

# BRIDGE THAT WINS

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# Bridge that Wins

BY

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*With Thirty Illustrative Deals*



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## BRIDGE THAT WINS

Bridge originated in Constantinople about 1870, and has become probably the most popular of all indoor games.

The game is played by four players, the full pack of cards being used and the cards taking rank as in whist.

The players must cut for the deal and the player cutting the lowest card wins, the ace being the lowest.

The dealer must either declare the trump or request his partner to do so. If the make is passed the trump must be named by the partner. Thirty points constitute a game, but all points over thirty in a game are counted. Two games won out of three constitute a rubber, and the winners of a rubber add 100 points to their score.

In addition to the points scored for game and rubber there is an honor score, which is kept separately. At the conclusion of a rubber, to arrive at the result, the sum total of the points and honors scored by losers is deducted from the sum total of the points and honors scored by the winners.

### START OF THE PLAY.

After the trump has been named by the dealer, or his partner, the leader says: "May I play,

partner?" or "I double." If the first, his partner may say: "Play," or "I double." Doubling makes the value of each odd trick twice that of the original declaration. After having doubled, the player who named the trump may redouble or pass, and if the latter, his partner has the privilege of doubling, and this operation may be continued indefinitely. The honor score cannot be doubled.

After the first card has been played in any deal the dealer's partner lays his cards face upward on the table, and thereafter has no part in the game except that he may prevent his partner from revoking, or the adversaries from exacting any penalty in error.

When a suit is named the five highest cards of that suit are the honors; at no trump aces only are honors.

When a trump is declared a player holding no trumps is *chicane*, but may not claim it until the deal has been played.

A side winning twelve tricks in a deal scores a little slam; a side winning thirteen tricks in a deal scores grand slam.

The following table shows the value of each odd trick at any declaration and also the value of the honors which accrue to the players holding them:

When there are no trumps:	
Each trick above six counts.....	12
Three aces count.....	30
Four aces count.....	40
Four aces in one hand count.....	100



When trumps are	Spades	Clubs	Diamonds	Hearts
Each trick above six counts	2	4	6	8
Three honors count..	4	8	12	16
Four honors count...	8	16	24	32
Five honors count...	10	20	30	40
Four honors in one hand count .....	16	32	48	64
Four honors in one hand and fifth in partner's count ...	18	36	54	72
Five honors in one hand count .....	20	40	60	80
Chicane counts .....	4	8	12	16
Grand slam counts.....				40
Little slam counts.....				20

It is much better to have the score kept by one player on each side. Where but one score is kept, however, it should always be left upon the table in plain view of all the players.

A simple method of scoring is shown by the illustration following:

A & B		C & D	
Tricks	Honors	Tricks	Honors
6		36	12 30
24	32 4	2	
12	12		
		32	32 100
42	48 42 80	70	174 70 244 80 164

It will be unnecessary to write the words tricks and honors, and any paper which is convenient may be used.

Bridge should not be played without a stake, even by beginners; on the other hand, there are many reasons why a stake should not be high. In cutting for partners, one who never draws a poorer partner than himself obviously should not play for a large sum. All players, except the worst, must occasionally have partners either of less experience or less ability than themselves, and one-fourth of the time remain idle and watch games and perhaps rubbers thrown away by the bad play or poor declarations of their partners.

At such times one should avoid criticism, and particularly any exhibition of temper.

Not only is this important as a matter of etiquette, but from pure business reasons. An indifferent or inexperienced player who is called to account for each of his mistakes is certain to become more or less confused, until he is no longer able to do himself justice.

## THE DECLARATION.

Above everything else, results at bridge depend upon the declaration. After an experience of many years the writer believes in greater freedom in no trump declarations than is recommended by any text book now in use; in this opinion he is supported by the best players of his acquaintance, all of whom have been weaned from the old methods during the last two or three years. Any expert bridge player must bear witness that at no trump the dealer easily has a great advantage in play over his adversaries; while with a declared trump the reverse is true. This is largely due to the fact that with a declared trump the adversaries get in their tricks as rapidly as possible and neglect no opportunity to ruff each other and destroy the good cards held by the dealer in the plain suits.

At no trump, on the contrary, it is imperative that the adversaries must attempt a long suit, and if the dealer is a skillful player he can keep them in ignorance of the strength which they hold between them until too late for them to profit by the knowledge.

## GOOD RULE TO FOLLOW.

One guiding rule should be borne in mind by all players of bridge:

The dealer should never make a declaration unless he may reasonably expect to win the game on that deal.

To paraphrase an ancient whist adage, "When in doubt, declare no trump."

The dealer's chances at no trump declaration are much better when the strength is divided between dealer and dummy. As the dealer's hand is weaker, so he has a perfect right to expect dummy's hand to be stronger.

In estimating the value of a hand, players should not lose sight of the secondary cards, such as tens, nines and eights, which usually take several tricks in each deal and materially assist the honors.

### DEALER SHOULD DECLARE NO TRUMP.

The dealer should declare no trump when holding three aces, except when also holding four honors in hearts or a hand with which game may almost certainly be won at hearts or diamonds. Thus, with hearts, ace, jack, deuce; spades, seven, four; diamonds, ace, king, queen, nine, six, four; and clubs, ace, seven; with the score twelve or more, the dealer should declare diamonds, being almost certain to win game at that declaration. With a score of less than twelve he should declare no trump.

When holding two aces and another suit protected. Example: Hearts, ace, ten, four; spades, queen, jack, nine, deuce; diamonds, ten, six, four; clubs, ace, nine, trey.

When holding one ace and two protected suits and a hand equal to the average. Example:

Hearts, king, ten, deuce ; spades, ace, nine, trey ; diamonds, king, jack, eight, four ; clubs, five, six, seven.

When holding two suits headed by ace, king. Example: Hearts, ace, king, six, deuce ; spades, ace, king, seven ; diamonds, ten, four, three ; clubs, six, four, deuce.

Should the heart suit contain five or more, a heart declaration is preferable to no trump, in the last-named example.

When holding an established suit of five or more cards and an ace or a guarded king. Example: Hearts, king, four, deuce ; spades, ace, king, queen, jack, five ; diamonds, ten, four, deuce, clubs, three, two.

When holding king, queen or king, jack of every suit, without any aces.

On the rubber game the dealer should declare no trump when holding an established black suit of six or more, regardless of weakness in the other suits.

The dummy should declare no trump under the same general rules as those laid down for the dealer, except that he should place less value than the dealer on such suits as king and one or two small, or queen and two small cards, as the exposure of such suits robs them of half their strength.

No trump must always be declared by either dealer or dummy, regardless of the score, when holding four aces.

In desperate situations, such as a score of 0—24 on the rubber game, or when opponents have won

the first game and have a large start on the second, no trump may be declared when the hand seems to afford any possibility of winning the game from such a declaration, as in the instances below given:

Spades, king, queen, jack, six, four, deuce; hearts, trey, deuce; diamonds, ace, queen, six; clubs, trey, deuce.

Spades, ace, queen, jack, four, trey, deuce; hearts, king, four, deuce; diamonds, trey, deuce; clubs, trey, deuce.

Such hands as the above contain a large number of possible tricks.

No trump should never be declared, however, from hands such as the following:

Spades, ace, four, trey, deuce; hearts, king, trey, deuce; clubs, king, trey, deuce; diamonds, jack, trey, deuce.

Such a hand is worth very little under any circumstances. Desperate no trump declarations never need be absurd.

## HEART DECLARATION.

The dealer should declare hearts :

When holding four or five honors regardless of the score, unless he should also hold four aces.

When holding six hearts with three honors.

When holding six hearts with two honors, one of which is king or ace.

When holding seven or more hearts with one honor.

When holding five hearts with two honors and a good five-card suit.

When the score is fourteen or more, in addition to the examples given above, the dealer should declare hearts :

When holding six hearts with two honors.

When holding five hearts with two honors, one of which is king or ace.

When holding four hearts with three honors, one of which is king or ace, and two tricks in the other suits.

The rules for heart declaration for the dummy are the same as those for the dealer except that dummy is sometimes forced to make the heart declaration from hands which dealer would pass. It is usually unwise, however, for dummy to declare hearts with a holding of five weak trumps and not much strength in the plain suits.

When the score is 22 or 24, either dealer or dummy should declare hearts when it seems reasonable to expect the hand to take four tricks.

Examples: Hearts, ace, queen, ten, deuce; spades, ace, king; diamonds, nine, six, four; clubs, jack, six, four, deuce.

Hearts, king, queen, jack, four; spades, king, seven, six; diamonds, six, four; clubs, queen, jack, four, deuce.

### DIAMOND DECLARATION.

Dealer should declare diamonds when holding four or five honors unless the score is desperate and there is a good chance of winning game at a no trump declaration.

Dealer should never declare diamonds except when holding four honors unless there is a fair probability of winning the game on the diamond declaration.

Dummy must sometimes declare diamonds when his hand will not warrant a no trump declaration and there is a probability of scoring the odd trick at diamonds.

Example: Hearts, king, jack, four, deuce; spades, queen, ten, trey; diamonds, king, jack, nine, seven, deuce; clubs, four.

Dummy should not declare diamonds, however, from such hands as the following: Hearts, king, trey, deuce; spades, jack, six, four; diamonds, jack, eight, six, trey, deuce; clubs, seven, six. Spades should be declared from hands like the last-named unless the score is 24 or more.

Dealer should declare diamonds at the score of love-all:

When holding four of five honors and not having three aces.



When holding seven or more diamonds with at least one honor and some strength in plain suits.

When holding six diamonds with two honors and a strong five-card suit.

Example: Diamonds, ace, jack, nine, seven, four, deuce; spades, king, queen, jack, nine, four; hearts, deuce; clubs, deuce.

It is obvious that with such hands as the above, or similar ones, there is a fair chance to win game with diamonds trumps. When the trump suit is only headed by the jack or queen, however, the hand is greatly weakened.

When the score is twelve or more dealer or dummy should declare diamonds:

When holding six diamonds with three honors.

When holding five diamonds with two honors and a good five-card suit.

When the score is 18 or more dealer or dummy should declare diamonds.

When holding six diamonds with two honors.

Examples: Diamonds, queen, ten, eight, seven, four, deuce; spades, king, jack, four; hearts, queen, ten, four; clubs, seven.

When holding five diamonds with two honors, one of which is ace or king, and fair strength in the plain suits.

When the score is 24 or more dealer should declare diamonds when holding four or five, if the hand seems reasonably certain to take at least four tricks. Dummy should declare diamonds at this stage if his hand seems certain to take three tricks.

Under no circumstances should dummy declare diamonds from such a hand as the following :

Hearts, ten, eight, four, deuce ; clubs, queen, eight ; spades, ten, nine, eight ; diamonds, king, ten, four, trey.

There are many precepts used by bridge players which are a snare to the unwary. One of these is that when the dealer passes the make, having a score of 24 or better, he calls for his partner to name the best suit which he (dummy) has. Within certain limitations this is all right, but when applied to such cases as the above, which are frequent, it at once becomes foolish. Trying to win the game with such cards should almost invariably give the game to the opponents.

### BLACK DECLARATIONS.

Dealer should never declare spades nor clubs unless two or three odd tricks will win the game and the hand seems strong enough to secure them.

When dummy is forced to name the trump and his hand does not warrant a no trump or red declaration he should always declare spades, unless holding five or more clubs, with some strength either in the trump suit or in the other suits.

Clubs should never be declared from hands like the following : Hearts, ten, seven, trey ; spades, six, four ; diamonds, ten, six, four, deuce ; clubs, king, jack, three, two. From such a hand dummy must declare spades.

The tendency of all beginners at bridge is to declare hearts or diamonds whenever they see a hand containing five or more of either of those suits. It is especially hard, when holding the dummy hand, to declare spades when holding only two or three of that suit, and perhaps a five-card red suit.

One of the most expensive declarations ever made was from the following hand: Hearts, nine, six, five, trey, deuce; spades, king, jack, ten; diamonds, ace, king; clubs, ace, jack, nine.

The make was passed and the dummy, who held the above hand, declared hearts instead of announcing no trump, as he should have done. Dealer and dummy had won the first game and at no trump would easily have gone out. The heart make was doubled and the opponents won the game, besides holding 64 honors, and eventually won the rubber, the unwise declaration actually costing over 900 points.

Another expensive declaration was from the following hand: Spades, jack, four; hearts, seven, six, trey; clubs, nine, four; diamonds, nine, eight, six, five, four, deuce. From this the dummy, to whom the make was passed, declared diamonds, when he should unquestionably have declared spades.

It is difficult to teach beginners to declare spades as frequently as they should. Some wag has said that most players lack nerve enough to declare spades. Certain it is, however, that when the opponents obviously hold stronger cards than your partner and yourself, you must make the deal as inexpensive as possible.

It sometimes occurs that the proper declaration for dummy is spades, even though he has no card in that suit.

Example: Hearts, nine, seven, six, five, two; clubs, nine, eight, four, three; diamonds, nine, eight, four, three.

While such a hand might take one or two tricks at a club declaration and could take none at spades, it should always be remembered that at a score of love-all, the adversaries cannot win game at a doubled spade, while at a doubled club this is not the case.

### PLAY TO PROBABILITIES.

The player is certain to win in the long run whose declarations and play are in accordance with the probabilities. When you hold but one honor in any suit there are eighty-two chances in a hundred that your partner will hold one or more honors, forty-one chances that he will hold two or more, nine chances that he will hold three or more, and one chance that he will hold all four honors in that suit.

When you hold two honors in a given suit the chances for your partner's holding remaining honors are seventy-two in a hundred for one or more, twenty-five in a hundred for two or more, three in a hundred for all three.

When you have three honors in a suit there are fifty-six chances in a hundred of your partner holding one or more, and ten chances in a hundred that he will hold both the remaining honors.

Most players are apt to doubt the recognized

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authorities on the game when they have been particularly fortunate or unfortunate with declarations of a certain character three or four times in sequence. At no game is it so unsafe to create rules as the result of a few deals' experience as at bridge.

## DOUBLING.

The most dangerous pitfall at bridge, for experienced players as well as beginners, is the temptation to double. Perhaps the next greatest pitfall, although not nearly so deep as the first, is timidity in doubling.

The rules for doubling, as given by most authors, are as follows:

Double the make: At no trumps, when you have six sure tricks and a probable seventh; at spades, when holding four tricks and a probable fifth; at hearts, diamonds, or clubs, when having five tricks and a possible sixth.

These rules do not cover the case, as players can seldom be positive which cards in their hands are certain to take tricks.

A suit of three headed by ace, king, can usually be depended upon for two tricks. With four in the suit the second trick becomes doubtful, and when there are more than five in the suit it cannot always be depended upon even for one trick.

On considering whether to double a make, very little importance should be given such suits as queen and two small cards; queen, jack and one small card, however, can usually be relied upon either to take a trick, or to prevent the dealer from securing a discard.

The most important consideration in doubling is the score. When the odd trick will give you game, do not double except with seven or more

absolutely certain tricks in your hand. When the odd trick means game to the dealer, but not to yourself, you are warranted in taking dangerous risks to raise the value of that odd trick.

For instance, when the dealer declares hearts, the leader, holding ace, jack, ten, deuce of hearts, seven of spades, ace, king, ten, eight, six of diamonds, and ace, jack, trey of clubs, should double, although it is extremely likely that his diamonds cannot be trusted for two tricks.

Score, 0—24; hearts declared by dealer, and leader, holding same hand as above, except that the club suit is ace, king, queen, should not double.

The score love all and the dealer declares hearts; leader, holding hearts, king, jack, ten, five, spades, jack, five, diamonds, ace, jack, five, four, and clubs, king, queen, six, should double; with the declaration at his left, however, he would not be warranted in doubling.

Score love all and hearts declared: Leader, holding hearts, king, five, spades, ace, king, queen, five, diamonds, ace, queen, four, and clubs, ace, king, ten, six, should double whether the trump is declared at his right or left. With such a holding he should be able to prevent the weak trump hand from securing the lead at all, and be almost certain of winning a trick with the trump king.

Score love-all and dealer declares hearts; leader, holding hearts, king, jack, nine, seven, five, three, two, spades, ten, four, three, diamonds, five, and clubs, nine, three, should not double.

The number of his trumps is a snare, as the cards in the plain suits would be picked off at once and the leader forced to lead trumps two or three times.

At no trump, suits of six or more headed by ace, king, queen, must be treated as established, although it sometimes happens that another player is able to win the fourth round, thereby blocking the suit. However, with a seven card suit headed by ace, king, queen, or a six-card suit of that character and the ace of another suit, leader should never hesitate to double at no trump. With less than seven certain tricks, however, it must always be remembered that the dealer is apt to have a long, established suit on his part.

Pone should double a no-trump declaration with an established heart suit of six or more, or with the ace of hearts and another established suit of six; or he should double holding six hearts which may be established in one round, and two re-entries in the other suits.

Spade declarations are of two distinct kinds—those which are made by the dummy from general weakness and those which are made by either dealer or dummy when they hope to win game on that declaration. The latter, the opponents should be chary about doubling; the former and more common spade declaration is the one which it most frequently profits the adversaries to double when the score is not in question.

Either leader or pone should double a spade declaration with hands equal to any of the following:



Spades, queen, eight, four, deuce; hearts, ace, king, four; clubs, king, jack, trey; diamonds, jack, ten, deuce.

Spades, ace, king, eight, four; hearts, queen, jack, trey; clubs, king, ten, deuce; diamonds, queen, four, trey.

Spades, eight, four; hearts, ace, jack, six, deuce; clubs, ace, king, jack; diamonds, ace, queen, four, trey.

Spades, king, ten, eight, four, two; hearts, jack, four; clubs, king, queen, three; diamonds, eight, four, two.

It is evident that players who always win when they double must miss many opportunities and lose a great many more points in the aggregate than would result from an occasional double which went wrong.

Timidity in doubling frequently loses games, although, of course, it is never responsible for such sensational losses as is overboldness. However, players cannot expect to win who do not make the most of their opportunities. The following is a case in point:

No trump was declared by dealer and pone doubled, of course, to secure the heart lead. The cards held by dummy were hearts, ace; spades, queen, five, two; diamonds, ace, jack, three; clubs, queen, jack, ten, seven, six, deuce. He did not redouble, his excuse being that pone might have a re-entry to bring in the heart suit. Such timidity is expensive. Knowing that the dealer was weak in hearts, dummy should have given him credit for

nearly all the missing honors in the other three suits. As it was, dealer scored a grand slam at 24, but should have scored the same number of tricks at 48, the difference amounting to an average rubber.

When a spade make has been redoubled, the most important suit to consider is clubs. This is a feature of the game with which only a small proportion of experienced players are familiar, and therefore requires some explanation.

Supposing dummy has declared spades, the leader doubles and either dummy or dealer redoubles. With the ace and king of clubs, pone is safe in again redoubling, and if he has confidence in his partner may do so with two probable trick in the club suit, such as ace, jack, ten. With a weak club suit the leader would not double without some strength in trumps, so it is altogether unlikely the dealer can acquire the odd trick with trumps alone, and the leader must have the red suits securely under control.

Almost invariably when disaster overtakes a player who has doubled a spade make, it is owing to the fact that the dealer or dummy is able to bring in a suit of clubs and trump the red suits on the first or second round. There is naturally little danger of dealer or dummy bringing in a long red suit on a spade declaration which has been doubled.

When leader and pone have a score of 22 or 24 and have not won a game, it is advisable to double spade declarations, if there seems a reasonable chance of winning, in order to secure the first deal on the next game.

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If the dealer is 22 or 24, however, it is unwise to double spades, except with an unusually strong hand, including fair strength in the trump suit.

## SUGGESTIONS FOR GOOD PLAY BY THE DEALER.

First of all, the dealer should know how many tricks are necessary to win the game, study his own hand in connection with that of the dummy and plan his whole line of play to secure that number, if possible. He must also learn to revise his plans quickly during the progress of the deal should an unusual distribution of cards in the hands of the adversaries develop.

### RE-ENTRY CARDS NEED STUDY.

Study carefully which hand has the greater need of re-entry cards, and when a trick can be won equally well on either side, preserve the card of re-entry where it will be most useful. Do not be in a hurry to extract trumps simply because you can do so. Unless you have a suit to bring in after trumps are exhausted, it is wiser to develop the suit first, or, if possible, to ruff the hand which is weak in trumps.

When both hands are strong in trumps, however, such as five in one hand and four in the other, it is always wise to take one or two rounds, as enough will be left for ruffing purposes, unless there is a good cross ruff in sight at the beginning.

When holding king, queen and small cards in one hand and only two or three small cards of the suit in the other, always lead toward the king

and queen. If the first trick is held by the queen, abandon the suit until you can lead through the ace a second time.

Holding queen and small cards of a suit in one hand and ace and one or more small cards in the other, avoid the suit, if possible, and encourage the adversaries to lead it. When forced to play it, however, win the first trick with the ace and return, hoping to find the king at the right of the queen.

In playing no trump hands it is profitable to bring in a long suit early in the deal, forcing the adversaries to ruinous discards.

Conceal from them as long as possible the secondary suit which you may also hope to make. The dealer, for instance, had declared no trump, and won the second round of diamonds, which the adversaries opened. The dummy disclosed a five card suit of spades, of which the dealer had three, and these five tricks he immediately proceeded to make. The other cards held by the dealer were as follows: Clubs, ace, king, jack, eight, six, three; hearts, ace, four. Knowing that he must make two discards, the dealer should discard a club, in order to create the impression that he intends to play for the heart suit.

His second discard, of course, would be the small heart, but in the meantime he is likely to have induced one or more discards of clubs.

Again, the dealer has declared no trump, holding the following cards: Spades, king, queen, jack, five, four, two; hearts, ace, jack; clubs, ace, five, three; diamonds, nine, seven. The leader

and his partner took the first four tricks with diamonds, exhausting that suit. The dealer should discard two small spades from his own hand, and either a small spade or club from the dummy, it being of the first importance to induce the opponents, if possible, to lead spades before taking out the ace of clubs. Should the club suit be divided between the adversaries, a spade would almost certainly be led.

### ALWAYS KNOW THE SCORE.

It is impossible for one to become a successful bridge player who does not at all times keep himself fully informed regarding the score, both as to points and games.

The dealer and his partner must know how many points they need for game and whether the advantage of position is with them or with the adversaries. As a general rule, be conservative when ahead and daring when behind, but take any reasonable chance that may possibly win in the rubber game.

The leader and his partner must likewise know the score before the play begins, as the question of doubling usually hinges on the score more than upon any other consideration. After the play begins all the players must constantly bear in mind how many tricks are necessary to prevent the adversaries from going game; and also how many are needed to secure game for themselves.

A knowledge of the score will save players from making risky no trump declarations when

the game could be easily won with a declared trump.

One of the most important rules of bridge is to learn to acquire game when possible and not to consider additional points until it is impossible for the adversaries to prevent your securing the game.

Tricks are not of equal value at bridge, as a few points lost at a critical time may make a difference of several hundred in the result of a rubber. When the game is safe beyond question it is worth while taking long chances to secure a small or grand slam.

At no trump it is nearly always best for the dealer to play immediately for the suit which is longest in the two hands combined. Preference should always be given to suits which are headed by a sequence, such as king, jack, and small cards in one hand, queen and small cards in the other. When ace, queen, jack, or king, jack, ten are held between the dealer and dummy, the lead should always be toward the tenace.

At no-trump, if the dealer can only win one trick in the first suit opened, it is usually wise to refrain from winning it, if possible, until the partner of the leader plays his last card in that suit. This play should not be made, however, when there is another suit in which neither dealer nor dummy has any protection; nor would there be any reason for holding up, if dealer could see that he could take nearly all the tricks without finessing.

When one of the opponents has an established

suit, of which his partner is void, dealer should always finesse, when possible, toward the latter.

When there are nine cards in one suit held between dealer and dummy, including ace and king, but not the queen, it is usually better to play the ace and king on the first two rounds.



## SUGGESTIONS FOR GOOD PLAY BY THE NON-DEALERS.

Original leads when no trump is declared:

Ace is led—From suits of six or more, which are headed by A, Q, J, or by A, Q, and when you have a certain re-entry.

King is led—From A, K, Q and others.

From K, Q, J and others.

From A, K, J and three or more small cards.

From A, K and five or more small cards.

From K, Q, 10 and others.

From K, Q and five or more small cards.

From K, Q and two small cards.

Queen is led—From Q, J, 10 and others.

From Q, J, 9 and others.

Jack is led—From A, Q, J and others.

From J, 10, 9 and others.

Ten is led—From K, J, 10 and others.

Fourth best is led from all combinations not given above.

There are two good reasons for leading the king from king, queen, and two others. The first is that your partner may be longer in the suit than yourself, and the other that the adversaries may be. After one round of such a suit it is frequently found better to play for some other suit.

Original leads against a declared trump:

Ace is led—From A, K only.

From all combinations headed by the ace without the king.

King is led—From A, K and others.

From K, Q with or without others.

Queen is led—From Q, J, 10, with or without others.

From Q, J and one.

Jack is led—From J, 10 and others.

Fourth best is led from all other combinations.

Lead the top of a two-card suit.

Lead the top of a three-card suit unless headed by king or queen.

It is always best to lead from an ace-king suit against a declared trump if possible. Next in effectiveness is a king-queen suit, and after that, a singleton.

It is considered bad play, and with some reason, to underlead an ace against a declared trump, although opinion on this question is not nearly so unanimous as formerly. Except as a last resort, however, do not open a suit consisting of ace and three small cards, as by so doing you are apt to establish good cards for one of the adversaries.

Examples of opening leads against a declared trump:

Hearts declared and leader's hand as follows: Hearts, jack, nine, four, two; spades, seven; clubs, queen, ten, six, four; diamonds, ace, queen, nine, three.

The four of clubs should be led; it is nearly always unwise to lead a singleton when holding four trumps, and equally unwise to lead from a suit headed by the major tenace.

Hearts declared and leader's hand as follows: Hearts, seven, three, two; spades, seven; clubs,

eight, six, five, two; diamonds, jack, eight, five, four, three.

The singleton spade should be led; leader can take no tricks unless he ruffs the spade suit, and it is extremely improbable that pone unaided can prevent dealer from winning the game.

Hearts declared by dealer and leader's hand as follows:

Hearts, king, jack, eight, three; spades, seven; clubs, queen, five; diamonds, ace, king, queen, nine, six, two.

Leader should open diamonds, and if possible ruff dealer at every opportunity.

Hearts declared by dummy and leader's hand as follows:

Hearts, seven, two; spades, ace, queen, nine, four; clubs, king, queen, nine; diamonds, ace, jack, nine, five.

Leader should lead trumps, expecting his partner to lead up to the weakest suit in the dummy should pone hold the trump trick.

Hearts declared and leader's hand as follows:

Hearts, ace, three, two; spades, seven; clubs, ace, king, queen, nine, two; diamonds, jack, seven, six, three.

Leader should open with the singleton spade. Holding the ace of trumps the lead is perfectly safe, and he can run with his club suit later. With three indifferent trumps, however, the club suit should be started at once.

Hearts declared and leader's hand as follows:

Hearts, jack, seven, four; spades, queen, six, four, two; clubs, jack, six; diamonds, ace, ten, five, two.

The jack of clubs should be led. If the club suit consisted of two small cards it would still be the proper suit to open in this case.

## RULE OF ELEVEN.

The eleven rule, adapted from the game of whist, is used in connection with the lead of the fourth best card from all suits in which the leader has any combination from which to lead an honor.

Subtract the number of the card led from eleven and the difference will represent the number of cards held by other players than the leader which are higher than the led card. For instance: The seven of spades is led; dummy has queen, nine, four; you hold ace, ten, deuce; the dealer cannot have any higher card than the seven, as the four above the seven are all in sight.

Against a no-trump declaration a small card led should always be fourth best, and one can reckon upon it absolutely.

Against a declared trump, however, there is always the further chance that the card led may be a singleton or the top of a two-card suit.

The lead of the fourth best has the further advantage of enabling the leader's partner to determine absolutely how many of the suit the leader held by the subsequent play of cards smaller than that originally led, each lower card proclaiming one more than four in the suit originally.

## THE DISCARD.

Discard from weakness or from the suit which you do not want your partner to lead. This will be found in the long run a great trick winner over the discard from strength, which was formerly recommended by many good players. When it is evident that your partner is protecting one suit you are safe in discarding that if you have an honor to guard in another.

When holding command of a suit—that is, the ace or the king behind an ace exposed by dummy—inform your partner as quickly as possible by the reverse discard—that is, playing an unnecessarily high card and following with the smaller, such as a five followed by the trey. This enables your partner to discard from that suit with impunity and to keep cards in other suits which may be trick winners.

Above all things, avoid discarding a singleton, or the last card in any suit, because in so doing your partner's holding is immediately betrayed to the dealer when that suit is led.

It is often wise also, when there is little prospect of your taking any tricks in the deal, to cling tenaciously to two or three little cards of the suit in order to deceive the dealer into taking a finesse on the wrong side.

Some authorities claim that the discard from strength should be used in bridge for the same reasons which make it advisable in whist. The fallacy of this is obvious when it is remembered that in whist the strongest suit card is always used

when the trump strength is declared against you, which cannot be the case when there is no trump. Also, in bridge your strongest suit may consist of only two or three cards from which you cannot discard except at a loss.

### USES OF REVERSE OR ECHO.

The echo or reverse is a prominent feature of bridge, but many players find it perplexing, as it conveys different information under different circumstances.

It consists merely in playing an unnecessarily high card of a suit and a smaller card of that suit on a subsequent trick. Against a declared trump this means that the player using the echo can ruff the third round of the suit, the negative inference being that the player cannot ruff the third round if he does not echo.

Cards above the ten must not be used in the reverse. For instance, a player holding jack and four only must play the four and then the jack, which will mark him out of the suit. Were the jack to be played first the leader would be certain to lead low the next time, giving dealer a cheap trick.

Against a no-trump declaration the echo has an entirely different significance. In a general way it indicates command of the suit, usually the ace, but may be made by leader to indicate that he can beat any card of that suit exposed by dummy; or it may be used by pone when holding the king of a suit of which the ace is exposed by dummy.

Another and an important use of the echo in no-trump deals, is to indicate strength in the suit which your partner is leading. For instance, suppose pone to hold a suit of queen, ten, seven, six, two. If leader should start the king or ace of that suit, pone should play the seven, and echo with the deuce on the next round, to show his partner beyond question that he had selected the right suit. This situation more frequently occurs when the leader has been forced to abandon his original suit, and is guessing at his partner's best holding.

Not less important than the direct information thus given is the negative inference, which the deuce would give on the first round, which would tell the leader to abandon the suit at once.

There is no call for trumps in bridge.

## THE HEART CONVENTION.

When no-trump has been declared and the player at the right of the dealer doubles, leader should open his hand with his highest heart.

This is an arbitrary convention which is unsound in principle, but has come into such general use that a knowledge of it is indispensable.

The player who doubles declares either an established suit of hearts or the ace of hearts and another established suit.

Many players do not use the heart convention, and a player should always know in advance the custom in this respect of the party in which he finds himself.

After dummy's hand is exposed the play, of course, must be adapted to circumstances. Broadly speaking, you should aim always to lead through strong suits and up to weak suits. There are many exceptions, however, it being particularly unwise to broach a suit which you are liable to establish for dummy, to lead through suits in which dummy has a sequence, such as queen, jack, ten, or king, queen, jack; or to lead through suits in which dummy has a tenace over an honor in your own hand.

In most cases experience and what is known as card sense will soon correct your first mistakes.

### LEADING TO TENACE.

When the dealer is leading toward a tenace suit in the dummy the play of second hand is important, if the missing honor be in that position.

It is nearly always best to cover the jack or queen led with the king, the ace being shown at your left, except in the following instances:

First—When one more trick means game to the dealer, and you know that he will refuse a finesse in any event.

Second—When the king is several times guarded and there are only one or two small cards with the ace.

Third—When it is obvious that by covering the card led you establish the suit for the opponents. For instance, dummy has ace, jack, ten and two others of a suit; the queen is led by dealer, and you have king and two or three small second in



hand. The best chance of stopping the suit is that dealer has no more to lead, and it is useless to cover.

### SUPPORTING CARDS.

Covering supporting cards led with the queen second in hand is a play which is much more doubtful than covering with the king. Holding queen and one or two small cards of a suit, the king and small cards exposed at your left, and the jack led at your right, it is best to cover, as your partner may have the ten, and in any event the dealer will almost certainly pass the jack, and your partner's ace will be forced.

With ace, king, and others exposed at your left, the jack led at your right, and your holding queen and two others, it is useless to cover when there is a declared trump, as the dealer will not take the finesse, even if allowed to do so.

At no-trump, however, if the dummy has neither the ten of the suit led nor any card of re-entry in other suits, it is best to cover, as dealer may otherwise finesse, and your only hope is that your partner may be able to stop the suit on the third round.

Avoid leading away from a king when either the queen or ace of that suit is exposed by dummy. If the ace is held by the other adversary, you are certain to give them two tricks in the suit and will probably lose your king. This rule becomes inoperative.

First—When there is a strong reason against leading either of the other suits.

Second—When your partner by his discards has indicated strength in that particular suit.

Third—When it is impossible to save game unless your partner has the ace of the suit in question, when you must assume that he has it and play accordingly.

None of the three contingencies mentioned is apt to develop early in the deal, and, therefore, such a suit is to be avoided as long as possible.

When the ace, queen of a plain suit are exposed and leader, holding the king guarded, knows that in all probability the dealer will make a finesse which must win, it is a favorite ruse of many players to lead through the tenace at once, in order to frighten dealer into going up with the ace, fearing that the lead is short. The play is more apt to be successful if the ace and queen are at the head of a long suit.

When the king and two or three small cards of a suit are exposed, it is often profitable to underlead the ace, and by having the queen win third hand, secure two tricks in the suit. This play should never be made if dealer has named the trump and there are more than seven cards of the suit in the hands of leader and dummy.

When a trump has been declared by dealer beware of suits in which the dummy is short. For instance:

Dealer has declared hearts and leader won first trick with the king of diamonds, dummy having exposed the following cards: Hearts, ten, five, deuce; spades, king, nine, six, five; clubs, king, queen, seven, four; diamonds, six, three; leader

must shift to the spade suit before making the ace of diamonds, as otherwise he would put the dealer in a position to ruff dummy immediately.

Beware of a suit in which dummy is long. For instance :

Dealer had declared hearts and leader's cards were as follows: Hearts, nine, seven, three; spades, queen, ten, five, deuce; diamonds, ace, king, jack, four; clubs, ace, nine. King of diamonds was led and the following cards exposed by dummy: Hearts, ten, five; spades, ace, nine, six; diamonds, six, three, two; clubs, king, queen, jack, seven, four. The deuce of spades should follow the king of diamonds, in order to force the ace of spades out of dummy before the club suit is established; otherwise leader and pone might never take a trick in spades, although holding all the honors except the ace.

The way in which whist players who have taken up bridge finesse ace, queen, is most absurd. In whist this finesse is taken so regularly that players learn to do so unconsciously, without stopping to consider the object, which is, of course, to finesse against a possible king at right. But at bridge we frequently observe the player at the left of dummy finessing ace, queen, when it can be seen that the king of the suit is not in the dummy.

### HONORS WITH PARTNER.

At no-trump, when the declaration has been made by the dealer and dummy lays down a long suit headed by a couple of honors, if dealer at-

tempts to establish a suit numerically inferior to that upon the table it is evident that your partner must have the missing honors.

One of the most disastrous plays in bridge, and one which is most stubbornly defended and used by a majority of bridge players, is the lead of ace from a suit of ace and three small cards against a declared trump.

Perhaps the most remarkable thing connected with this play is the fact that it is recommended by most writers on the game, so that one must not rashly attack the play without being absolutely certain of one's position. The natural instinct of every beginner at the game is to take tricks as soon as possible, just as in the game of whist beginners lose their aces at once and at skat lead the jack of clubs at the first opportunity.

There are times, of course, when such a suit must be opened against a declared trump as the least of three evils, but such cases are extremely rare. Players lead an ace to get a "look at the hand," but the "look" is frequently of no value whatever and rarely compensates for surrendering command of a suit.

When the dummy hand has been exposed, leader and pone must adapt their leads to whatever peculiar proposition may be presented. A few examples are given below:

### UNBLOCKING.

A correct knowledge of the principle of unblocking is essential to every player of bridge. It

is used entirely by the non-dealers, of course, and as its chief value is in no-trump deals, those deals will be considered first.

When a suit is opened by one of the non-dealers, his partner, holding four or more of the suit and not attempting to win the trick, should play his third best card to the first round of the suit, and his second best card to the second, keeping his smallest card to avoid blocking the leader, should the latter have the greater number of cards in that particular suit.

If it is discovered later that the original leader of the suit has fewer cards in it than his partner, the latter can easily block the suit later; but in the meantime he has given his partner valuable information and encouraged the continuance of the suit in question.

For instance, no trump has been declared and leader opens with the king of a suit, of which pone holds ten, eight, seven and deuce; the seven should be played on the first trick and the eight on the second, the deuce being retained for unblocking.

The leader, of course, could not be certain on the first round of the suit that dealer did not hold the deuce and false card. On the other hand, if the deuce were played by pone to the first trick, leader would know absolutely that pone did not hold more than three cards in the suit, so that the system has valuable negative as well as positive inferences.

In some cases it is desirable not only to unblock but to echo, as well, in the suit, as in the cases illustrated below.

The king being led by leader, pone holding jack, ten, eight, seven and deuce, should play first the eight and then the seven. Should leader have four or more of the suit, it is likely the queen will drop on the second round, and if he is merely leading a three-card suit in order to feel for his partner's best holding, it is probably better to have the suit continued and cleared at once. Should the leader prove to have a very long suit, pone is still in position to get out of the way, so long as the small card is retained.

Supposing the first trick of the suit has been won by the leader, pone may often give his partner valuable information by discarding a smaller card of the suit than the one he originally played, thus enabling his partner to accurately place the remaining cards of the suit.

### UNBLOCKING WITH HONORS.

Holding queen, jack and a small card of a suit which your partner opens with a king, the jack should be played on the first trick. If he continue with the ace, the queen should unhesitatingly be played, as leader must have a very long suit and either hold the ten or be certain of catching it.

With king and one small card and the ace led by your partner, play the king. With ace and one small card and king led by your partner, overtake with the ace and return the small card, unless there should be three to the jack in the dummy. Holding king and one small card and queen led by your partner, play the king at once.

Holding ace and one small card and the queen played by your partner, play the ace and return the small card unless the king is in the dummy at your right. Even if the king is not in the dummy and you have no good suit in your hand to develop, it is often wise to overtake your partner's queen and return small up to the king, in the hope that your partner may have a re-entry with which to make the remainder of the suit.

Another feature of this subject which is often of importance is that of unblocking for a possible tenace in your partner's hand. Thus, holding ten and one small and king led by your partner; dummy puts down ace and one small and the ace is played on the king, your ten should be played to the trick so that in returning your suit, if dealer has the jack, your partner may be able to finesse against it and perhaps pick it up on the third round, if he holds the nine, whereas, if the ten were returned and dealer did not cover your partner's suit would be absolutely blocked.

This rule also applies when you hold jack and one instead of ten and one, under the same circumstances.

It is only rarely that unblocking is of any value when there is a declared trump, and until a player has had a great deal of experience in the game he should not attempt it at all.

Holding queen and one small of a suit in one hand and jack and two small in the other, dealer must always make a trick in the suit, provided he plays a small card second in hand every time. Reversing the queen and jack does not, of course, alter the proposition.

When one hand contains queen and one small card of a suit and the other ace, ten and one or king, ten and one, dealer should never play the queen second in hand, as by staying off he is sure to take two tricks in that suit.

The same is true of jack and one or from any combination of jack and one in one hand and ace, ten and one, or king, ten and one in the other. Reversing the jack and ten does not alter the proposition.

### LEADING UP TO DUMMY.

\*Holding A-Q-10 and J-X-X exposed; lead the queen.

Holding A-J-9 or K-J-9 and 10-X-X exposed; lead jack.

Holding A-J-10 and K-Q-X exposed; lead 10.

When practicable, in leading up to a weak suit, lead a card higher than any which is exposed.

Example: Holding K-10-9-4; exposed, 8-3-2; lead the nine.

In leading up to an ace and one or two small cards, try to lead a card which will force the ace if not covered by dealer.

### IMPORTANCE OF MANNER.

Manner is of great importance in such a game as bridge. While no condemnation is too strong for dishonest mannerisms intended to deceive your opponents as to your holding, it is important not to go to the other extreme and betray your holding by a manner too transparent.

\* X means any small card in the suit.



Supposing the dealer has led a jack from the dummy, the second hand player, if he has no honor in the suit, is using dishonest methods when he studies for a time before playing; this does not make it necessary, however, for second hand in the same position, except that he holds the king or queen, to betray the fact by an unusual delay in getting his small card down.

Such situations should be anticipated. A player having a guarded honor, with a superior honor exposed at his left, should decide before the suit is broached at all what is to be done in case a supporting card is led through, so that the play may be made with reasonable promptness when the time comes. Players at the left of dummy holding guarded honors with a supporting card of the suit exposed on their right should likewise map out their plays in that suit.

Learn to play smoothly and easily, without any expression and as nearly as possible with the same length of time for each play.

### MANNERISMS.

There has never been a game in which mannerisms were so obnoxious as in bridge. In some clubs a player in passing the make, naming the trump, or doubling, must use exactly the phrasing prescribed by the club. The only recourse, however, against a player with too instructive mannerisms is to refuse to play with him. For instance, some players will pass the make with an air of ineffable weariness, which, of course, in-

forms his partner that his entire hand is weak; other hands he will pass in a doubtful manner, indicating that he has nearly a no-trump or red declaration.

Such things are abominable, but of such frequent occurrence that each coterie of players should take measures to defend themselves against the offenders. The original leader in many hands is in honor bound to make up his mind before the declaration whether he will double spades, this being a question which he has to decide so frequently. When the leader, after a long study, asks pone if he may play, pone has no moral right to double, even if his hand would warrant it without the information given by his partner's manner. It is not enough that a player does not intend to give such information by his manner; it is his duty, first, to know whether he has any objectionable mannerisms, and in the second place, to school himself carefully until they are effaced.

### **THREE-HANDED BRIDGE ENJOYABLE.**

The English game of three-handed bridge is far more enjoyable and in every way superior to the one commonly used in this country. The method of playing is as follows:

The three players cut, the one cutting lowest winning the dummy for that hand, the next lowest sitting at his left. After the deal is finished the player at the right of the dealer moves one seat to the right, sitting opposite the original

dealer, and the player at the left of the original dealer has the dummy the second deal.

This is continued throughout the rubber, the player at the right of the dealer moving one seat to the right at the end of each deal. The scores of each player are kept separately and the scoring is the same as in four-handed bridge, with this important exception:

When the dealer loses one or more odd tricks in the hand the value of the tricks lost is scored by each of the other two, but scored as honors and not in counting towards game. Each player must win his games entirely on his own deals when playing with the dummy.

When the dealer does not wish to declare trumps from his own hand he may pass the make to the dummy, in which case the declaration is determined by arbitrary rules, as follows:

If dummy's hand contains three or four aces the declaration is no trump, otherwise the longest suit must be declared trump. Should there be two suits of equal length, that one counting the highest in pips must be chosen (an ace counts eleven, king, queen, or jack ten each); if there are two suits of equal length and strength the most valuable must be declared.

When the make is passed by the dealer the player at the right of the dealer looks at the cards in the dummy and announces the trump in accordance with the foregoing rule; the player naming the trump, however, is debarred from doubling in that deal.

Fifty points are added to the score for each

game won, with an additional fifty points for the rubber game. Either of the adversaries may double the make, as in four-handed bridge, but the dealer may only redouble from his own hand.

Two-handed bridge is not worth a description; it is, if possible, worse than two-handed poker.

## ILLUSTRATIVE DEALS

Bridge is more easily learned by means of illustrative deals than in any other manner. The student of the game should lay out the cards, as shown in the diagram at the top of each page, and first play the deal through in his own fashion. Afterward he should play it as it is played in the book, and lastly turn to the comments.

By this means the principles underlying the plays will become fixed in his mind. This method of learning has as much advantage over cramming the mind with endless rules as traveling in a country has over studying a map.

The terms leader, dummy, pone and dealer are used as more thoroughly identifying the different positions at the table than any other.

The card winning each trick is underlined.

The deals are not intended merely to illustrate brilliant play. The correct method of play in most of the situations which occur in the average game are fully shown.

DEAL NO. 1  
DISCARDING.

<p>♠ K 7 ♥ K Q 10 8 6 ♣ Q 4 3 ♦ 9 7 6</p>	<p>♠ Q 10 3 ♥ A 9 7 ♣ A 9 7 5 ♦ A 5 4</p>	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr> <td style="padding: 2px;">DEALER</td> <td style="padding: 2px;">LEADER</td> </tr> <tr> <td style="padding: 2px;">PONE</td> <td style="padding: 2px;">DUMMY</td> </tr> </table>	DEALER	LEADER	PONE	DUMMY	<p>♠ 8 6 4 ♥ 4 2 ♣ 8 6 2 ♦ K Q J 10 3</p>
DEALER	LEADER						
PONE	DUMMY						
<p>♠ A J 9 5 2 ♥ J 5 3 ♣ K J 10 ♦ 8 2</p>							

Score, love all. Dealer declared no trump.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♦ K	♦ 2	♦ 6	♦ 4
2	♦ 10	♦ 8	♦ 7	♦ 5
3	♦ J	♥ 3	♦ 9	♦ A
4	4 ♠	2 ♠	K ♠	Q ♠
5	♥ 2	♥ 5	♥ K	♥ 7
6	♥ 4	♥ J	♥ Q	♥ A
7	6 ♠	5 ♠	7 ♠	10 ♠
8	8 ♠	9 ♠	♥ 6	3 ♠
9	♦ 3	J ♠	♥ 8	♥ 9
10	♦ Q	A ♠	3 ♣	5 ♣
11	2 ♣	J ♣	4 ♣	A ♣
12	8 ♣	10 ♣	Q ♣	9 ♣
13	6 ♣	K ♣	♥ 10	7 ♣

Dealer won the odd trick only.

## DEAL NO. 2

### NOT TAKING THE LAST ROUND OF AN ESTABLISHED SUIT.

	♠ 7 5			
	♥ K 8 5			
	♣ K Q 5 4			
	♦ Q 8 4 2			
♠ J 9 4 3	DEALER	♠ Q 10 2		
♥ A J 6	PONE	♥ Q 10 9 2		
♣ 10 7 2	DUMMY	♣ 9 8		
♦ A 10 6		♦ 9 7 5 3		
	♠ A K 8 6			
	♥ 7 4 3			
	♣ A J 6 3			
	♦ K J			

Score, love all. Dealer passed and dummy declared no trump

TRICK	LEADER	DUMMY	PONE	DEALER
1	♥ 2	♥ 3	♥ A	♥ 5
2	♥ 9	♥ 4	♥ J	♥ K
3	8 ♣	A ♣	2 ♣	4 ♣
4	9 ♣	J ♣	7 ♣	5 ♣
5	♦ 3	6 ♣	10 ♣	Q ♣
6	♦ 5	3 ♣	♦ 6	K ♣
7	♦ 7	♦ K	♦ A	♦ 2
8	♥ Q	♥ 7	♥ 6	♥ 8
9	♥ 10	6 ♠	3 ♠	5 ♠
10	10 ♠	K ♠	4 ♠	7 ♠
11	♦ 9	♦ J	♦ 10	♦ 4
12	2 ♠	A ♠	9 ♠	♦ 8
13	Q ♠	8 ♠	J ♠	♦ Q

Dealer scored 24 by cards.

DEAL NO. 3  
REFUSAL TO RUFF.

<p>♠ 9 8 7 2 ♥ 9 8 4 ♣ K 6 5 4 ♦ 7 4</p>	<table border="1" style="margin: auto;"> <tr><td colspan="2" style="text-align: center;">DEALER</td></tr> <tr><td style="writing-mode: vertical-rl; transform: rotate(180deg);">PONE</td><td style="writing-mode: vertical-rl;">LEADER</td></tr> <tr><td colspan="2" style="text-align: center;">DUMMY</td></tr> </table>	DEALER		PONE	LEADER	DUMMY		<p>♠ A J 10 5 3 ♥ K J 10 5 2 ♣ 8 ♦ Q 10</p>	<p>♠ K ♥ Q 7 3 ♣ A Q J 10 3 ♦ K J 9 3</p>
DEALER									
PONE	LEADER								
DUMMY									
	<p>♠ Q 6 4 ♥ A 6 ♣ 9 7 2 ♦ A 8 6 5 2</p>								

Score 8-12. Dealer declared hearts.

TRICK	LEADER	DUMMY	PONE	DEALER
1	A ♣	2 ♣	5 ♣	8 ♣
2	J ♣	7 ♣	K ♣	♥ 2
3	♥ 3	♥ A	♥ 4	♥ 5
4	K ♠	Q ♠	2 ♠	3 ♠
5	Q ♣	9 ♣	6 ♣	♦ 10
6	♦ K	♦ A	♦ 4	♦ Q
7	♥ Q	♥ 6	♥ 9	♥ 10
8	10 ♣	4 ♠	4 ♣	♥ J
9	♥ 7	6 ♠	♥ 8	♥ K
10	3 ♣	♦ 2	7 ♠	A ♠
11	♦ 3	♦ 5	8 ♠	J ♠
12	♦ 9	♦ 6	9 ♠	10 ♠
13	♦ J	♦ 8	♦ 7	5 ♠

Dealer scored 24 by cards.



DEAL NO. 4  
UNWISE DOUBLING.

<p>♠ 8 ♥ A Q 10 8 6 4 3 ♣ 8 3 ♦ Q 10 8</p>	<p>DEALER</p> <p>PONE                      LEADER</p> <p>DUMMY</p>	<p>♠ 2 ♥ 7 5 2 ♣ A K 10 9 5 ♦ K J 7 6</p>
<p>♠ A K Q J 9 5 3 ♥ None ♣ 6 4 2 ♦ 5 3 2</p>		

No trump declared by Dummy and doubled to 768.

TRICK	LEADER	DUMMY	PONE	DEALER
1	K ♣	2 ♣	3 ♣	7 ♣
2	♥ 7	♦ 2	♥ A	♥ 9
3	A ♣	4 ♣	8 ♣	Q ♣
4	♦ 6	♦ 3	♦ Q	♦ A
5	5 ♣	6 ♣	♥ 3	J ♣
6	♥ 2	♦ 5	♥ 4	♥ K
7	2 ♠	3 ♠	8 ♠	10 ♠
8	♦ 7	9 ♠	♦ 8	7 ♠
9	♥ 5	A ♠	♦ 10	6 ♠
10	♦ J	K ♠	♥ 6	4 ♠
11	9 ♣	Q ♠	♥ 8	♥ J
12	10 ♣	J ♠	♥ 10	♦ 4
13	♦ K	5 ♠	♥ Q	♦ 9

Dealer secured four by cards at 768 points each.

## DEAL NO. 5 WHEN DEALER SHOULD QUIT A SUIT.

	♠ A J 2			
	♥ Q 10			
	♣ A 8 3			
	♦ K J 10 7 3			
♠ 9 5 3 ♥ A 6 3 ♣ J 7 6 4 ♦ 8 5 2	DEALER PONE LEADER DUMMY	♠ K Q 8 7 6 ♥ 7 5 2 ♣ Q 10 ♦ A 9 4		
	♠ 10 4			
	♥ K J 9 8 4			
	♣ K 9 5 2			
	♦ Q 6			

Dealer declared no trump.

TRICK	LEADER	DUMMY	PONE	DEALER
1	7 ♠	4 ♠	9 ♠	J ♠
2	♥ 2	♥ 4	♥ 3	♥ Q
3	♦ 4	♦ Q	♦ 2	♦ 3
4	♦ A	♦ 6	♦ 5	♦ J
5	K ♠	10 ♠	3 ♠	2 ♠
6	6 ♠	2 ♣	5 ♠	A ♠
7	♦ 9	5 ♣	♦ 8	♦ K
8	♥ 5	♥ 8	♥ 6	♦ 10
9	♥ 7	♥ 9	4 ♣	♦ 7
10	10 ♣	K ♣	6 ♣	3 ♣
11	Q ♣	9 ♣	7 ♣	A ♣
12	8 ♠	♥ J	♥ A	♥ 10
13	Q ♠	♥ K	J ♣	8 ♣

Dealer scored 36 by cards.

DEAL NO. 6  
A RUFFING GAME.

	♠ Q		
	♥ K Q 6		
	♣ Q 5 3		
	♦ A K J 10 7 4		
♠ A 8 7 ♥ A 10 9 7 4 2 ♣ A 4 ♦ 8 6	DEALER PONE LEADER DUMMY	♠ 9 5 4 3 2 ♥ 5 ♣ K 9 8 7 ♦ 9 5 2	♠ K J 10 6 ♥ J 8 3 ♣ J 10 6 2 ♦ Q 3

Dealer declared diamonds.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♥ 5	♥ 3	♥ A	♥ 6
2	♦ 2	♥ 8	♥ 7	♥ K
3	3 ♠	6 ♠	A ♠	Q ♠
4	♦ 5	♥ J	♥ 2	♥ Q
5	7 ♣	2 ♣	A ♣	3 ♣
6	K ♣	6 ♣	4 ♣	Q ♣
7	9 ♣	10 ♣	♦ 6	5 ♣
8	♦ 9	♦ Q	♥ 10	♦ 4
9	8 ♣	♦ 3	♦ 8	♦ 10
10	2 ♠	10 ♠	♥ 4	♦ 7
11	4 ♠	J ♠	♥ 9	♦ J
12	5 ♠	K ♠	7 ♠	♦ K
13	9 ♠	J ♣	8 ♠	♦ A

Dealer lost the odd trick and scored 54 by honors.

DEAL NO. 7  
VALUE OF CLOSE COUNTING.

	♠ 10 6 3		♠ K 7 4
	♥ A Q 4		♥ 7 5 3 2
	♣ K 10 9 7 4		♣ Q 8 6 5 3 2
	♦ 10 9		♦ None
♠ 9 2	DEALER	♠ K 7 4	
♥ K J	PONE	♥ 7 5 3 2	
♣ A J	LEADER	♣ Q 8 6 5 3 2	
♦ K Q 8 7 6 5 4	DUMMY	♦ None	
	♠ A Q J 8 5		
	♥ 10 9 8 6		
	♣ None		
	♦ A J 3 2		

Score, 0-18, rubber game. No trump declared by dummy.

TRICK	LEADER	DUMMY	PONE	DEALER
1	5 ♣	♥ 6	A ♣	4 ♣
2	2 ♣	♥ 8	J ♣	K ♣
3	4 ♠	5 ♠	2 ♠	10 ♠
4	7 ♠	Q ♠	9 ♠	6 ♠
5	K ♠	A ♠	♦ 4	3 ♠
6	♥ 2	J ♠	♦ 5	♥ 4
7	♥ 3	8 ♠	♦ 6	♦ 9
8	♥ 5	♥ 10	♥ J	♥ Q
9	♥ 7	♥ 9	♥ K	♥ A
10	3 ♣	♦ 2	♦ 7	9 ♣
11	6 ♣	♦ 3	♦ 8	♦ 10
12	8 ♣	♦ J	♦ Q	7 ♣
13	Q ♣	♦ A	♦ K	10 ♣

Dealer scored 48 by cards and 30 by honors.

## DEAL NO. 8 PLANNING PLAY OF THE ENTIRE DEAL.

<p>♠ K ♥ A Q 9 6 5 ♣ Q 9 6 3 2 ♦ A 8</p>	<p>♠ A J 10 8 4 3 ♥ J 7 3 ♣ K 10 ♦ 9 4</p>	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">DEALER</td></tr> <tr><td style="writing-mode: vertical-rl; transform: rotate(180deg);">PONE</td><td style="writing-mode: vertical-rl; transform: rotate(180deg);">LEADER</td></tr> <tr><td colspan="2" style="text-align: center;">DUMMY</td></tr> </table>	DEALER		PONE	LEADER	DUMMY		<p>♠ 9 7 6 5 ♥ 10 2 ♣ A J 8 5 ♦ 10 7 2</p>
DEALER									
PONE	LEADER								
DUMMY									
	<p>♠ Q 2 ♥ K 8 4 ♣ 7 4 ♦ K Q J 6 5 3</p>								

Score, 8-12. Dealer passed the make and dummy declared diamonds

TRICK	LEADER	DUMMY	PONE	DEALER
1	♥ 10	♥ 4	♥ Q	♥ 3
2	♥ 2	♥ 8	♥ A	♥ 7
3	5 ♠	2 ♠	K ♠	A ♠
4	♦ 2	♦ J	♦ A	♦ 4
5	♦ 7	♥ K	♥ 5	♥ J
6	6 ♠	Q ♠	♦ 3	3 ♠
7	A ♣	4 ♣	3 ♣	K ♣
8	J ♣	7 ♣	2 ♣	10 ♣
9	7 ♠	♦ Q	♥ 6	4 ♠
10	♦ 10	♦ K	♥ 9	♦ 9
11	5 ♣	♦ 3	6 ♣	8 ♠
12	8 ♣	♦ 5	9 ♣	10 ♠
13	9 ♠	♦ 6	Q ♣	J ♠

Leader and pone won the odd trick.

DEAL NO. 9  
TEMPTING A LOSING DISCARD.

	♠ 10 9 8 4		
	♥ 8 6 3		
	♣ 9 4		
	♦ Q J 6 2		
♠ A K Q ♥ K J 10 ♣ 8 2 ♦ A K 9 4 3	DEALER PONE LEADER DUMMY	♠ 7 6 ♥ 7 5 4 2 ♣ 7 6 5 3 ♦ 10 8 5	
	♠ J 5 3 2		
	♥ A Q 9		
	♣ A K Q J 10		
	♦ 7		

Score, love-all. No trump was declared by dummy.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♥ 7	♥ 9	♥ 10	♥ 3
2	♦ 5	♦ 7	♦ A	♦ 2
3	♦ 8	2 ♠	♦ K	♦ 6
4	6 ♠	3 ♠	A ♠	4 ♠
5	7 ♠	J ♠	K ♠	8 ♠
6	♦ 10	5 ♠	Q ♠	9 ♠
7	3 ♣	A ♣	8 ♣	4 ♣
8	5 ♣	K ♣	2 ♣	9 ♣
9	6 ♣	Q ♣	♦ 3	♥ 6
10	7 ♣	J ♣	♦ 4	♥ 8
11	♥ 2	10 ♣	♦ 9	10 ♠
12	♥ 4	♥ A	♥ J	♦ J
13	♥ 5	♥ Q	♥ K	♦ Q

Leader and pone secured the odd trick.

## DEAL NO. 10

## DISADVANTAGE OF OPENING SUITS.

	♠ A Q 5		
	♥ A 10 8 2		
	♣ 8 5 3		
	♦ A 10 5		
♠ K 8 4 ♥ Q 6 ♣ K J 4 ♦ K 8 7 6 2	DEALER PONE LEADER DUMMY	♠ J 7 2 ♥ K 9 7 5 3 ♣ A Q 7 ♦ J 3	
	♠ 10 9 6 3		
	♥ J 4		
	♣ 10 9 6 2		
	♦ Q 9 4		

Dealer declared no trump.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♥ 5	♥ 4	♥ Q	♥ A
2	7 ♣	9 ♣	J ♣	3 ♣
3	♥ K	♥ J	♥ 6	♥ 2
4	♦ J	♦ Q	♦ K	♦ A
5	Q ♣	2 ♣	4 ♣	8 ♣
6	♦ 3	♦ 4	♦ 6	♦ 10
7	A ♣	6 ♣	K ♣	5 ♣
8	J ♠	3 ♠	4 ♠	Q ♠
9	♥ 3	6 ♠	♦ 2	♥ 10
10	♥ 7	♦ 9	♦ 7	♦ 5
11	♥ 9	10 ♣	♦ 8	♥ 8
12	2 ♠	10 ♠	8 ♠	5 ♠
13	7 ♠	9 ♠	K ♠	A ♠

Dealer secured 36 by cards and game.

## DEAL NO. 11

### REFUSING TO WIN THE FIRST ROUND OF YOUR OWN SUIT.

	♠ A 8 3 2			
	♥ 7 5			
	♣ K Q 6 4			
	♦ A Q 2			
♠ K J 10	DEALER	PONE	LEADER	♠ Q 7 4
♥ Q J 9	PONE	DUMMY	LEADER	♥ 10 6 3
♣ A 8 5 2				♣ J 7
♦ J 9 5				♦ K 10 8 6 3
	♠ 9 6 5			
	♥ A K 8 4 2			
	♣ 10 9 3			
	♦ 7 4			

Dealer declared no trump.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♦ 6	♦ 4	♦ J	♦ Q
2	♥ 3	♥ 2	♥ 9	♥ 7
3	♦ 10	♦ 7	♦ 9	♦ 2
4	♦ 8	5 ♠	♦ 5	♦ A
5	♥ 6	♥ K	♥ Q	♥ 5
6	♥ 10	♥ A	♥ J	2 ♠
7	♦ 3	♥ 8	5 ♣	3 ♠
8	7 ♣	♥ 4	2 ♣	8 ♠
9	J ♣	10 ♣	8 ♣	Q ♣
10	♦ K	9 ♣	A ♣	4 ♣
11	4 ♠	6 ♠	10 ♠	A ♠
12	7 ♠	3 ♣	J ♠	K ♣
13	Q ♠	9 ♠	K ♠	6 ♣

Dealer scored 48 by cards and 30 by honors.



## DEAL NO. 12

### KEEPING A SMALL TRUMP TO RE-ENTER PARTNER.

	♠ J 9 5 4		
	♥ K J 9 6 4		
	♣ K 8 6		
	♦ 5		
♠ A Q ♥ A Q 10 3 ♣ 7 3 ♦ A 7 6 4 2	DEALER PONE LEADER DUMMY	♠ K 6 3 2 ♥ 8 7 ♣ Q 5 4 ♦ J 10 9 3	
	♠ 10 8 7		
	♥ 5 2		
	♣ A J 10 9 2		
	♦ K Q 8		

Score, 24-26, rubber game. Dealer declared hearts.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♦ J	♦ Q	♦ A	♦ 5
2	♦ 9	♦ K	♦ 4	6 ♣
3	♥ 7	♥ 2	♥ 3	♥ J
4	4 ♣	2 ♣	3 ♣	♥ K ♣
5	5 ♣	9 ♣	7 ♣	8 ♣
6	Q ♣	A ♣	♥ Q	4 ♠
7	3 ♠	7 ♠	A ♠	5 ♠
8	6 ♠	8 ♠	Q ♠	9 ♠
9	♦ 10	♦ 8	♦ 2	♥ 6
10	K ♠	10 ♠	♦ 6	♥ J ♠
11	2 ♠	♥ 5	♦ 7	♥ 4
12	♦ 3	10 ♣	♥ 10	♥ K
13	♥ 8	J ♣	♥ A	♥ 9

Dealer scored the odd trick, game and rubber.

### DEAL NO. 13 GIVING AWAY A TRICK TO SAVE GAME.

	♠ J 8 3		
	♥ 5		
	♣ A K Q 9 8 6 2		
	♦ 9 7		
♠ 9 5 2 ♥ K J 9 8 2 ♣ J 10 ♦ K J 2	DEALER PONE DUMMY LEADER	♠ K 7 6 ♥ 10 7 3 ♣ 7 5 4 3 ♦ Q 6 5	
	♠ A Q 10 4		
	♥ A Q 6 4		
	♣ None		
	♦ A 10 8 4 3		

Score, 8-24, rubber game. Dummy declared no trump.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♥ 10	♥ Q	♥ K	♥ 5
2	♥ 3	♥ A	♥ 8	♦ 7
3	6 ♠	Q ♠	2 ♠	3 ♠
4	7 ♠	10 ♠	5 ♠	8 ♠
5	K ♠	A ♠	9 ♠	J ♠
6	3 ♣	4 ♠	10 ♣	2 ♣
7	♦ 5	♦ 3	♦ K	♦ 9
8	♥ 7	♥ 4	♥ J	6 ♣
9	4 ♣	♥ 6	♥ 9	8 ♣
10	5 ♣	♦ 4	♥ 2	9 ♣
11	♦ Q	♦ A	♦ 2	Q ♣
12	♦ 6	♦ 8	♦ J	K ♣
13	7 ♣	♦ 10	J ♣	A ♣

Dealer scored 12 by cards and 40 by honors.

DEAL NO. 14.  
PLACING THE LEAD.

	♠ 3		
	♥ A K Q		
	♣ 10 8 5 4		
	♦ J 10 9 4 2		
♠ K 9 8 5 ♥ 10 7 5 ♣ K 7 ♦ Q 6 5 3	DEALER PONE LEADER DUMMY	♠ J 10 7 6 4 ♥ 9 6 2 ♣ Q 6 2 ♦ K 7	
	♠ A Q 2		
	♥ J 8 4 3		
	♣ A J 9 3		
	♦ A 8		

Score, love all, rubber game. Dummy declared no trump.

TRICK	LEADER	DUMMY	PONE	DEALER
1	6 ♠	A ♠	8 ♠	3 ♠
2	♥ 2	♥ 3	♥ 5	♥ Q
3	2 ♣	3 ♣	K ♣	8 ♣
4	♦ K	♦ A	♦ 3	♦ 9
5	♥ 6	♥ 4	♥ 7	♥ K
6	6 ♣	9 ♣	7 ♣	10 ♣
7	Q ♣	A ♣	♥ 10	5 ♣
8	♥ 9	♥ 8	♦ 5	♥ A
9	♦ 7	J ♣	5 ♠	4 ♣
10	4 ♠	♥ J	♦ 6	♦ 2
11	7 ♠	♦ 8	♦ Q	♦ 4
12	10 ♠	2 ♠	K ♠	♦ 10
13	J ♠	Q ♠	9 ♠	♦ J

Dealer scored 48 by cards.

**DEAL NO. 15**  
**LEADING AN ACE AGAINST A DE-**  
**CLARED TRUMP.**

	♠ 9 7 4		
	♥ A K 10 9 3		
	♣ Q		
	♦ A 8 6 4		
♠ K 10 8 6 ♥ 8 6 ♣ 9 5 4 ♦ K Q J 3	DEALER PONE LEADER DUMMY	♠ Q J 5 3 ♥ Q 5 4 ♣ A 6 3 2 ♦ 10 9	
	♠ A 2		
	♥ J 7 2		
	♣ K J 10 8 7		
	♦ 7 5 2		

First deal of rubber game. Dealer declared hearts

TRICK	LEADER	DUMMY	PONE	DEALER
1	A ♣	7 ♣	4 ♣	Q ♣
2	3 ♠	A ♠	8 ♠	4 ♠
3	2 ♣	K ♣	5 ♣	7 ♠
4	3 ♣	J ♣	9 ♣	9 ♠
5	♥ Q	♥ 2	♥ 6	♥ 10
6	5 ♠	2 ♠	K ♠	♥ 3
7	♥ 4	♥ 7	♥ 8	♥ A
8	♥ 5	♥ J	6 ♠	♥ 9
9	6 ♣	10 ♣	10 ♠	♦ 4
10	♦ 9	8 ♣	♦ 3	♦ 6
11	♦ 10	♦ 2	♦ J	♦ A
12	J ♠	♦ 5	♦ K	♥ K
13	Q ♠	♦ 7	♦ Q	♦ 8

Dealer scored 32 by cards, game and rubber.

DEAL NO. 16  
PLAYING TO WIN GAME.

	♠ A 9 3						
	♥ A 6 4						
	♣ K 10 2						
	♦ A K Q 10						
♠ K 8 7 5 ♥ J 10 9 8 5 ♣ J 5 3 ♦ J	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">DEALER</td></tr> <tr><td style="padding: 2px;">PONE</td></tr> <tr><td style="padding: 2px;">DUMMY</td></tr> <tr><td style="padding: 2px;">LEADER</td></tr> </table>	DEALER	PONE	DUMMY	LEADER	♠ Q 4 2 ♥ K ♣ A Q 8 7 ♦ 9 7 6 5 3	
DEALER							
PONE							
DUMMY							
LEADER							
	♠ J 10 6						
	♥ Q 7 3 2						
	♣ 9 6 4						
	♦ 8 4 2						

Score, 0-12, rubber game. Dealer declared no trump.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♦ 5	♦ 2	♦ J	♦ A
2	♥ K	♥ 2	♥ 5	♥ A
3	Q ♠	6 ♠	5 ♠	3 ♠
4	♦ 3	♦ 4	3 ♣	♦ 10
5	♦ 6	♦ 8	5 ♣	♦ K
6	♦ 7	4 ♣	7 ♠	♦ Q
7	7 ♣	♥ Q	♥ 8	♥ 6
8	2 ♠	J ♠	8 ♠	9 ♠
9	4 ♠	10 ♠	K ♠	A ♠
10	A ♣	6 ♣	J ♣	K ♣
11	♦ 9	♥ 3	♥ 9	♥ 4
12	Q ♣	9 ♣	♥ 10	2 ♣
13	8 ♣	♥ 7	♥ J	10 ♣

Dealer scored 36 by cards, game and rubber.

DEAL NO. 17.  
BLOCKING AN ADVERSARIES' SUIT.

♠ 7 5 ♥ A J 9 7 3 2 ♣ J 9 2 ♦ K 4	♠ A J 9 8 2 ♥ 8 6 ♣ K 8 4 3 ♦ J 6	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr> <td style="padding: 5px;">PONE</td> <td style="padding: 5px; text-align: center;">DEALER</td> <td style="padding: 5px;">LEADER</td> </tr> <tr> <td colspan="3" style="padding: 5px; height: 40px;"> </td> </tr> <tr> <td colspan="3" style="padding: 5px; text-align: center;">DUMMY</td> </tr> </table>	PONE	DEALER	LEADER				DUMMY			♠ K 6 3 ♥ 10 5 ♣ Q 10 6 ♦ Q 9 8 7 3
PONE	DEALER	LEADER										
DUMMY												
♠ Q 10 4 ♥ K Q 4 ♣ A 7 5 ♦ A 10 5 2												

Score 0-8. No trump declared by dummy.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♦ 7	♦ 2	♦ K	♦ J
2	♥ 10	♥ 4	♥ 7	♥ 8
3	♥ 5	♥ Q	♥ A	♥ 6
4	3 ♠	♥ K	♥ 2	3 ♣
5	K ♠	Q ♠	5 ♠	2 ♠
6	6 ♣	A ♣	2 ♣	4 ♣
7	6 ♠	10 ♠	7 ♠	8 ♠
8	♦ 3	4 ♠	♦ 4	9 ♠
9	10 ♣	5 ♣	♥ 3	A ♠
10	Q ♣	♦ 5	♥ 9	J ♠
11	♦ 8	7 ♣	9 ♣	K ♣
12	♦ 9	♦ 10	♥ J	♦ 6
13	♦ Q	♦ A	J ♣	8 ♣

Dealer scored 36 by cards.

DEAL NO. 18.  
CREATING A RE-ENTRY.

<p>♠ 8 7 6 3 2 ♥ K 9 5 ♣ J 2 ♦ J 10 4</p>	<table border="1" style="width: 100%; height: 100%; border-collapse: collapse;"> <tr><td style="text-align: center;">DEALER</td></tr> <tr><td style="text-align: center;">LEADER</td></tr> <tr><td style="text-align: center;">DUMMY</td></tr> <tr><td style="text-align: center;">PONE</td></tr> </table>	DEALER	LEADER	DUMMY	PONE	<p>♠ K Q J 9 4 ♥ J 10 4 2 ♣ 9 8 3 ♦ 8</p>	<p>♠ 10 5 ♥ A Q 8 ♣ 5 4 ♦ A Q 9 6 5 2</p>
DEALER							
LEADER							
DUMMY							
PONE							
<p>♠ A ♥ 7 6 3 ♣ A K Q 10 7 6 ♦ K 7 3</p>							

Score, 0-24, rubber game. No trump declared by dummy.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♦ 6	♦ 3	♦ 10	♦ 8
2	♦ A	♦ 7	♦ J	♥ 2
3	♦ 2	♦ K	♦ 4	♥ 4
4	4 ♣	A ♣	2 ♣	3 ♣
5	5 ♣	K ♣	J ♣	8 ♣
6	5 ♠	A ♠	2 ♠	4 ♠
7	♥ 8	6 ♣	♥ 5	9 ♣
8	10 ♠	7 ♣	3 ♠	K ♠
9	♥ Q	10 ♣	6 ♠	Q ♠
10	♦ 5	Q ♣	7 ♠	J ♠
11	♦ 9	♥ 3	8 ♠	9 ♠
12	♥ A	♥ 6	♥ 9	♥ J
13	♦ Q	♥ 7	♥ K	♥ 10

Dealer scored 36 by cards.

DEAL NO. 19.  
PLAYING TO THE SCORE.

	♠ Q 10 6		
	♥ A J 10 6		
	♣ Q 7 4 3		
	♦ 8 5		
♠ K J 7 4 3 ♥ 7 5 ♣ J 8 2 ♦ K J 6	DEALER PONE LEADER DUMMY	♠ A 8 ♥ K Q 9 3 2 ♣ 10 9 6 5 ♦ 10 2	
	♠ 9 5 2		
	♥ 8 4		
	♣ A K		
	♦ A Q 9 7 4 3		

Score, 20-14. Dealer passed and dummy declared diamonds.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♥ K	♥ 4	♥ 7	♥ A
2	♦ 2	♦ Q	♦ K	♦ 5
3	♥ Q	♥ 8	♥ 5	♥ 10
4	♥ 2	2 ♠	♦ 6	♥ 6
5	8 ♠	5 ♠	K ♠	6 ♠
6	A ♠	9 ♠	3 ♠	Q ♠
7	♥ 9	♦ 7	♦ J	♥ J
8	♦ 10	♦ A	J ♠	10 ♠
9	♥ 3	♦ 9	4 ♠	♦ 8
10	5 ♣	♦ 4	7 ♠	3 ♣
11	6 ♣	♦ 3	2 ♣	4 ♣
12	9 ♣	A ♣	8 ♣	7 ♣
13	10 ♣	K ♣	J ♣	Q ♣

Dealer scored the odd trick only.



DEAL NO. 20.  
PASSING THE MAKE.

	♠ 8 3		
	♥ Q 3		
	♣ Q 9 5 4		
	♦ A K 10 8 6		
♠ J 9 7 5 4 ♥ J 7 6 2 ♣ 6 2 ♦ 9 2	DEALER PONE LEADER DUMMY	♠ 6 2 ♥ A 10 9 4 ♣ A J 8 ♦ Q 7 4 3	
	♠ A K Q 10		
	♥ K 8 5		
	♣ K 10 7 3		
	♦ J 5		

Score, love all. Dealer passed and dummy declared no trump

TRICK	LEADER	DUMMY	PONE	DEALER
1	♥ 4	♥ 5	♥ J	♥ Q
2	8 ♣	10 ♣	2 ♣	4 ♣
3	♦ 3	♦ J	♦ 2	♦ A
4	A ♣	3 ♣	6 ♣	9 ♣
5	♥ 9	♥ K	♥ 6	♥ 3
6	J ♣	K ♣	♥ 2	5 ♣
7	2 ♠	7 ♣	4 ♠	Q ♣
8	6 ♠	A ♠	5 ♠	3 ♠
9	♦ 4	K ♠	7 ♠	8 ♠
10	♥ 10	Q ♠	9 ♠	♦ 6
11	♥ A	♥ 8	♥ 7	♦ 8
12	♦ 7	♦ 5	♦ 9	♦ 10
13	♦ Q	10 ♠	J ♠	♦ K

Dealer scored 60 by cards.

DEAL NO. 21.  
CROSS-RUFF BY DEALER

	♠ Q 9 8 7 2			
	♥ Q 10 6 2			
	♣ None			
	♦ A 10 6 5			
♠ A J 3	DEALER PONE LEADER DUMMY	♠ K 10 6 5 4		
♥ 5 3		♥ 7		
♣ A K 10 8 3		♣ 9 7 4		
♦ 9 4 3		♦ K Q J 8		
	♠ None			
	♥ A K J 9 8 4			
	♣ Q J 6 5 2			
	♦ 7 2			

Score, love-all. Hearts declared by dummy.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♦ K	♦ 2	♦ 3	♦ 5
2	♦ J	♦ 7	♦ 4	♦ A
3	4 ♠	♥ 4	3 ♠	2 ♠
4	4 ♣	2 ♣	8 ♣	♥ 2
5	5 ♠	♥ 8	J ♠	7 ♠
6	7 ♣	5 ♣	3 ♣	♥ 6
7	6 ♠	♥ 9	A ♠	8 ♠
8	9 ♣	6 ♣	10 ♣	♥ 10
9	♦ Q	♥ J	♦ 9	♦ 10
10	♦ 8	J ♣	K ♣	♥ Q
11	♥ 7	♥ K	A ♣	♦ 6
12	10 ♠	♥ A	♥ 3	9 ♠
13	K ♠	Q ♣	♥ 5	Q ♠

Dealer scored 40 by cards.

DEAL NO. 22.  
REFUSING TO WIN A TRICK.

♠ K 8 2 ♥ Q 10 6 ♣ A 7 5 4 ♦ Q 6 3	♠ J 10 9 7 4 ♥ K J 7 2 ♣ 10 9 2 ♦ 5	DEALER PONE LEADER DUMMY	♠ 6 3 ♥ 9 5 3 ♣ 6 3 ♦ A J 10 8 4 2
	♠ A Q 5 ♥ A 8 4 ♣ K Q J 8 ♦ K 9 7		

Score, love-all. No trump declared by dummy.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♦ 8	♦ 9	♦ Q	♦ 5
2	♦ 2	♦ 7	♦ 6	2 ♣
3	♥ 3	♥ 4	♥ 6	♥ J
4	♥ 5	♥ A	♥ Q	♥ 2
5	♥ 9	♥ 8	♥ 10	♥ K
6	3 ♣	♦ K	5 ♣	♥ 7
7	6 ♣	8 ♣	A ♣	10 ♣
8	♦ 4	5 ♠	♦ 3	4 ♠
9	♦ A	Q ♠	4 ♣	9 ♣
10	♦ J	J ♣	7 ♣	7 ♠
11	♦ 10	Q ♣	2 ♠	9 ♠
12	3 ♠	A ♠	8 ♠	10 ♠
13	6 ♠	K ♣	K ♠	J ♠

Dealer scored the odd trick only.

**DEAL NO. 23.**  
**CLEARING AN ADVERSARIES' SUIT.**

	♠ A J 10 5								
	♥ A Q 6 5								
	♣ A K 4								
	♦ J 6								
♠ K Q 7 ♥ K 10 7 4 ♣ J 9 2 ♦ K 8 2	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">DEALER</td></tr> <tr><td style="writing-mode: vertical-rl; transform: rotate(180deg);">PONE</td><td style="writing-mode: vertical-rl; transform: rotate(180deg);">LEADER</td></tr> <tr><td colspan="2" style="text-align: center;">DUMMY</td></tr> </table>	DEALER		PONE	LEADER	DUMMY		♠ 8 4 2 ♥ J 9 3 ♣ Q 10 8 7 6 ♦ 9 4	
DEALER									
PONE	LEADER								
DUMMY									
	♠ 9 6 3								
	♥ 8 2								
	♣ 5 3								
	♦ A Q 10 7 5 3								

Score, 0-20, rubber game. Dummy declared no trump.

TRICK	LEADER	DUMMY	PONE	DEALER
1	7 ♣	3 ♣	J ♣	A ♣
2	♦ 4	♦ 3	♦ K	♦ J
3	6 ♣	5 ♣	9 ♣	4 ♣
4	8 ♣	♥ 2	2 ♣	K ♣
5	♦ 9	♦ 10	♦ 2	♦ 6
6	2 ♠	♦ A	♦ 8	♥ 5
7	4 ♠	♦ Q	♥ 4	♥ 6
8	10 ♣	♦ 7	♥ 7	5 ♠
9	8 ♠	♦ 5	7 ♠	10 ♠
10	♥ 3	♥ 8	♥ 10	♥ Q
11	♥ 9	3 ♠	♥ K	♥ A
12	♥ J	6 ♠	Q ♠	A ♠
13	Q ♣	9 ♠	K ♠	J ♠

Dealer scored 48 by cards, game and rubber.

On the next page the deal is given as it should have been played.

DEAL NO. 24.  
BLOCKING AN ADVERSARIES' SUIT.

♠ K Q 7 ♥ K 10 7 4 ♣ J 9 2 ♦ K 8 2	♠ A J 10 5 ♥ A Q 6 5 ♣ A K 4 ♦ J 6	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">DEALER</td></tr> <tr><td style="padding: 2px;">PONE</td></tr> <tr><td style="padding: 2px;">LEADER</td></tr> <tr><td style="padding: 2px;">DUMMY</td></tr> </table>	DEALER	PONE	LEADER	DUMMY	♠ 8 4 2 ♥ J 9 3 ♣ Q 10 8 7 6 ♦ 9 4
DEALER							
PONE							
LEADER							
DUMMY							
♠ 9 6 3 ♥ 8 2 ♣ 5 3 ♦ A Q 10 7 5 3							

Score, 0-20, rubber game. Dealer declared no trump.

TRICK	LEADER	DUMMY	PONE	DEALER
1	7 ♣	3 ♣	J ♣	A ♣
2	♦ 4	♦ 3	♦ 2	♦ J
3	♦ 9	♦ 10	♦ K	♦ 6
4	6 ♣	5 ♣	9 ♣	4 ♣
5	8 ♣	♥ 2	2 ♣	K ♣
6	2 ♠	3 ♠	Q ♠	J ♠
7	♥ 3	♥ 8	♥ 4	♥ Q
8	4 ♠	6 ♠	7 ♠	10 ♠
9	8 ♠	9 ♠	K ♠	A ♠
10	10 ♣	♦ 5	♦ 8	5 ♠
11	♥ 9	♦ 7	♥ 7	♥ A
12	♥ J	♦ Q	♥ K	♥ 5
13	Q ♣	♦ A	♥ 10	♥ 6

Dealer scored 24 by cards.

DEAL NO. 25.  
TAKING AN EXTREME CHANCE FOR  
GAME.

	♠ 8 6		♠ A K J 10 7 3
	♥ A		♥ K 9 7 4
	♣ K Q 8 5 4 3		♣ A
	♦ 9 7 5 2		♦ A K
♠ None	DEALER PONE                      LEADER DUMMY		
♥ Q J 6			
♣ J 10 9 7 6 2			
♦ 8 6 4 3			
	♠ Q 9 5 4 2		
	♥ 10 8 5 3 2		
	♣ None		
	♦ Q J 10		

Score, 0-28, rubber game. Spades declared by dummy and doubled to 32.

TRICK	LEADER	DUMMY	PONE	DEALER
1	A ♣	2 ♠	2 ♣	3 ♣
2	♥ 4	♥ 2	♥ J	♥ A
3	K ♠	♥ 3	6 ♣	K ♣
4	♦ A	♦ 10	♦ 3	♦ 2
5	♦ K	♦ J	♦ 4	♦ 5
6	♥ 7	♥ 8	♥ Q	8 ♠
7	♥ 9	4 ♠	7 ♣	4 ♣
8	♥ K	♥ 5	♥ 6	6 ♠
9	J ♠	♦ Q	9 ♣	Q ♣
10	7 ♠	9 ♠	♦ 6	5 ♣
11	3 ♠	♥ 10	♦ 8	8 ♣
12	10 ♠	Q ♠	10 ♣	♦ 7
13	A ♠	5 ♠	J ♣	♦ 9

Dealer scored the odd trick, game and rubber.

DEAL NO. 26.  
WHEN TO CHANGE TACTICS.

<p>♠ J 10 7 5 3 ♥ 8 6 4 2 ♣ Q 4 3 ♦ 10</p>	<table border="1" style="margin: auto;"> <tr><td></td><td style="text-align: center;">DEALER</td><td></td></tr> <tr><td style="writing-mode: vertical-rl; transform: rotate(180deg);">PONE</td><td style="width: 40px; height: 40px;"></td><td style="writing-mode: vertical-rl;">LEADER</td></tr> <tr><td></td><td style="text-align: center;">DUMMY</td><td></td></tr> </table>		DEALER		PONE		LEADER		DUMMY		<p>♠ Q 8 4 ♥ A K Q ♣ A K 10 7 2 ♦ K 5</p>	<p>♠ A 9 2 ♥ J 10 9 7 3 ♣ J 8 6 ♦ A Q</p>
	DEALER											
PONE		LEADER										
	DUMMY											
	<p>♠ K 6 ♥ 5 ♣ 9 5 ♦ J 9 8 7 6 4 3 2</p>											

Score, 8-14. Dealer declared no trump.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♥ J	♥ 5	♥ 4	♥ K
2	♦ A	♦ 2	♦ 10	♦ K
3	2 ♠	6 ♠	10 ♠	Q ♠
4	♦ Q	♦ 3	♥ 6	♦ 5
5	A ♠	K ♠	5 ♠	4 ♠
6	9 ♠	♦ 4	J ♠	8 ♠
7	♥ 3	♦ 6	7 ♠	7 ♣
8	6 ♣	♦ 7	3 ♠	2 ♣
9	♥ 7	♦ 8	♥ 8	♥ Q
10	♥ 9	♦ 9	♥ 2	♥ A
11	8 ♣	5 ♣	3 ♣	A ♣
12	J ♣	9 ♣	4 ♣	K ♣
13	♥ 10	♦ J	Q ♣	10 ♣

Leader and pone secured the odd trick.

DEAL NO. 27.  
SACRIFICING A TRICK TO MAKE GAME.

<p>♠ 10 9 8 5 ♥ 5 ♣ 9 6 2 ♦ A K 8 5 2</p>	<p>♠ A K 6 3 ♥ A 3 ♣ Q J 3 ♦ Q J 9 3</p> <table border="1" style="margin: 0 auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">PONE</td><td style="padding: 2px;">DEALER</td><td style="padding: 2px;">LEADER</td></tr> <tr><td style="padding: 2px;">DUMMY</td><td colspan="2"></td></tr> </table>	PONE	DEALER	LEADER	DUMMY			<p>♠ Q J 4 ♥ K 8 4 2 ♣ A 8 7 4 ♦ 10 7</p>
PONE	DEALER	LEADER						
DUMMY								
<p>♠ 7 2 ♥ Q J 10 9 7 6 ♣ K 10 5 ♦ 6 4</p>								

Score, 8-14. Dealer declared no trump.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♥ 2	♥ 6	♥ 5	♥ A
2	♥ 4	♥ 7	2 ♣	♥ 3
3	♥ K	♥ 9	5 ♠	3 ♠
4	♦ 10	♦ 4	♦ K	♦ 3
5	4 ♠	2 ♠	10 ♠	A ♠
6	4 ♣	K ♣	6 ♣	Q ♣
7	♥ 8	♥ Q	9 ♣	6 ♠
8	7 ♣	♥ J	8 ♠	3 ♣
9	8 ♣	♥ 10	♦ 2	J ♣
10	♦ 7	♦ 6	♦ A	♦ 9
11	J ♠	7 ♠	9 ♠	K ♠
12	Q ♠	5 ♣	♦ 5	♦ Q
13	A ♣	10 ♣	♦ 8	♦ J

Dealer scored 48 by cards,



DEAL NO. 28.  
DOUBLING TO THE SCORE.

<p>♠ A 9 6 ♥ 10 8 5 3 ♣ A 9 8 4 ♦ A 6</p>	<p>♠ J 7 5 ♥ A Q 9 7 ♣ K J 10 7 5 ♦ 9</p>	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td colspan="2" style="text-align: center;">DEALER</td></tr> <tr><td style="text-align: center;">PONE</td><td style="text-align: center;">LEADER</td></tr> <tr><td colspan="2" style="text-align: center;">DUMMY</td></tr> </table>	DEALER		PONE	LEADER	DUMMY		<p>♠ K 10 8 4 3 2 ♥ 2 ♣ Q ♦ Q 7 5 3 2</p>
DEALER									
PONE	LEADER								
DUMMY									
	<p>♠ Q ♥ K J 6 4 ♣ 6 3 2 ♦ K J 10 8 4</p>								

Score, 24-0. Diamonds declared by dummy, doubled by leader.

TRICK	LEADER	DUMMY	PONE	DEALER
1	4 ♠	Q ♠	A ♠	5 ♠
2	Q ♣	2 ♣	4 ♣	10 ♣
3	♦ 3	♦ 4	♦ A	♦ 9
4	♥ 2	3 ♣	A ♣	5 ♣
5	10 ♠	♦ 8	9 ♠	7 ♠
6	♦ 2	♥ 4	♥ 3	♥ A
7	K ♠	♦ 10	6 ♠	J ♠
8	♦ 5	♥ K	♥ 5	♥ 7
9	8 ♠	♦ J	8 ♣	7 ♣
10	♦ 7	♦ K	♦ 6	J ♣
11	♦ Q	♥ 6	♥ 8	♥ 9
12	3 ♠	6 ♣	9 ♣	♥ Q
13	2 ♠	♥ J	♥ 10	K ♣

Leader and pone scored 36 by cards.

DEAL NO. 29.  
AVOIDING A TRUMP LEAD.

<p>♠ K 10 9 ♥ K J 9 6 ♣ K 9 7 ♦ J 9 8</p>	<table border="1" style="margin: auto;"> <tr><td colspan="2" style="text-align: center;">DEALER</td></tr> <tr><td style="writing-mode: vertical-rl; transform: rotate(180deg);">PONE</td><td style="writing-mode: vertical-rl; transform: rotate(180deg);">LEADER</td></tr> <tr><td colspan="2" style="text-align: center;">DUMMY</td></tr> </table>	DEALER		PONE	LEADER	DUMMY		<p>♠ J 7 5 ♥ A 7 2 ♣ 5 3 ♦ A Q 5 4 2</p>	<p>♠ 4 3 ♥ Q 4 3 ♣ Q J 6 4 ♦ K 10 6 3</p>
DEALER									
PONE	LEADER								
DUMMY									
<p>♠ A Q 8 6 2 ♥ 10 8 5 ♣ A 10 8 2 ♦ 7</p>									

Score, 24-16. Dealer declared diamonds.

TRICK	LEADER	DUMMY	PONE	DEALER
1	4 ♣	2 ♣	K ♣	3 ♣
2	♥ 3	♥ 5	♥ J	♥ A
3	3 ♠	2 ♠	K ♠	J ♠
4	♥ 4	♥ 8	♥ K	♥ 2
5	♥ Q	♥ 10	♥ 6	♥ 7
6	Q ♣	A ♣	7 ♣	5 ♣
7	6 ♣	8 ♣	9 ♣	♦ 2
8	4 ♠	Q ♠	9 ♠	5 ♠
9	J ♣	10 ♣	10 ♠	♦ 4
10	♦ 3	6 ♠	♦ 8	7 ♠
11	♦ 10	8 ♠	♥ 9	♦ 5
12	♦ 6	♦ 7	♦ J	♦ Q
13	♦ K	A ♠	♦ 9	♦ A

Dealer secured the odd trick and game.

DEAL NO. 30.  
PLACING THE LEAD.

<p>♠ J 9 7 5 ♥ K 7 ♣ Q 4 2 ♦ A K 4 3</p>	<p>♠ A K 4 2 ♥ J 10 5 ♣ 8 6 ♦ Q 10 8 5</p> <table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="text-align: center;">DEALER</td></tr> <tr><td style="text-align: center;">PONE</td></tr> <tr><td style="text-align: center;">LEADER</td></tr> <tr><td style="text-align: center;">DUMMY</td></tr> </table>	DEALER	PONE	LEADER	DUMMY	<p>♠ 10 6 3 ♥ Q 9 6 2 ♣ K 9 5 ♦ J 7 6</p>
DEALER						
PONE						
LEADER						
DUMMY						
	<p>♠ Q 8 ♥ A 8 4 3 ♣ A J 10 7 3 ♦ 9 2</p>					

Score, 20-16. Clubs declared by dummy.

TRICK	LEADER	DUMMY	PONE	DEALER
1	♥ 2	♥ 3	♥ K	♥ 5
2	♦ 6	♦ 2	♦ K	♦ 5
3	♦ 7	♦ 9	♦ A	♦ 8
4	♥ Q	♥ A	♥ 7	♥ J
5	3 ♠	Q ♠	5 ♠	K ♠
6	5 ♣	10 ♣	Q ♣	6 ♣
7	♦ J	3 ♣	♦ 3	♦ 10
8	6 ♠	8 ♠	7 ♠	A ♠
9	9 ♣	J ♣	2 ♣	8 ♣
10	K ♣	A ♣	4 ♣	2 ♠
11	♥ 6	♥ 4	♦ 4	♥ 10
12	10 ♠	♥ 8	9 ♠	♦ Q
13	♥ 9	7 ♣	J ♠	4 ♠

Dealer scored 12 by cards and game.



# COMMENTS ON THE PLAY

## DEAL NO. I

Nothing of especial interest occurred in the first seven tricks. Leader correctly continued his diamond suit at trick three, although having no card of re-entry. Dealer was certain to make the ace of diamonds eventually and would be apt to take his finesses on the other side. The good play in the deal consisted in the manner in which leader cherished his three worthless clubs for the purpose of inducing dealer to place an honor with him, and the manner in which pone perceived and seconded his efforts.

By the first discard of a diamond at trick nine, leader clearly informed pone that the ace of clubs was with dealer. With this information pone could easily perceive that after being certain of the odd trick, dealer would attempt to make game, and that he must finesse the club on one side or the other, in order to do so. Knowing this, pone deliberately unguarded his queen of clubs on the theory that there was a better chance of his winning the second round of the suit than any other.

The false card of leader at trick twelve helped to bring about the result. This is not at all extraordinary play, but it is clever, and illustrates a situation which occurs frequently and is nearly always misplayed.

## DEAL NO. 2

Dealer should have waited for the third round of hearts before playing the king. There was absolutely no opportunity to lose by so doing. After making this play, however, it was still possible to win the game against the best play of the opponents.

### A BAD ERROR

The diamond suit should have been started before the clubs, or at any rate after two rounds of clubs. In this particular case the third round of clubs did no harm, as leader discarded a diamond.

At trick six, however, the error was committed which has lost more rubbers at bridge than any other, except poor declarations. With no re-entry in his own hand, dealer failed to see the importance of clearing the diamond suit before leading the last club from the dummy, and consequently put himself in a position where the opponents by correct play were sure of five tricks.

Leader, however, made an error at trick six of a peculiar nature, in discarding one of his three remaining diamonds, which certainly appeared worthless.

### COUNT THE DISCARDS.

The moment pone discarded a diamond he announced a defense in the spade suit, and leader, therefore, could have unguarded the queen of spades with impunity. By the discard

of a diamond dealer was given an unusual opportunity at trick eleven, which he failed to improve, because he had not carefully counted the discards.

### DEAL NO. 3

While it is evident that dealer could take eleven tricks by successfully placing all the cards in advance, it is not the purpose of this illustration to arrive at results in such a manner, and, therefore, the same finesses are lost by dealer as in the actual play of the deal.

In this case the game is won by dealer because leader is compelled to shift from the club suit, which is exactly equivalent to giving dealer an additional card of re-entry. Had leader continued the club suit, allowing dummy to ruff, the result would have been the same, although dealer's proposition might have been a little harder.

In the actual play dealer ruffed the third round of clubs and leader and pone scored 16 by cards.

### DEAL NO. 4

Dealer passed the make, and dummy declared no trump. Pone doubled, as he should have done, it being extremely probable that he could bring in the entire heart suit with no trump declared at his right. Dealer redoubled, also correctly, having a good supporting hand, and the hearts doubly stopped. Pone promptly quit, but leader boosted the value of each odd trick to 96. Dealer again redoubled, and leader in

turn sent the figure to 384; though the dealer was considerably puzzled by this time, after mature deliberation, he raised to 768, his reasoning being as follows:

The only danger to which he was exposed was a long established spade suit in the hands of either of the opponents. As dummy, however, could have nothing in hearts, he could not have declared no trump with no honor in spades, dealer holding the cards that he did in diamonds and clubs, and the player with the dummy hand was an experienced bridge player.

Leader was bright enough to know that dealer must have the heart suit stopped, and therefore showed his club suit before starting the hearts.

After the third trick, of course, it made no difference what cards were played by the dealer's adversaries; but leader played properly in shifting to the diamond suit, as the only chance remaining for the odd trick was to find the ace of diamonds with pone.

The leader's logic was greatly at fault, although he was able afterward to defend his actions by many excellent rules culled from competent authors. The trouble in such a case arises from the fact that general rules cannot be made to cover completely the multitude of combinations which arise in so complicated a game.

#### DEAL NO. 5

All are agreed that at no-trump the dealer should play for the longest suit held by either dealer or dummy. Of equal importance, al-



though not equally well known, is the following:

When there are two suits of equal length and not established, held between dealer and dummy, if the first trick in either of them be won by the dealer, he should abandon that suit and go to the other, the latter having become the longer.

It will be noticed that the holding in diamonds and hearts was precisely equal between dealer and dummy. It was better to try for the heart suit first, as the opponents were more likely to hold up the ace on the first round, dummy's hand being weak in re-entry cards.

Having won a trick at hearts, however, the diamond suit immediately became more important, and by shifting to diamonds the dealer was certain of securing game, two tricks in each black suit, one at hearts, and four at diamonds.

It is apparent that, after bringing in the diamond suit, the dealer could have made one more trick by clearing the hearts before taking the king of clubs out of dummy's hand. It would have been bad play on the dealer's part, however, as the ace of hearts might have been found with leader, which would have cost the game.

#### DEAL NO. 6

The application of the rule of eleven would absolutely prove the five of hearts a singleton if the character of the cards remaining did not. The dealer was helpless, of course, until the last six tricks, the play of the adversaries being correct in every respect. The dealer was also

correct in declaring diamonds, on account of the honor score, although he would have scored game at no trump.

### DEAL NO. 7

The score was 0—18, rubber game, and the dealer passed the make to dummy. The latter properly declared no trump, as his hand, though weak in certain tricks, was strong in possibilities.

The deal was prettily played all around. It must be remembered that the leader, in discarding his hearts, had apparently no reason to suspect that they could ever be of the slightest value, and that it was late in the deal before he was aware that pone had no more clubs to lead to him.

The play of the last four tricks was worthy of the highest praise.

Leader, at trick No. 10, refused to win the nine of clubs, as he would have been compelled to return the club into what must be a major tenace at his right, giving the dealer every other trick.

The dealer then made a pretty play by passing the ten of diamonds at trick No. 11, after leader had refused the suit, intending to give the trick to pone and compel the latter to lead to the major tenace held by dummy. This scheme was frustrated by the brilliant play of pone, who refused to win the trick, blanking his king and queen of diamonds, although knowing that by so doing he could never make either of them.

The dealer was finally compelled to give leader the last two tricks in clubs.

Play of this order involves keeping careful track of the number of cards remaining in each suit and saves many a game.

### DEAL NO. 8

At bridge it is not enough to make a play which is in itself desirable. It is necessary for players to know at times whether another plan should be first developed. In other words, it is of the utmost importance not merely to play for the next trick in sight, but, when possible, to plan the entire play of the deal, defensive as well as offensive, as early as possible.

The deal is given as it should have been played.

In actual play the third round of hearts was taken at once and leader immediately led the ace of clubs in order to save the game, the result being that dealer secured two odd tricks. Knowing that he could stop the trump suit pone insured not only the small trump in his own hand, but also the certainty that the club suit would be opened from his hand.

### DEAL NO. 9

Pone doubled, and dummy redoubled, making each odd trick 48.

In this case pone was assured of the odd trick if he could tempt a spade discard from dummy. After passing the first heart, dealer could only

win the odd trick by the discard of a club at trick three.

Such plays as are made by pone in this instance must be conceived and executed quickly, in order that the opponents may not suspect the trick.

#### DEAL NO. 10

This was a curiously fortunate deal, as from a study of the hands it would hardly seem that dealer could secure the odd trick, much less game. While dealer played well, the play of the opponents was also correct, except in one instance. Leader should have led a small spade at trick 8, instead of the jack, as there was no use in leading a supporting card through nothing. While the dealer hardly expected to make a trick in the club suit, which he so persistently led, he could play that suit with greater safety than any other, as the opponents were certain to eventually make what clubs they had.

Leader reasonably abandoned his heart suit after finding a major tenace at his right, as it hardly seemed possible that the dummy would be able to give leader a discard of the eight of hearts, and the dealer therefore must finally be forced to lead it.

#### DEAL NO. 11

Observe carefully the manner in which the dealer managed the heart suit. Had he allowed the dummy to win the first two rounds of hearts the usefulness of that suit would have been ended.

Observe also the manner in which the dealer refused to win the second round of diamonds in order that pone might have none of the suit remaining in case he secured the lead later.

### DEAL NO. 12

The dealer seemed to have an almost hopeless task before him when the dummy's hand was exposed. The discard of the six of clubs was made in order to tempt a club lead up to the dealer, should the original leader win the first round of trumps, as dealer naturally expected.

Had dealer overruffed pone at trick 6 it would have cost him the game, and this although the discard was of no use to dealer.

The most important play in the deal, however, was in the ruff at trick 9, with the six of hearts instead of the four. Had dealer ruffed with the four he would have been compelled to overruff dummy at trick 11 and lead into the major tenace held by pone.

This situation occurs frequently at bridge and is of the first importance. Game would have been lost, likewise, had dealer carelessly led the five of hearts instead of the deuce from dummy at trick 3.

### DEAL NO. 13

There can be no question that the supporting heart was a better opening than a club in this case.

The next three tricks should be carefully studied. Dealer was compelled to lead away

from a double tenace suit in dummy's hand, his object evidently being to make a reëntry of the jack of spades in his own hand. The only purpose that such a reëntry could serve was to bring in a suit of clubs, of which there were none in the dummy.

Leader not only allowed the queen of spades to hold the first trick, but deliberately kept off the ten of spades and allowed his king to be trapped, thereby saving the game.

In making this play the leader could give his partner credit for the king of diamonds; as dummy would not play the spades as he did, holding a sure reëntry in diamonds.

The value of negative inferences at bridge is immense, and their clever application furnishes one of the greatest charms of the game. Thus, in the deal just illustrated, the leader can locate the king of diamonds in pone's hand because dummy led the queen of spades to furnish a reëntry for his club suit. Although this statement sounds complicated it is really simple.

#### DEAL NO. 14.

When no trump has been declared by the dummy, the correct method of handling suits headed by the ace, queen in the dummy, and which are opened by the opponents, seems to be a puzzle to the average player. It generally happens that the suit in question is not the one which the dealer has most reason to fear. On that account the ace is usually the correct play from the dummy on the first round, in order that the

dealer may get his own suits to working, if he has any.

Observe the manner in which dealer continued to place the lead with pone, never allowing leader to come through the queen of spades.

In the actual play the queen of spades was played to the first trick and dealer only scored the odd trick.

#### DEAL NO. 15

In this deal leader might have opened the ten of diamonds or a low spade without taking any unusual risk. It will be seen at a glance that dealer's opponents should have won five tricks by almost any kind of play, had the ace of clubs been retained. Leader properly, after discovering what he had done, played to take the only card of reëntry out of the dummy as quickly as possible.

The play of dealer was skillful throughout. His object was to secure ten tricks, and he held himself in position to do this in several different ways, according to the distribution of the cards.

#### DEAL NO. 16

The false card at trick one was, of course, imperative. The adversaries always suspect false card play, but frequently cannot be certain and are afraid to abandon a suit. Trick 2 revealed an unusual situation in the heart suit and compelled the dealer to go to spades as a last resort.

Leader at trick 3 was in an awkward predicament, as he feared the dealer might be under-

leading ace, king, and his play of the queen made the subsequent situation possible. At tricks 4, 5 and 6 pone erred in not discarding at least one heart.

The best play in the hand occurred at trick 10. Dealer had been forced to finesse the spade and could now count one club and three winning hearts at his right, three clubs and the winning diamond at his left. If the club at his right had been the ace pone must, of course, have taken the remaining tricks. The lead of the king, however, would give dealer another trick, unless leader had all the honors, which was unlikely, and the play actually resulted in giving dealer the rubber under most unpromising conditions.

#### DEAL NO. 17.

The play of dealer at trick one, although not really necessary, should be carefully noted. By unblocking with the jack of diamonds for the tenace in the dummy, he was able to take two diamond tricks at any time.

The real play in the deal occurred at trick two, when dealer refused to win the first round of hearts. By blocking that suit dealer could count upon at least four tricks in the spade suit, two tricks each in the diamond and club suits, and one heart trick—enough for game.

Had dealer won the first trick in the heart suit, leader and pone would have secured the odd trick.



**DEAL NO. 18.**

Dealer could easily make eight tricks in this deal, but the other and most important trick could only be secured by risking a heart discard at trick two. If pone could not lead up to the very weak heart suit in the dummy, it was almost certain that leader would continue diamonds.

Dealer was obliged to sacrifice three winning clubs in order to make four winning spades.

**DEAL NO. 19.**

Pone saved the game at trick 5 by leading the king of spades. He realized that to prevent the dealer from going out two tricks in the spade suit must be secured before the leader again led the heart.

Had a small spade been led at trick 5 the dealer would have played the queen or ten, and dealer would have been certain to win game on the deal.

**DEAL NO. 20.**

The make properly was passed by dealer, as diamonds should not be declared from such a holding, except when the score of dealer and dummy is 18 or better. Dummy properly declared no trump from general strength. Although some risk is taken in making declarations of this kind, it is probable that in most cases they result in the dealer and his partner scoring game.

Dealer finessed the club at trick No. 2 for the reason that he preferred to throw the lead to pone and allow that player to lead up to the guarded king of hearts. After winning the finesse, however, it was useless to try to keep the lead from the original leader.

The diamond finesse was unnecessary at trick No. 3, as it was certain dealer would be able to force some discards later, especially if leader and pone succeeded in killing the king of hearts, and he knew that leader and pone must guard both the queen of diamonds and the jack of spades.

Leader played properly in trying to hold with the nine of hearts at trick No. 5. While it was unlikely that such a scheme would succeed, there is always a possibility that it may, and there seemed to be nothing to lose. In any event, leader could see that dealer was sure to win the game if the king of hearts won, the ace of diamonds evidently being a false card.

By holding his spades until the right moment, dealer was able to force some discards at tricks 8, 9 and 10, and to gain an extra trick by prettily throwing the lead at trick 11.

#### DEAL NO. 21.

When this deal was originally played dealer took two rounds of trumps and failed to win the game. There is no reason whatever for play of this kind, and it might always be avoided if the dealer would be careful to count, in advance, the

number of tricks which he may certainly take with the two hands. Had the ace and king of clubs fallen early in the deal, it would have been easy for the dealer to abandon his ruffing tactics, extract the adversaries' trumps and bring in the remaining clubs.

### DEAL NO. 22.

Most beginners at bridge lose games by being in too great a hurry to win tricks. After a little experience they learn, when no trump has been declared, to hold up aces in an adversary's suit until one of the adversaries is void of the suit in question. Later they learn, or some of them do, that it is not always necessary or advisable to win a trick with a king at the first opportunity, when the ace of the suit can be marked at the right.

It is harder yet, however, to convince players that it is not always wise to win tricks in their own suits at the first opportunity, but often proves better to leave a card of the suit in the hands of the partner in order to secure the greatest results possible from that particular suit.

Having no possible card of re-entry, leader could only bring in the diamond suit by allowing dummy to win the second trick, leaving another card of the suit with pone. This is a situation which occurs very frequently, and the correct play in such cases must be learned by every player who hopes to be successful at the game.

Dealer showed his appreciation of the situation

by finessing only in his own hand. Had he attempted to establish the spade suit leader and pone would have secured the odd trick. On the other hand, had leader won the second round of diamonds dealer would have easily secured game.

### DEAL NO. 23.

There was no occasion for pone being in a hurry to make his king of diamonds at trick two. He was in no danger of losing it, and there was little fear of dealer winning the game, unless he could bring in the long diamond suit in the dummy. After the second trick there was little or no play to the deal, and dealer could take the heart finesse at trick ten without fear, since there was but one club remaining in leader's hand.

### DEAL NO. 24.

Here the king of diamonds was held up by pone until the third trick, rendering the four diamonds in the dummy useless. The dealer made the best play possible by endeavoring to establish the nine of spades in the dummy for a re-entry, even at the risk of the leader's making the remaining clubs.

The play of pone at trick eight should be carefully noted. By refusing to win the second round of spades with the king, he deliberately lost that honor to the ace, but in so doing saved the game, as the king of spades would have been the last trick taken by his side, had it won. If the deal

were played in this manner, dealer could only have secured twenty-four by cards and the advantage of position would have remained with the other pair.

Holding up commanding cards in bridge when no trump has been declared is the simplest form of strategy, but its correct use seems to be confined to a few. Waiting until the third round of the opponents' suit, when your holding is ace and two small, is the most common form in which this play occurs, but not of necessity the most important.

Sometimes the holdup cannot win, as, for instance: No trump declared by dealer, and a suit of queen and three small cards exposed in dummy's hand; dealer leads the king of the suit, and ace and one are held by the second hand player. To hold up in this case is to insure the dealer making two tricks in the suit, as the ace will have to fall on a small card next round and there is no possibility of the holdup gaining.

There are many opportunities to hold up the king of a suit, even when the ace has not been played.

### DEAL NO. 25.

Dummy declared spades, and leader doubled, as he had a right to do, notwithstanding the score. Dummy redoubled as the only remaining chance for game. Leader should have quit on account of the score, although it was nearly impossible that he could lose.

While this deal is an extreme case, leader was a player of several years' experience. His one object was to shorten up his own trump suit in order that dummy might be compelled to lead trumps eventually into his major tenace. Dealer played skillfully and leader badly, and the former won the rubber against overwhelming odds.

Leader should have led trumps at the outset, having no plain suit to fear.

### DEAL NO. 26.

By winning the first trick with the heart king, dealer hoped to make pone believe that leader had led away from ace, queen, jack.

Leader saved the game at trick three by destroying the usefulness of the king of spades before the diamond suit was established.

Dealer, however, obsessed with the idea of making the long suit of diamonds, erred in not going up with the king of spades, and so lost the odd trick.

When leader switched to the spade suit, dealer should have recognized at once that the diamond suit was hopeless, and that he must change his tactics accordingly.

The king of spades should have been played at trick three, as the only hope of making two tricks in that suit. Then dealer should have led the nine of clubs from the dummy and passed it.

This would have insured dealer at least two odd tricks and possibly three. Had leader not shifted to the spade suit at trick three, dealer would have secured four odd tricks on the deal.

Dealer defended his play at trick three on the ground that pone might possibly play the ace of spades and return the heart suit. This could not possibly happen, as pone, holding the ace of spades and either the ten or jack, would certainly finesse.

Leader could not hold both the ten and jack without the ace, or he would have certainly led the jack.

#### DEAL NO. 27.

Dealer made the game certain by taking the first heart trick with the ace, although he could have held it with the six. This situation occurs very frequently.

Leader allowed the second heart to win in order to get a second discard from pone.

Observe the manner in which dealer handled the club suit. He was quite correct in discarding clubs from his own hand, as he could still protect that suit in the dummy.

Pone made a frightful play in discarding his last club, and keeping a number of diamonds which he could not possibly make.

#### DEAL NO. 28.

Dealer had won the first game and leader and pone had not scored in the rubber. The double by leader was very risky, but the diamond make was apt to be weak, on account of the score, and the possible gain by doubling greatly overbalanced the possible loss.

**DEAL NO. 29.**

This is an every-day sort of deal, which is usually bungled. Had dealer led trumps at any time he must certainly have lost the odd trick.

To secure the odd trick dealer was obliged to make one trick each in clubs and hearts, and either two spades and three trumps, or one spade and four trumps, according to the location of the spade king.

By passing the first club dealer put himself in position to ruff that suit at his pleasure. Pone was obliged to shift the suit, fearing dealer held queen or jack.

Observe the lead of the jack of hearts, giving pone a tenace over dummy, in case dealer held queen and leader ace .

Pone played correctly in overtrumping at trick ten, but should have led a trump afterward .

**DEAL NO. 30.**

By passing the first heart dealer was almost certain to make two tricks in that suit.

Pone was afraid to wait with his diamonds, as dealer might be able to discard one of the two in the dummy on a spade.

At trick four leader should have allowed the jack of hearts to hold the trick. His excuse was that he did not want the trump led through by dealer, fearing the latter had the queen. In such a case, however, dealer would never have led trumps from the dummy hand.

At trick five dealer played cleverly in over-



taking the queen of spades. The best chance for game was to finesse twice in the trump suit, and to do this dummy must twice place the lead with dealer by means of the spade suit. It was imperative to prevent the original leader from again securing the lead, as he would immediately ruff pone with a heart.

At trick seven the ten of diamonds was the correct play, although it did not affect the result. Dummy had plenty of trumps, pone might have five diamonds, and dealer must have the best diamond after trumps were extracted.



# LAWS OF BRIDGE

## 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 shown in table on page 102.

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.

<i>When a Trump is Declared</i>							
3 honors held between partners equal value of 2 tricks.							
4	"	"	"	"	"	"	4
5	"	"	"	"	"	"	5
4	"	"	in 1 hand	"	"	"	8
4	"	"	" 1	"	{ 5th in partner's hand }	"	9
5	"	"	" 1	"	"	"	10

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<i>When No Trump is Declared</i>							
3 aces held between partners count 30							
4	"	"	"	"	"	"	40
4	"	"	in one hand	"	"	"	100

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.\*

10. The value of honors, slam, little slam or chicane, is in nowise affected by doubling or redoubling.

11. At the conclusion of a rubber the scores for 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.

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\*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.

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 other three 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 anyone 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 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 either 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 card 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 cards 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 38b).

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 again double. 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 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-double 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.

## ETIQUETTE OF BRIDGE.

There is perhaps no game in which slight intimations can convey so much information as at Bridge. There is no way of punishing the infractors of the following rules, save by refusing to play with them. A code is compiled for the purpose of succinctly stating laws and for the purpose of meting our proportionate punishment to the offenders. To offend against one of the rules of etiquette is far more serious than to offend against any law in the code; for, while in the latter case the offender is sure of punishment, in the former the offended parties have no redress other than refusal to continue to play with the offender.

RULE 1. Declarations should be made in a simple manner, thus: "Hearts," "No trump," or when passing the option, "Make it, partner."

2. There should be no undue hesitancy in passing to partner, as such hesitation might influence the make.

3. As the score should always be left on the table, it is presumed that every player knows its state; therefore, after the cards are dealt, the dealer in passing the declaration should not say anything to his partner concerning the state of the game. Nor should either of the dealer's adversaries say anything regarding the score.

4. A player who has the right to double, if he intend passing the option to his partner, should not indicate any doubt or perplexity in regard to exercising such right.

5. No player should give any indication by word or gesture as to the nature of his hand, or as to his pleasure or displeasure at a certain play.

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

7. No player, other than the dealer, should lead until the preceding trick is turned and quitted, nor after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

8. No player should play a card with such emphasis as to draw particular attention to it. Nor should he detach one card from his hand and subsequently play another.

9. It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second to conceal the first.

10. Players should avoid discussion and refrain from talking during the play, as it may be annoying to players at the table or perhaps to those at other tables in the room.

11. A player having been cut out of one table should not seek admission into another table unless willing to cut for the privilege of entry; this, of course, does not apply to a person who has come from a table which has been broken up.

12. The dealer's partner should not look over either adversary's hand nor leave his seat for the



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purpose of watching his partner's play. Neither should he call attention to the score nor to any card or cards that he or the other players hold.



## GENERAL SUGGESTIONS

It is absolutely essential, after the rudimentary principles of the game have been acquired, to observe carefully the characteristics of the other players at the table. As dummy, your declaration must often be influenced, not only by the score, but by your partner's ability as a player, and his tendency toward conservatism or venturesomeness. Be bold with a conservative partner and cautious with one who is venturesome.

When your partner is a very poor player, try to lose as little as possible when it is his deal, and take extreme at no-trump or any declaration at which you may secure game on your own deal.

A question on which the best players disagree, is whether with a "bust," or a hand which probably cannot win a trick, a player should declare spades out of hand, or pass the make. Your partner's hand in such a case will probably be above the average, but so also will be the hands of the opponents.

When playing with a partner who follows the rules for declarations as given in this work, the make may be passed without hesitation, knowing you to be forward in declaring no-trump your partner will declare spades unless he has a real make.

I have kept a record for many months of the results of such deals, in each case taking the

actual result and the score which would have resulted from an original spade declaration, and the figures are overwhelmingly in favor of passing the make—more than five to one. You always have a good chance, when your own holding is so poor, of finding your partner with one tremendous suit, or with four honors in hearts or diamonds, and once in each fifty-eight times he will hold a hundred aces.

When playing with partners who follow the old rules for red declaration, the dealer should declare spades when his hand is practically worthless. A weak heart or diamond declaration under such circumstances would be fatal.

When playing a no-trump deal, it is nearly always good policy for dealer to make an established suit at once, if possible, and force the adversaries to discards before taking any finesse.

In playing against a no-trump declaration, always return the suit which your partner has opened, unless you are very certain that your reasons for not doing so are impregnable. When your partner abandons your suit you should also abandon it, unless it is established, or your partner has finessed against an honor in dummy.

When a spade declaration is not doubled, and neither side has scored twenty points in the game, it is the rule in most clubs to concede the odd trick to the dealer and not play the deal. The score for honors, of course, is made by the side holding them, precisely as though the deal had been played.

This rule should be adopted by every club or coterie of players, as it conserves a vast amount

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of time and energy. Dealer or dummy cannot select spades as an offensive declaration with a score of less than twenty; and the non-dealers, if not strong enough to double, could not hope to make enough on the deal to advance them materially in the game.

The rule also gives rise to some pretty propositions in doubling on the part of the non-dealers.



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