latter, his partner may re-double.

53. If the dealer or his partner elect to re-double, their adversaries shall have the right to double again. The original doubler has the first right.

54. If the right-hand adversary of the dealer double before his partner has asked "May I lead?" the maker of the trump shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of re-doubling may continue as described in paragraphs 52, 53, 55.

55. Whenever the value of each trick above six exceeds one hundred points, there shall be no further doubling in that hand, if any player objects. The first right to continue the re-doubling on behalf of a partnership belonging to that player who has last re-doubled. Should he, however, express himself satisfied, the right to continue the re-doubling passes to his partner. Should any player re-double out of turn, the adversary who last doubled shall decide whether or not such double shall stand. If it is decided that the re-doubling shall stand, the process of re-doubling may continue as described in this and foregoing laws (52 and 53). If any double or re-double out of turn be not accepted, there shall be no further doubling in that hand. Any consultation between partners as to doubling or re-doubling will entitle the maker of the trump or either adversary, without consultation, to a new deal.

56. If the eldest hand lead before the doubling be completed, his partner may re-double only with the consent of the adversary who last doubled; but such lead shall not affect the right of either adversary to double.

57. When the question, "May I lead?" has been answered in the affirmative, or when the player who has the last right to continue the doubling expresses himself satisfied, the play shall begin.

58. If the eldest hand lead without asking permission, his partner may only double if the maker of the trump consent. If the right-hand adversary of the dealer say, "May I play?" out of turn, the eldest hand does not thereby lose the right to double.

59. If the right-hand adversary of the dealer lead out of turn, the maker of the trump may call a suit from the eldest hand, who may only double if the maker of the trump consent. In this case no penalty can be exacted after the dummy hand or any part of it is on the table, since he (dummy) has accepted the situation.

60. A declaration, as to doubling or re-doubling, once made cannot be altered.

DUMMY.

61. As soon as the eldest hand has led, the dealer'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 dealer, unassisted by his partner.

62. After exposing his cards, the dealer's partner has no part whatever in the game, except that he has the right to ask the dealer if he has none of the suit to which he may have renounced. Until the trump is declared and the dealer's partner's hand is exposed on the table, he has all the rights of a player and may call attention to any irregularity of, or to demand equally with the dealer any penalty from, the adversaries.

63. If he should call attention to any other incident of the play, in consequence of which any penalty might be exacted, the fact of his so doing precludes the dealer exacting such penalty. He has the right, however, to correct an erroneous score, and he may, at any time during the play, correct the claim of either adversary to a penalty to which the latter is not entitled. He may also call his partner's attention to the fact that the trick has not been completed.

64. If the dealer's partner, by touching a card or otherwise, suggest the play of a card from dummy, either of the adversaries may, but without consultation, call on the dealer to play or not to play the card suggested.

65. Dummy is not liable to the penalty for a revoke; and if he should revoke and the error be not discovered until the trick is turned and quitted, the trick stands good.

66. When the dealer draws a card from his own hand, such card is not considered as played until actually quitted, but should he name or touch a card from the dummy hand, such card is considered as

played, unless the dealer in touching the card or cards says, "I arrange," or words to that effect.

CARDS EXPOSED BEFORE PLAY.

67. If, after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner expose a card from his hand, either adversary may, without consulting with his partner, claim a new deal.

68. If, after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit any right to double or re-double which he otherwise would have been entitled to exercise; and in case of a card being so exposed by the leader's partner, the dealer may either call the card or require the leader not to lead the suit of the exposed card.

CARDS EXPOSED DURING PLAY.

69. All cards exposed by the dealer's adversaries are liable to be called, and such cards must be left face upward on the table.

70. The following are exposed cards:

1st. Two or more cards played at once.

2d. Any card dropped with its face upwards, or in any way exposed on the table, even though snatched up so quickly that no one can name it.

3d. Every card so held by a player that any portion of its face may be seen by his partner.

71. A card dropped on the floor or elsewhere below the table is not an exposed card.

72. If two or more cards be played at once by either of the dealer's adversaries, the dealer shall have the right to call which one he pleases to the current trick, and the other card or cards shall remain face upward on the table and may be demanded at any time.

73. If, without waiting for his partner to play, either of the dealer's adversaries should play on the table the best card, or lead one which is a winning card, as against the dealer and dummy, or should continue (without waiting for his partner to play) to lead several such cards, the dealer 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.

74. If either or both of the dealer'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 dealer are not liable to be called. If the dealer should say, "I have the rest," or any other words indicating that the remaining tricks are his, he may be required to place his cards face upward on the table. The adversaries of the dealer are not liable to have any of their cards called should they expose them, believing the dealer's claim to be true, should it subsequently prove false.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 82, 91, and 100), fail to play as directed, or if, when called

on to lead one suit, lead another, having in his hand one or more cards of the suit demanded (Law 76), or if called upon to win or lose a trick, fail to do so when he can (Laws 73, 82, and 100), he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

LEADS OUT OF TURN.

76. If either of the dealer's adversaries lead out of turn, the dealer may either call the card erroneously led, or may call a suit when it is next the turn of either adversary to lead.

77. If the dealer 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 other three follow him, 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 one except the original offender, who, if he be one of the dealer's adversaries, may be penalized as provided in Law 76.

79. In no case can a player be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated at every trick until such card has been played.

81. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR.

82. Should the fourth hand (not being dummy or dealer) play before the second has played to the trick, the latter may be called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

83. If any one, not being dummy, omit playing to a former trick, and such error be not corrected until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stands good, 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.

84. If any one (except dummy) play two cards to the same trick and the mistake be not corrected, he is answerable for any consequent revokes he may have made. If during the play of the hand the error be detected, the tricks may be counted face downward, in order to ascertain whether there be among them a card too many; should this be the case, the trick which contains a surplus card may be examined and the card restored to its original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

THE REVOKE.

85. Should a player (other than dummy) holding one or more cards of the suit led, play a card of a different suit, he revokes. The penalty for a revoke takes precedence of all other counts.

86. Three tricks taken from the revoking player and added to those of the adversaries shall be the penalty for a revoke.

87. The penalty is applicable only to the score of the game in which it occurs.

88. Under no circumstances can the revoking side score game, slam, or little slam, that hand. Whatever their previous score may have been, the side revoking cannot attain a higher score toward game than twenty-eight.

89. A revoke is established if the trick in which it occurs be turned and quitted, *i. e.*, the hand removed from the trick after it has been gathered and placed face downward on the table; or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

90. A player may ask his partner if he has no 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 be answered in the negative, or unless the revoking player or his partner has led or played to the following trick.

91. 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 cards. If the player in fault be one of the dealer's adversaries, the card played in error is an exposed card,

and the dealer can call it whenever he pleases; or he may require the offender to play his highest or lowest card of the suit to the trick in which he has renounced; but this penalty cannot be exacted from the dealer.

92. 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 revoke is established if, after it has been claimed, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

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

94. Should the players on both sides subject themselves to the revoke penalty, neither can win the game by that hand.

95. The revoke penalty may be claimed for as many revokes as occur during a hand; but in no event can more than thirteen tricks be scored in any one hand. (See Law 7.)

GENERAL RULES.

96. There should not be any consultation between partners as to the enforcement of penalties. If they do so consult, the penalty is paid.

97. Once a trick is complete, turned, and quitted, it must not be looked at (except under Law 84) until the end of the hand.

98. 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.

99. If either of the dealer's adversaries, prior to his partner's playing, should call attention to the trick, either by saying it is his, or, without being requested so to do, by naming his card or drawing it toward him, the dealer may require that opponent's partner to play his highest or lowest card of the suit led, or to win or lose the trick.

100. Should either of the dealer's adversaries, during the play of a hand, make any unauthorized reference to any incident of the play, or should he call his partner's attention to the fact that he is about to play or lead out of turn, the dealer may call a suit from the adversary whose turn it is next to lead.

101. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded, none can be enforced.

102. Where the dealer or his partner has incurred a penalty, one of his adversaries may say, "Partner, will you exact the penalty, or shall I?" but whether this is said or not, if either adversary name the penalty, his decision is final.

NEW CARDS.

103. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh

cards are demanded, two packs must be furnished and paid for by the player who has demanded them. If they are furnished during a rubber, the adversaries shall have their choice of the new cards. If it is the beginning of a new rubber, the dealer, whether he or one of his adversaries be the party calling for the new cards, shall have the choice. New cards must be called for before the pack be cut for a new deal.

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

BYSTANDERS.

105. While a bystander, by agreement among the players, may decide any question, yet he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score or to the exaction of a penalty, he is liable to be called on by the players to pay the stakes on that rubber.

PLAYING SPADES.

The rule is, that if a spade make is not doubled, the hand shall not be played unless one side or the other is 20 or more on the trick score; but the general practice is not to play undoubled spades unless the *dealer's* side is 24 up or better, regardless of the other score. If spades are not played, the honors are shown and scored as held, and the dealer scores two points for the odd trick.

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