

The Official



Encyclopedia of
BRIDGE

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7th Edition

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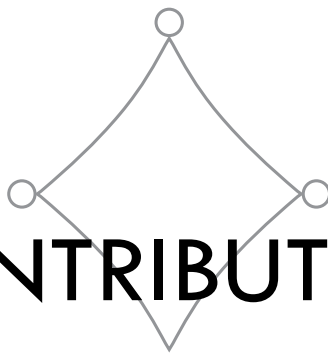
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This book is the product of a lot of work by a lot of people. The four principal editors are listed elsewhere in this book, as are previous chief editors. It is gratifying to note that most of the others who have contributed did so with the simple motivation of improving the product. If you helped and your name was left off this list, please know that the omission was not intentional.

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INTRODUCTION

The 7th edition of the *Official Encyclopedia of Bridge* had its beginnings about 2006, when decisions were made about the format, the contents and the people who would be involved in putting it together.

This edition of the book, first published in 1964, is a departure from previous editions.

No doubt you have already noted that the shape and size are different, and perhaps you have noticed that the type size is larger.

For the first time, the *Official Encyclopedia of Bridge* has photographs – lots of them.

For the first time, the book comes with an index rather than multiple cross references.

For the first time, the items have been separated into chapters rather than being run together in alphabetical order.

Hundreds of items have been updated. Clutter has been eliminated.

Some of the changes have come about because of the way people seek and obtain information in the 21st Century. For example, the list of winners at the North American Bridge Championships has been included on one of the CDs that accompany this book. A CD can be updated easily. Updating the print version is not practically or financially feasible. If you are interested in who won the Kaplan Blue Ribbon Pairs, you have only to make a couple of clicks on the ACBL home page to find

out. The same goes for world championships – all the information is available on the World Bridge Federation home page.

The changes in this edition of the encyclopedia are meant to make it more user friendly – cleaner to look at and easier to search. The long History chapter, for example, is organized by topic rather than simply alphabetically. Information that is not likely to change from year to year – suit combinations, for example – is part of the printed matter in this book.

The *Official Encyclopedia of Bridge* has had outstanding editors through the years, and the content of previous editions is indeed impressive. Thanks are due to Richard Frey, whose idea it was to create such a volume, and to a succession of editors and helpers: Thomas Smith (2nd edition), Amalya Kearse (3rd), Diane Hayward (4th), Dorothy Francis (5th). Henry Francis was chief editor of editions three through five. Assisted by Alan Truscott and Barry Rigal, Francis was in charge of the 6th edition. Tim Bourke prepared the bibliography for the 6th edition.

The editor of this edition was Brent Manley, with primary assistance from Mark Horton, Barry Rigal and Tracey Yarbrow. Expert contributions have also come from Ron Tacchi, Robb Gordon and Peggy Kaplan. Paul Linxwiler provided invaluable assistance with the chapter on math.

The outstanding design and layout on this edition was done by Latrescia Goss, who offered many helpful and insightful suggestions as the project progressed.

– Brent Manley, August 2011



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HISTORY

The game of bridge can trace its roots to the 1800s, possibly as early as the middle of that century. The game played today evolved from other games, notably whist and possibly even a game with the strange name of yeralash. The history of the game is rich indeed. So is the history of ACBL, which celebrates its 75th “birthday” in 2012 with bridge on the rise as more and more Baby Boomers learn – and learn to love – the world’s most popular card game. From its establishment in 1937 to the current day, the ACBL has amassed a rich history and seen some groundbreaking advances with computers and the Internet. A wealth of great leaders – and some “interesting” personalities – are all part of the world’s largest and most influential bridge organization.

For convenience, this chapter is divided into various categories.

Playing Cards

The earliest known cards were used in China, at least as long ago as 979 A.D. The pack was divided into four suits, 14 cards in each, and was based on representations of coins. This discredits the pleasant story that they were invented in 1120 A.D. to amuse the concubines of the Emperor Suen-ho.

There is a tradition that a Venetian carried cards from China to his native city, the first place in Europe where they were known. This traveler may have been Niccolo Polo, who returned from China about 1269 with his brother Matteo, or it may have been Niccolo’s son, the famed Marco, who accompanied his father and uncle on their second trip to that empire.

Some authorities favor India over China as the original source. A tenuous link has been suggested between early European cards and Ardhanari, the goddess of Hindu mythology. She was represented holding in her four hands a wand, a cup, a sword and a ring (symbolizing money). Similar symbols appeared on some early European playing cards.

Cards were manufactured in many parts of Europe, notably in Nuremberg, Augsburg and Ulm, in the 14th Century, and perhaps even earlier. The Italian Tarot cards may have predated the German cards: they are mentioned in an Italian manuscript dated 1299. Johanna, Duchess of Brabant, mentions cards in the Netherlands in 1379, and cards were known in Spain at least

as early as 1371. The Moors or Saracens may have brought cards to Spain and Italy, but the attempt to show a resemblance between the Spanish word for cards (naipes) and the Arabic word (nabi, “a prophet”) is not well founded.

In 1392 in France, Charles VI ordered a hand-painted deck to be made by Jacquemin Gringonneur, and this historical fact gave rise to the idea that cards originated in France. However, it seems clear that this order was for cards similar to others already in use. The royal treasurer, accounting for moneys paid out, mentions three packs of cards, painted “in gold and diverse colors, ornamented with many devices, for the diversion of our Lord, the King.” Seventeen of these cards are on exhibition at the Bibliotheque Nationale in France. Related: Collections of Playing Cards.

Cards probably reached England later than other European countries. Geoffrey Chaucer, the “Father of English Literature” who died in 1400, never mentions cards, although he enumerates the amusements of the day: “They dance and they play at chess and tables.” The reference to playing with four kings in the Wardrobe Rolls of Edward I in 1278 (ad ludendum ad quattuor regis) almost certainly refers to some other game, perhaps a form of chess. The earliest clear-cut reference to playing cards in England dates from 1465, when manufacturers of playing cards petitioned Edward IV for protection against foreign imports, and were favored by an appropriate edict.

In *A History of Playing Cards*, Catherine Perry Hargrave writes, “There is a legend telling how the sailors of Columbus, who were inveterate gamblers, threw their playing cards overboard in superstitious terror upon encountering storms in these vast and mysterious seas. Later, on dry land, they regretted their rashness and in the new country made other cards out of the leaves of the copys tree, which greatly interested the Indians.” This seems to be more than a legend, for Garcilaso de la Vega (*Historia de la Florida*, Madrid 1723) tells that the soldiers of Spain played with leather cards in the 1534 expedition. Cards were known to the early Mexicans as amapatolli, from amail meaning paper and patolli meaning game.

The present pack of 52 cards, arranged in two black and two red suits, probably derived from the earlier Italian Tarot

packs, in which there were four suits with ten spot cards and four court cards – king, queen, cavalier and knave. The queen was not included in early packs, and the chevalier still holds her position in some modern packs. In addition each Tarot pack had 22 extra cards known as atouts or trumps. The knave has been variously represented by a valet and still carries this name, although modern usage changes it to the jack. The chevalier, as apart from the queen, has been dropped from the 52-card pack.

The Chinese playing cards differ considerably from the occidental; they are long and narrow, usually 2 to 2½ inches long and a half-inch to an inch wide. Early cards were longer and even narrower. In number of suits and cards both the Chinese and Hindu decks differ markedly from ours. One Hindu deck includes 144 cards with eight suits of 18 cards; another has 120 cards with 10 suits of 12 cards; one Chinese deck has only 30 cards – three suits of nine cards and three extra cards of supreme value, but four suits sets were normal.

Long before bridge was heard of, playing cards were used in many forms of gambling and in fortunetelling. Cards acquired an unsavory reputation, being associated with all vices. The “Devil’s Picture Book” and other names indicate the horror with which they were regarded by the virtuous and religious.

Playing cards, being a luxury, provided a source for much revenue in taxes, first levied on them in England in 1615. Other European countries soon followed suit, and the advent of the Civil War led to taxes on many things, including playing cards, to help finance the costs.

Playing cards were first brought to America by early immigrants – Spanish suited, German suited and the standard decks as we know them today, with four suits, each consisting of three court (face) cards and 10 pip cards that first arrived from England around the beginning of the 18th Century. Until the American colonies broke away from their European masters, cards were almost all imported. The War of Independence and the founding of the United States of America quickly led to the establishment of local playing-card manufactories, particularly in Massachusetts and the Northeastern states.

By 1800, a number of makers were flourishing – in the Boston area, New York and Philadelphia particularly – and by 1900 the United States Playing Card Company in Cincinnati was producing more packs of cards per day than any other maker in the world.

The early American cards retained the standard patterns of the English imports, but the Duty Aces – the aces of spades, manufactured under government oversight and transferred to the manufacturers in exchange for payment of the substantial duty tax – were replaced by patriotic designs, usually incorporating the American eagle.

In the years following the Civil War, American manufacturers grew substantially as card playing became a favorite pastime. The companies also became extremely competitive as they fought for increased market share. This competitiveness, more than anything else, led to the innovations that resulted in the cards in use today.

Double-ended courts replaced single-ended courts; indices were placed in the corners to aid quick identification of suit

and rank; cards were produced with an extra card (the Joker) for Euchre, Poker and other games. Round corners replaced square corners and, together with special finishes, made the cards easier to shuffle and handle. Finally, and directly attributable to the growing popularity of whist and its bridge successors, cards became a quarter-inch narrower, making it much easier for a smaller female hand to hold and see all 13 cards in a deal.

Throughout all the innovations, the stylish courts of the English packs, which were themselves based on early cards from France, especially Rouen, have survived to this day, despite many attempts to modernize and Americanize them.

The modern authorities on American playing cards are Tom and Judy Dawson, who authored the *Hochman Encyclopedia of American Playing Cards*.

COLLECTIONS OF PLAYING CARDS. Collections, public and private, are fairly numerous; quite a few museums have cards as part of their material on graphic arts.

The largest collection in the United States belongs to the United States Playing Card Company of Erlanger KY. In New York City, the Morgan Library has a few of the oldest and most valuable cards. Yale University has a collection of more than 3000 packs, uncut sheets, and card printers – wood blocks acquired by the late Melbert and Mary Cary and willed to Yale University in 1967.

The French collection is in the Bibliotheque Nationale in Paris; London has a collection in the Guildhall; others are in Vienna, Nuremberg, Dresden, Munich, and Budapest. The Deutschspielkarten Museum in Leinfelden, Germany, south of Stuttgart, is a research center and an exhibition. The Museo Fournier de Naipes in Vitoria, Spain, has a collection of 6000 packs and more than 12,000 books. The largest private collection, belonging to Albert Field, Astoria NY, has been willed to Columbia University. There are several private individuals with large collections of old and unusual playing cards in the U.S. and around the world, including Jaime Ortiz-Patiño, former president of the World Bridge Federation, who put his on display at the World Bridge Championships in São Paulo, Brazil, in 2009.



Part of a pack supposed to have been used by Charles VII of France, dated 1425.

DEVIL'S PICTURE BOOK, DEVIL'S TICKETS. Names given to playing cards by New England Puritans. From the time of their introduction in Europe, gambling at cards had been opposed. In 1397, John I, King of Castille, forbade dice and cards; in 1397, the Provost of Paris forbade playing at dice or cards on workdays; in 1404, the Synod of Langres forbade clergymen to play at dice or cards; in 1423, St. Bernardino preached against cards and persuaded the people of Bologna to throw their cards into a fire; and in 1541, the Parliament of Paris forbade play at dice or cards in the homes of the town and suburbs.

The objections were usually against gambling or against working men wasting their time, but the Puritans, for example, held that the Second Commandment (graven images) was violated by face cards. Hence, some churches permitted games using decks without court cards.

The opposition to cards has dwindled steadily, and the term is used humorously today except in a few isolated communities.

FACE CARD. The cards which have a representation of a human figure, called originally coat cards, later court cards. Their design is virtually the same for all manufacturers in America and Britain, deriving from eighteenth century French patterns.

Earlier designs depended on the skill of the artists who carved the wood blocks, and gradually degenerated from representation of recognizable people and objects into meaningless figures. It has been said that Henry VIII was the model for all four kings; the oldest extant English cards have the same curling moustache and divided beard on the four kings, and legend has it that the queens were likenesses of Elizabeth of York, Henry VII's queen. The remainder of the design is clearly derived from cards made in Rouen, France; the faces differ, but the costumes, position of the hands, and weapons all show similarities.

The French packs developed along their own lines until 1813, when an official design was promulgated; the cards were all named, and even today the names appear on many packs:

	SPADES	HEARTS	DIAMONDS	CLUBS
KING	David	Charles	César	Alexandre
QUEEN	Pallas	Judith	Rachel	Argine
JACK	Hogier	Lahire	Hector	Lancelot

All represent real or mythical figures except Argine, an anagram of Regina.

In the Hungarian pack, eight of the face cards represent characters in Schiller's drama, *Wilhelm Tell*, set in Switzerland:

SUITS	OBER	UNTER
Acorns	Wilhelm Tell	Reszö Harras
Leaves	Ulrich Ruden	Walter Fürst
Bells	Vadász Stüssi	Itel Reding
Hearts	Herman Gezler	Pásztor Kuoni

But an oddity exists: the cards were never used in Switzerland.

The usual German packs do not have a queen, but have two jacks (or knaves), the Ober and the Unter. Some German packs, however, have four face cards, king-queen-jack-jack. The Italo-Spanish pack uses a cavalier in place of a queen.

GREEN SUIT. The fifth suit – called Eagles – in the American version of five-suit bridge. Prior to the introduction of five-suit bridge, the green suit was a nonexistent fifth suit.

HIPPOGRIFFS. A sometimes-humorous name of a mythical suit; chiefly used in a celebrated anecdote about a man who dreamed he held a perfect notrump hand with 13 sure winners against a stranger (Satan), who was on lead. The Devil then proceeded to run 13 tricks against declarer by cashing all the cards of a weird greenish suit called hippogriffs.

INDICES. Small identifying marks (numbers or letters) in the corners of playing cards, printed above the suit symbol.

The first use of indices is difficult to determine. Special packs of the 17th and 18th Centuries (educational, heraldic, political, etc.) had so much of the card taken up with pictures and words that the identification consisted of a number or letter beside one pip in an upper corner. No one seems to have adapted this for use with regular playing cards for a long time. In the 1870s, three American card makers tried different solutions to the problem. One put miniature cards in two corners (calling the style Triplicate); another used merely a letter or number and a small pip (called Squeezers, because they did not need to be fanned); the third put these in all four corners (Quadruplicate).

The use of double indices permits a hand to be fanned either right or left, and European cards today are usually so made; English and American players chose the single index at each end which is current today. In 1893 some packs were issued with a large corner pip, with a white index within it. Today some Swiss packs use no index pip, but put the index as a white numeral in the pip nearest the corner. Spanish and some Italian (trappola) packs have indices from 1 to 13, including suit and court cards.

MANUFACTURE OF PLAYING CARDS. After the establishment of papermaking in America, several printers, including Benjamin Franklin, apparently produced packs of cards as a sideline.

The first man specifically listed as a manufacturer of playing cards was Jazaniah Ford of Milton MA, about 1800, followed by Thomas Crehore of Dorchester MA.

Modern cardplayers are accustomed to the double-head card, which can be read from either end, and to the indices in the two corners, which permit one to recognize the card without seeing its entire face. Cards of this type did not become standard until the late 1870s. Until then a player had to look at a full face of the card, and hold it right-side up, to know what the card was.

Either superstition or habit prevents major changes in playing-card design. Unsuccessful attempts have been made to print the suits in four colors, to redesign the pips, to clothe the face cards in modern dress; and to introduce circular cards. Soviet Russia tried to replace the "anachronistic kings and queens" with revolutionary heroes, but so many packs were smuggled in that the conventional royalty cards were reinstated.

A more modest change reintroduced in 1964 and embodied

in special decks used in the World Team Olympiad was to use a very pale blue-green tint instead of white for the background of the faces. This has been shown to reduce eyestrain.

PACK. A group of a specific number of cards of consistent composition, sold and used as a unit. The makeup of a pack depends on the date and the country. In the Western world they are composed of four suits, with three face cards and up to thirteen spot cards, and have an extra card (joker) or cards. The tables below describe some of the many packs that have been in use. When ace is included with the face cards, it ranks high; when included with the spot cards, it ranks low and is called the one-spot.

(1) Pack with one of each card:

<i>No. of Cards</i>	<i>Game or Country</i>	<i>Face Cards</i>	<i>Spot Cards</i>
62	500	A K Q J	*13 12 11 10 9 8 7 6 5 4 3 2
60	Fantan	K Q J	12 11 10 9 8 7 6 5 4 3 2 1
52	Bridge, Poker	A K Q J	10 9 8 7 6 5 4 3 2
48	Alouette	K C J	9 8 7 6 5 4 3 2 1
48	Old German	K O U	10 9 8 7 6 5 4 3 2
40	Trappola	K C J	7 6 5 4 3 2 1
36	Schwerter (Ger.)	K O U	10 9 8 7 6 2
36	Russian	K Q J	10 9 8 7 6 1
36	Sixettes	A K Q J	10 9 8 7 6
32	Piquet	A K Q J	10 9 8 7
32	German	K O U	10 9 8 7 2
24	Schnaps A	K Q J	10 9 8

(2) Packs with two of each suit:

64	Bezique	A K Q J	10 9 8 7
48	Pinochle A	K Q J	10 9
48	Gaigel	A K Q J	10 7

(3) With a group of extra cards not a part of the four suits called in various countries, atouts or atutti:

- 97 Minichiate taroc (Florence) 41 atutti, and each suit has four face cards and ten spot cards.
- 78 Lombard tarot (Venice) 22 atutti, and each suit has four face cards and ten spot cards.
- 62 Tarocchino (Bologna) 22 atutti, and each suit has four face cards and six spot cards (10 9 8 7 6 1).
- 54 Tarok (German) 22 atutti, and each suit had four face cards and four spot cards, black suits 10 9 8 7 and red suits 4 3 2 1.
- 64 Sicilian 22 atutti, K Q C J 10 9 8 7 6 5 of four suits and the ace and 4 of coins.

*Only two of the 13 spot cards are used.

C=Cavalier; O=Ober; U=Unter
For the 22 atutti, refer to Tarot.

For bridge purposes, the pack is a set of 52 standard playing cards divided into four suits (spades, hearts, diamonds and clubs) of 13 cards each, ranking in descending order from the ace to the deuce. In the U.S., the term deck is often preferred

PLASTIC CARDS. Cards made of acetate cellulose or a vinyl or polyvinyl compound. Most manufacturers no longer make them.

PLAYING CARDS. The cards, usually pasteboard, used in playing various games. The standard bridge pack (or deck) consists of 52 cards, arranged in four suits of 13 cards each. Among the principal games played in the U.S. are bridge, canasta, casino, chemin-de-fer, cribbage, gin and other rummy games, hearts, piquet, twenty-one (also called blackjack and pontoon), poker and many varieties of solitaire and patience. Pinochle is played with a special deck, which can be formed from two decks of standard cards. Each suit is divided into three court cards and 10 spot cards. Of the latter, the ace, or one-spot, ranks highest in bridge (but not necessarily in other games). Below the ace in rank are the court cards – king, queen and jack (which has replaced the older term, knave almost completely) – followed by the spot cards: 10, 9, 8, 7, 6, 5, 4, 3 (or trey), and 2 (or deuce). The suits are identified by the symbols for spades, hearts, diamonds and clubs. They rank in descending order in bridge games. Today's cards have corner indices showing a letter or numeral above a pip of the suit to which the card belongs, but this is a modern device. Cards lacked such an index as late as 1870.

SUIT. The group to which each card in a pack belongs. Modern packs have four suits. Until the 16th Century, there was no agreement as to number; Hindu cards had 10, and packs of 5-11 suits were used in various areas. In the Thirties, there was a brief flurry of interest in a fifth suit, but it faded. Three different sets of symbols have been developed that are in use today: International (British, American, French); spades, hearts, diamonds and clubs.

Trappola (Italy, Spain, Latin countries); cups, coins, swords and cudgels.

German (Germany, Austria, Bohemia, Poland, Hungary); hearts, leaves, bells and acorns, with the Swiss modification of blossoms and shields for the latter two.

The club design is the cloverleaf of the French but the name is from the trappola deck. The diamond design is also French, but the name is an English descriptive term. The heart design is from the German pack. The spade design is the French pikehead, but the name is from the trappola deck. The attribution of suit names reflecting the four orders of society – hearts for the church, spades for the military, clubs for the peasantry, and diamonds (tiles) for the merchants – was made long after the development of the suit names and symbols.

TAXES ON PLAYING CARDS. The first tax on playing cards in the United States was levied in 1862 to raise money for the Civil War. The tax varied from 1 to 15 cents (or 15% of the cost, whichever was greater) until 1866, when it became 6 cents per pack. This tax was repealed in 1883 and not reinstated until the economic Depression of President Grover Cleveland's second administration, when a 2-cents-a-pack tax was imposed under the Act of August 27, 1894. Since that time, it has been retained by the Federal Government as a constant source of revenue. The levy remained constant until the necessity of increased revenue following World War I caused an increase in 1920 to 8 cents a pack, increased to 10 cents in 1925, and to 13 cents in 1961. Revenues exceeded \$5 million in 1929, and more than \$8 million in 1962. The

tax was lifted on July 1, 1965. The first tax levied on playing cards, so far as the records show, was imposed in England in the reign of James I (1615).

TRANSFORMATION CARDS. Specially designed packs whose faces include the various pips on the suit cards as part of an overall design. During the last century, a number of artists tried their hands at creating pictures that would incorporate all of the pips, in their usual locations, into larger designs, generally of human or animal figures.

The first such cards seem to have been made by J. G. Cotta, in Tübingen, Germany, in 1805, with several different packs produced by him in the next few years. English transformation cards appeared first in Ackerman's Repository in 1818, and several other packs soon followed. About 1850, sets of cards appeared in London, New York, Munich, Vienna and Paris, partially duplicates in design, some cards being different while others appear in three or four of the packs. Because of the widespread copying, it is difficult to know which versions were original. Grimaud and Hart put their names on packs, and some artists' initials can be found, but precise dating appears impossible. The Eclipse Comic cards issued in New York were designed by F. H. Lowerre in 1876; Tiffany & Company issued their Harlequin cards three years later. These same designs were used for the first series of Kinney Brothers Cigarette cards. A second Kinney series followed with all new designs. In 1895, the United States Playing Card Company published its own packs, called "Hustling Joe" and "Vanity Fair."

For more information, refer to *Transformation Playing Cards* by Albert Field, published by U.S. Games Systems, Stamford CT.

USES OF CARDS. Although playing cards are made for the playing of games, individual cards have been used for other purposes. Since the backs were (until about 120 years ago) blank and unmarked, paper was scarce and expensive, and playing cards used the very finest quality paper obtainable, cards were practical to use for purposes where standardization was an asset.

Both handwritten and printed visiting cards were made on card backs, as were tickets and identifying passes. Workmen dismantling the Bastille carried such passes to distinguish them from the crowds of curious visitors who interfered with their work.

In France and Canada, cards were used in emergencies as money. Several libraries used them for their original index cards. At one time it was fashionable to write social invitations on them. Advertisements were printed and written on them.

Old cards and sheets of cards were used to stiffen the covers of books, and some of our knowledge of early cards comes from discoveries of these fragments. And, of course, they are the building blocks for constructing a house of cards. Related: Turgenev.

VALET. One of the court cards in decks of cards used centuries ago. These decks were ancestors of present-day cards. The term survives in French, meaning the equivalent of English jack or knave. A knave, like a valet, is a male servant.

Evolution of the game

Bridge can trace its ancestry at least to the early 16th century in England (first reference 1529 in a published sermon by Bishop Latimer) and through succeeding centuries when prototype forms of whist were played under such names as triumph, trump, ruff, slamm, ruff and honours, whisk and swabbers, whisk and whist. "Whist" may have referred to the rapid action of sweeping up the cards after winning a trick, or "whist" to a call for silence. The game was popular under its modern name of whist by the middle of the 17th Century, but it was not until 1742 that the first book devoted to whist appeared: Edmund Hoyle's famous *A Short Treatise on Whist*. This rapidly became a best seller, and many pirated editions appeared immediately afterwards.

Whist maintained its popularity as a fashionable amusement, and in 1834 Lord Henry Bentinck invented the first signal. This was the forerunner of much research and writing by authorities on the game such as James Clay, Cavendish, Deschappelles and many others.

The first game of duplicate whist was apparently played in London in 1857 under Cavendish's direction. It was intended to demonstrate the advantage accruing to skillful play, and a team of supposedly good players was deliberately pitted against supposedly poor opposition (there having been no previous criterion for judging them). The "good" players won easily. Cavendish observed that this procedure all but eliminated the luck of the deal, but his pioneering effort was not followed for nearly a quarter of a century.

The United States was slightly ahead of England in extending the duplicate method. A duplicate whist game was played privately in Chicago in 1880 and in a club in New Orleans in 1882. The first interclub match was played in Philadelphia in 1883. The first duplicate match in the Old World was probably in Glasgow, Scotland, in 1888.

Duplicate offered the possibility of replacing private play by public contest. Major steps forward in 1891 were: the foundation of the American Whist League; the invention of the Kalamazoo tray (first duplicate board); and the first book on tournament organization, written by John T. Mitchell, who devised the first movement for pairs play and described the method of matchpointing that has been used ever since.

Although the American Whist League was to flourish for some 40 years, bridge, the game that eventually led to its decline and fall, had come on the American scene early in the 1890s, at about the time it was also introduced in England. As chronicled by J.B. Elwell and R.F. Foster, the game reached New York in 1893, thanks to Henry Barbey, whose privately printed *Laws of Bridge* are dated 1892.

In London, members of the Portland Club began to play bridge in 1894 at the urging of Lord Brougham, who had learned it in India from some army officers. (W. Dalton in *Auction Bridge Magazine* of September 1927 states that Lord Brougham brought the game from Cairo).

According to a letter published in *Bridge Magazine* in 1932, Frank J. Nathan had played in the "first" English game in 1892 at St. George's Club, Hanover Square. It was introduced by a Colonel Studdy, who said it was of Levantine origin and

that he had learned it in the trenches at Plevna during the Russo-Turkish War of 1877-1878. This was probably Col. T.C.J.A. Studdy of the Royal Artillery, who was a captain in the Crimean War period.

This earlier dating of the game and the probability that it was of Turkish or Russian origin is strongly supported by evidence uncovered in 1974-1975 by Robert H. True, who quotes from a 1904 issue of *Notes and Queries*, a letter from A.M. Keiley (nationality unknown): "I was in 1886 ... a member of the Khedival Club in Cairo, and bridge was the principal card game played there at my entry and, as members told me, had long so been." One of the names by which bridge was first known on the Riviera was *khedive*, presumably because players had met it in Cairo. Turkey held Egypt almost without interruption from the early 16th Century until World War I and "*khedive*" was the official title held by the Turkish viceroy.

Further new evidence confirming Levantine origin and earlier dating of the game was presented by Bob van de Velde of The Netherlands in *IBPA Bulletin #222*. Sources for this evidence are *Daily Telegraph* (England, November 1932), *La revue du bridge* (France, December 1932) and *Bridge* (The Netherlands, February 1933). The primary source, *Daily Telegraph*, carried an article by a Mr. O. H. van Millingen, who lived in Constantinople in 1879 or 1880 and remembered "a very interesting game called *Britch*, a game that became very popular in all clubs and dethroned the game of whist."

He included a letter, dated Jan. 7, 1922, of his friend Edouard Graziani, who at that time worked for the Italian Embassy as a translator and was one of the best bridge players of the *Cercle d'Orient*. In August 1873, Graziani played the game of bridge for the first time at the home of Mr. Georges Coronio, manager of the Bank of Constantinople. Also present at that game "in *Buyukdere* along the bank of the Upper Bosphorus" were Mr. Eustache Eugenidi and a Mr. Serghiadi, "a Rumanian financier" who taught the principles of bridge to the foursome. "After Constantinople," Graziani wrote, "bridge came first to Kairo, from where it conquered the Riviera, Paris, London and then New York."

A claim of even earlier existence of the game appears in the introduction to *Modern Bridge* by "Slam" published in London in 1901: "Bridge, known in Turkey as '*Britch*,' ... has been played in South-Eastern Europe ... ever since the early Sixties."

Now we have, perhaps, a quantum leap backward to the period 1854-1856. An Istanbul resident, Metin Demirsar, reports the following: "As part of a course on Ottoman history and architecture ... my guide mentioned that British soldiers invented the game bridge while serving in the Crimean War. The card game ... got its name from the Galata Bridge, a bridge spanning the Golden Horn and linking the old and new parts of European Istanbul, where they apparently crossed every day to go to a coffeehouse to play cards."

This does suggest a more plausible derivation for the name of the game than any previously offered. It is somewhat puzzling to comprehend why the game did not appear in England earlier than it did. Perhaps its creators were killed at Balaklava or Inkerman, but their brainchild continued in action

at the "bridge" club.

Mrs. Marion Harding of the National Army Museum in London confirms that there was a considerable British presence – some 14,000 troops – concentrated around Constantinople in 1854, and a number of officers were there for considerable periods.

There is an even earlier date. Sir James Paget, an English doctor, referred to playing "Bridge" in an 1843 letter, but that is a very faint clue. It is not even clear that he was playing a card game.

The modern authority in this area is Thierry Depaulis of Paris, France. In his comprehensive *Histoire du Bridge*, he concluded that bridge developed in the diplomatic community in Istanbul. He connected it with a Serbo-Croatian word *Ôbrč*, meaning large quantity, maximum. He subsequently modified his views, connecting the game to Russia where it was called "*sibirskii ieralash*," or "*Siberian mixture*." He believes it belonged, like *Vint*, to the wide family of whist-preference games. It came to Istanbul about 1860-1865 and changed its name to something that sounded like *britch*, *britch* or *biritch*. The British Museum has an 1886 pamphlet entitled *Biritch or Russian Whist*. The word itself may be Serbo-Croatian or Ukrainian. The game is likely to have been spread by wealthy Greeks who traveled to Russia and Turkey and helped introduce it to Western Europe. Related: *Yeralash*.

An important change from whist was the exposure of one hand (dealer's partner) as the dummy, following the precedent of dummy whist, originated as a game for three players. According to one popular theory, this idea evolved from a game played first in India by three British officers so isolated they were unable to find a fourth.

Another innovation was the introduction of the double and redouble. There was no limit to the number of redoubles, and this "gambling" feature of the new game, soon to be eliminated by the change to auction bridge, was one of the strong arguments against bridge adduced by whist devotees.

The prototypical game of bridge, or bridge whist, had a short life. A great step forward was taken in 1904, when the auction principle was introduced, traditionally in India, possibly in England. Auction bridge grew steadily in popularity until 1927, though only toward the end of this period were auction bridge tournaments organized. For some reason it was believed that the duplicate principle, long popular among whist players, was not suitable for bridge.

The next major change may have been developed in France, where the game of *plafond* was played in 1918 and perhaps earlier. A similar game, *S.A.C.C.*, was described by Sir Hugh Clayton as having been "invented" in India in 1912, and similar games had been tried in the United States before 1915. In all such games, each side had to bid to its "*plafond*" or ceiling: Only tricks bid and made counted toward game.

This variation rapidly became the standard French game, but did not succeed elsewhere in spite of occasional experiments. In his slightly fictionalized memoirs of World War I entitled *Ashenden*, Somerset Maugham, who took bridge very seriously, reported a game in Switzerland: "The game was contract, with which I was not very familiar." In the early Twenties, two booklets entitled *Contract Bridge* were published,

and an unsuccessful application was made to the Knickerbocker Club to prepare a code of contract rules.

Up to this point, whist, bridge, auction and plafond had simply grown, which is generally the way with card games. No individual can be given credit for inventing the dummy, the idea of bidding, the auction principle or the ceiling principle of plafond. But in 1925 Harold S. Vanderbilt perfected a new form of the game, embodying the plafond principle but including the element of vulnerability and producing a scoring table that corrected the major faults in plafond. He succeeded so well that his game of contract bridge became the staple diet of card players everywhere. Afterward, he wrote:

“Many years of experience playing games of the whist family were, I think, a necessary prelude to acquiring the background and knowledge needed to evolve the game of contract bridge. Starting as a young boy about 70 years ago, I have played successively over the years whist, bridge, auction bridge, and plafond.

“... I compiled in the autumn of 1925 a scoring table for my new game. I called it contract bridge and incorporated in it not only the best features of auction and plafond, but also a number of new and exciting features; premiums for slams bid and made, vulnerability, and the decimal system of scoring which by increasing both trick and game values and all premiums and penalties was destined to add enormously to the popularity of contract bridge.

“An ideal opportunity to try out my new game presented itself while I was voyaging shortly after completing my scoring table with three auction bridge-playing friends on board the steamship Finland from Los Angeles to Havana via the Panama Canal, a nine-day trip.

“... At first, we were at a loss for a term, other than ‘game in,’ to describe the status of being subject to higher penalties because of having won a game. Fortunately for us, a young lady on board the Finland solved that problem by suggesting the word ‘vulnerable.’ ...

“We enjoyed playing my new game on board the Finland so much that, on my return to New York, I gave typed copies of my scoring table to several of my auction bridge-playing friends. I made no other effort to popularize or publicize contract bridge. Thanks apparently to its excellence, it popularized itself and spread like wildfire.”

No world-popular game in history – certainly none in the whist family – can so accurately pinpoint its conception and the first time it was ever played. Recent research has established that the Finland reached Balboa on Oct. 31, 1925, too late to proceed through the canal or for passengers to go ashore. In 1975, Francis Bacon III, the sole surviving member of Vanderbilt’s foursome, recalled that on that night the lady who suggested “vulnerable” was allowed to join their game of plafond and attempted to suggest some exotic and impractical changes based on a game she said she had played in China. This so irritated Vanderbilt that the next day, while the Finland passed through the Canal, he worked out the scoring table for contract which, except for notrump tricks then being valued at 35 points each, remained virtually unchanged half a century later. On that night, Nov. 1, the game became contract bridge, scored under Vanderbilt’s new rules.

Within two years, three codes of laws had been produced for the new game. Those of Robert F. Foster and the Knickerbocker Whist Club (both 1927) were withdrawn in favor of the more authoritative code issued by the Whist Club of New York. In 1928 the game was adopted in the major New York clubs, and late that year the first national championship was held, with the Vanderbilt Cup as the prize.

In 1929, the American Auction Bridge League dropped the word “auction” from its title and it became clear that contract had supplanted auction. The established auction authorities struggled to achieve expertise in the field of contract, but for the most part unsuccessfully. Leadership in the new game went to Ely Culbertson, who founded the first contract magazine in 1929. The first issue of *The Bridge World* advocated the promulgation of an international Code of Laws for Contract Bridge. Subsequently, committees representing the United States, England and France were appointed, and the first International Code became effective Nov. 1, 1932.

In September 1930, Culbertson published his *Contract Bridge Blue Book*, which became a best seller and which appeared in annual revisions for four years. This revolutionary work set out the principles of approach-forcing bidding that became the nucleus of all modern standard systems. Through his writings, his personality, his lectures and his organization, Culbertson was most responsible for the wide popularity the game quickly attained. The international publicity resulting from the famous Culbertson-Lenz match in 1931 and the Anglo-American matches in 1930, 1933 and 1934 made the new game of contract bridge a household word. Thanks to a thriving organization that exploited every phase of bridge activity and to his natural flair for publicity exhibited notably in the Culbertson-Lenz Match, Culbertson retained his leadership throughout the Thirties, untroubled by the tournament successes of the Four Aces.

Although Culbertson’s was the first widely accepted system of bidding in contract bridge, it became outmoded, and numerous other systems of bidding have come to the fore since his day. The Goren methods, based on point-count valuation and which became standard in the United States after 1950, are based firmly on the foundations laid by Culbertson.

The growth of tournament bridge was hampered in the Thirties by the simultaneous activity of three separate organizing bodies, the American Bridge League (ABA), the American Whist League (AWL) and the United States Bridge Association (USBA). But from 1937 onward, the American Contract Bridge League (ACBL) had the field to itself, and there followed a period of steady growth stimulated by the masterpoint plan. 1935 became the year of the first recognized world championship, although several semiofficial international matches had been played earlier. Later landmarks on the international scene were the first of the postwar world championship series in 1950, the foundation of the World Bridge Federation (WBF) in 1958 and the first Team Olympiad in 1960.

The only major innovation in contract bridge during its first 40 years of existence was the development of Chicago, the four-deal game that displaced traditional rubber bridge in many clubs during the early Sixties. But this, like contract bridge itself, was a change in scoring rather than in structure.

AUCTION BRIDGE. The third step in the evolution of the general game of bridge. Its predecessors were whist and bridge whist. The great innovation in auction bridge was the introduction of competitive bidding. It was first played in 1903 or 1904, but the precise circumstances are disputed. The first code of laws governing the play of auction was set forth in 1908, the product of a joint committee of the Bath Club and the Portland Club. The popularity of auction bridge increased enormously, and the activity in whist and bridge whist decreased proportionately. After the introduction of contract bridge in 1926, auction bridge lost favor rapidly.

In auction bridge the aim was to keep the contract as low as possible because declarer's side was credited with the number of tricks won, whether contracted for or not. For example, declarer might have bid 2♠ and actually won six tricks over his book. He was credited with making a small slam. Penalties and premiums in auction are the same without regard to vulnerability. Honor scoring in auction bridge is different from contract bridge – so important, in fact, that it may distort the bidding, especially in duplicate auction.

Auction bridge scoring is as follows:

Scoring. Provided declarer has won at least the number of odd tricks named in his contract, declarer's side scores for each odd trick won:

	<i>Undoubled</i>	<i>Doubled</i>	<i>Redoubled</i>
With notrump	10	20	40
With spades trump	9	18	36
With hearts trump	8	16	32
With diamonds trump	7	14	28
With clubs trump	6	12	24

Game and Rubber. When a side scores, in one or more deals, 30 points or more for odd tricks, it has won a game and both sides start fresh on the next game. When a side has won two games, it wins the rubber and adds 250 points to its score.

Doubles and Redoubles. If a doubled contract is fulfilled, declarer's side scores 50 points bonus plus 50 points for each odd trick in excess of his contract. If a redoubled contract is fulfilled, declarer's side scores 100 points bonus plus 100 points for each odd trick in excess of his contract. These bonuses are additional to the score for odd tricks, but do not count toward game.

Undertricks. For every trick by which declarer falls short of his contract, his opponents score 50 points; if the contract is doubled, 100 points; if it is redoubled, 200 points.

Honors. The side that holds the majority of trump honors (A, K, Q, J, 10), or of the aces at notrump, scores:

For 3 trump honors (or aces)	30
For 4 aces in one hand at notrump	100
For 5 trump honors in one hand	100
For 4 trump honors in one hand	80
For 4 trump honors in one hand, 5 th in partner's hand	90

Slams. A side that wins 12 of the 13 tricks, regardless of the contract, scores 50 points for a small slam. A side which wins all 13 tricks, regardless of the contract, scores 100 points for a grand slam.

Points for overtricks, undertricks, honors and slams do not count toward game. Only odd tricks count toward game, and

only when declarer fulfills his contract.

Contract Bridge for Auction Players by Ely Culbertson gives the complete details of auction bidding contrasted, in parallel columns, with contract bidding. Related: *Auction Bridge Complete* by Milton C. Work.

BID WHIST. A form of whist in which the players bid for the right to name the trump suit. The player to the left of the dealer bids first and the dealer bids last. The second and third players must pass or make a higher bid, but the dealer can take the contract by matching the bid of the third player. Bids are in numbers, from one through seven, indicating the number of tricks to be taken above book (six tricks). The player who wins the bidding then names the trump suit and makes the opening lead. If he chooses notrump instead of a suit, scoring for the hand is doubled. There are many minor variations from place to place in bidding and scoring rules.

BIRITCH, or Russian Whist. The historic four-page pamphlet, thought to be the earliest publication of the rules of bridge. Authorship has now been traced to John Collinson of London, in whose name copyright was entered July 14, 1886. A reproduction, made available through the courtesy of Cambridge University Library, is in the ACBL library. Related: Yeralash.

The principal innovations from short whist are described as follows:

No card is turned up for trumps.

The dealer, after the cards have been looked at, has the option of declaring the suit he elects for trumps, or of saying "Pass," in which latter case his partner must declare trumps.

In either case, the one declaring may, instead of declaring trumps, say "biritch," which means that the hands shall be played without trumps.

Either of the adversaries may say "contre," in which case the value of all tricks taken is doubled. The dealer or his partner may, however, thereupon say "surcontre," in which latter case the value of all tricks taken is quadrupled, and so on ad infinitum.

The person to the left of the dealer leads a card. Then the partner of the dealer exposes all his cards, on the table, which are played by the dealer as at dummy whist.

Games and rubbers

A game is won by the first side scoring 30 points in play. The honors do not score toward game. The rubber consists of two games out of three.

Scoring

The odd tricks count as follows:

If "biritch" is declared,	each 10 points
If "Hearts" are made trumps,	each 8 points
If "Diamonds" are made trumps,	each 6 points
If "Clubs" are made trumps,	each 4 points
If "Spades" are made trumps,	each 2 points

If all the tricks are taken by one side, they add 40 extra points. This is called "grand slamm."

If all the tricks but one are taken by one side they add 20 extra points. This is called "petit slamm."

The winners of each rubber add 40 points to their score.

This is called “consolation.”

There are four honors if biritch is declared – the four aces.

Equality in aces counts nothing.

3 aces, 3 tricks

4 aces, 4 tricks

4 aces in one hand, 8 tricks

There are five honors: ace, king, queen, knave, and 10,
if trumps are declared.

3 simple honors, 2 tricks

4 simple honors, 4 tricks

4 simple honors in one hand, 8 tricks

5 simple honors in one hand, 1 trick additional to the
score for four honors

If one hand has no trumps (trumps having been declared), his side, in case of it scoring honors, adds the value of simple honors to its honor score, or, in case of the other side scoring honors, the value of simple honors is deducted from the latter's honor score. This is called “chicane.”

Despite existence of the historic pamphlet, derivation of the name bridge from biritch was long disputed on the ground that no such word existed in Russian. Research by Robert True in the early Seventies found that earlier Russian dictionaries did include the term, defined as herald, town crier, announcer, making it a logical name for a game which introduced the new idea of announcing the declaration at which the hand was to be played. It is interesting to observe the designation of biritch for the declaration of notrump, a feature that was never part of whist. Use in the pamphlet of the French terms for double and redouble would tend to confirm that bridge was played earlier in France, or in those diplomatic circles where French was the prevailing language.

BRIDGE WHIST. The game that succeeded whist in popularity until auction bridge became vogue early in the 20th Century. Chief differences between bridge whist and whist are the manner of selection of the trump suit, the introduction of play at notrump, the exposure of the dummy hand and the innovation of the double and redouble, which could continue indefinitely. This endless redoubling feature introduced the element of gambling for very high stakes into the staid game of whist, causing a storm of disapproval. The *Whist Reference Book*, published in 1898, called doubling “the most objectionable feature of the game.”

Instead of the trump suit being selected by the turn of the last card dealt, the dealer or his partner has the privilege of naming the trump suit or notrump. It was a requirement of the game that the leader ask, “Partner, may I lead?” to which his partner, if he did not plan to double, was required to respond, “Pray do.” The play then proceeded as in auction or contract bridge.

The scoring is different from whist, in which each trick counted only one point. In bridge whist, the four suits and notrump have varying values. Spades are the lowest of the suits in value, followed in ascending order by clubs, diamonds, hearts, and notrump. Honors, games, rubbers, and slams are also scored. The greatest exponent of the strategy and tactics of bridge whist was Joseph B. Elwell, who wrote many books on the subject, chief among them, *Advanced Bridge*, published in 1904.

Contemporary players and writers referred to the game simply as “bridge.” As the shorter term was also used later to refer to auction bridge and contract bridge, card historians invented the term “bridge whist” to identify the original form of bridge.

BRIDGE. A partnership game of cards derived from whist and played by four persons. The term can refer to three distinct games, which are listed under bridge whist, auction bridge and contract bridge.

All these games have been referred to simply as bridge during their periods of dominance, and the term “bridge whist” was not used when the game was in vogue (1894-1904). It was coined subsequently to distinguish the game from its successors.

The earliest printed mention of bridge appears to be in a pamphlet published in 1886 entitled “Biritch, or Russian Whist.” Although there is no certainty that the game is Russian, the fact that it was christened “Russian Whist” gave weight to the idea that it originated in Russia. It does, as a matter of fact, bear a close resemblance to Vint, Preference and similar games; and Vint certainly is of Russian origin. Related: Yeralash.

CONTRACT BRIDGE. Fourth in the succession of partnership card games that began with whist and continued with bridge whist and auction bridge. The essential point of difference from its predecessor is that no tricks won in the play are counted toward game except those that are contracted for in the bidding. A declarer contracting for and making 100 points in trick score has made a game and becomes vulnerable. Game contracts are: 3NT (first trick worth 40, and subsequent tricks 30 each); four of a major suit, hearts or spades, worth 30 each; five of a minor suit, diamonds or clubs, worth 20 each.

Sides may be predetermined if two partnerships are pre-established. Otherwise the cards are cut to establish partnerships and, in any case, to determine the first dealer. Partners face each other in seats arbitrarily named for compass points, North and South opposing East and West. The player at dealer's left shuffles the cards and presents them to the dealer, who offers them to the player at his right for a cut. Normally, two decks of 52 cards are used, the dealer's partner shuffling the second deck and placing them after shuffling at his right, from where the next dealer offers the cards to the previous dealer for a cut.

The dealer distributes the cards one at a time to each player in a clockwise manner beginning with the player on his left and taking the last card himself, ending with each player having before him a hand of 13 cards. The players study their hands, and the bidding period begins.

The dealer has the opportunity to open the bidding, or he may pass. During the bidding, correct procedure requires that bids be made in a uniform manner, as, “pass,” “one spade,” “double,” etc. Any variation from the standard formula is improper, as also are any gestures, remarks, mannerisms or grimaces. Related: Proprieties.

The auction proceeds until three players have passed in succession following the last bid, double or redouble. If all four players pass, the deal is abandoned and the next player deals. In

Chicago, the same dealer redeals. At the end of the bidding, the declarer is determined as that player of the partnership who first named the denomination, suit or notrump, of the final bid. This completes the bidding phase of the hand.

The player to the left of declarer makes the opening lead. After he has led a card, declarer's partner places his hand face up on the table, and the play of dummy's cards is at the management of declarer.

The play consists of 13 tricks, one card per trick from each player in proper clockwise sequence. To each trick, each player must play a card of the suit led, if able. If unable, he may play any card. Any trick containing a trump is won by the highest trump; any trick not containing a trump is won by the highest card of the suit led. The winner of each trick leads to the next trick.

The declarer then attempts to make his contract, by taking as many tricks in excess of six as his final contract specified he would take. If he succeeds, he enters his trick points below the line on the scorecard and any extra tricks or bonuses he may have earned, above the line. When a partnership's total trick points exceeds 100, that partnership is vulnerable, and a new game is started from a zero trick score on each side. The side first winning two games gets the bonus for winning the rubber.

If the declarer fails to make his contract, his opponents score points above the line for each undertrick. These points are increased if the contract has been doubled or redoubled during the period of the auction.

DUEL. A two-handed form of bridge invented by Norman B. Hasselriis, described by him in *The Bridge World* magazine for February 1950.

DUMMY BRIDGE. A form of bridge for three. The player cutting low plays as dummy's partner for the entire game or rubber. Usually only single games are played before a new cut, the winner scoring a bonus of 50 points. Dealer or his partner names the trump suit. Dummy deals first and partner declares, having looked only at the dummy hand. When an opponent deals, however, he may pass to his partner the right to name trumps. Dealer's left-hand opponent is the only player who may double. The dummy is not exposed until after the opening lead. Otherwise, play is as in bridge whist.

One theory of the origin of auction bridge attributes it to a game in which three British officers in a post in India remote from any fourth player evolved the idea of bidding for the dummy.

DUMMY WHIST. A variety of whist for three. The player who draws the lowest card plays with the dummy as his partner. The last card dealt is turned as trumps. Dummy is not exposed until after the opening lead is made. Each trick over book (6) counts as one point. Seven points are game.

DUOBRIDGE. A four-handed bridge game for two players invented by Art Kaplan of Merrick NY in 1977. The game is played with a regular 52-card deck. It is unique as a two-player bridge game in that the players play as partners against imaginary opponents. The key to the game is the DuoBridge

Deal, a semi-random deal of the cards based on mathematical principles that enable the players to feel they are actually participating in a four-handed game.

DUPLICATE BRIDGE. The form of bridge in which the same hand is played more than once, each time by different players. Each competing unit (which may be an individual, pair or team) seeks to perform better than one or more other units playing the identical deals in similar circumstances. The luck of the deal, so important in rubber bridge, is therefore eliminated to a large extent, and bridge becomes a satisfactory test of skill.



Early Duplicate Boards.

Cavendish, the great whist authority, organized what amounted to a duplicate whist match by getting four experts, sitting North-South at one table and East-West at the other, against four ordinary players. As he predicted, the experts won far more than half the tricks available.

The first application of the duplicate idea dates from whist. The pioneer in this field was John T. Mitchell, who invented the first pairs movement and whose book on duplicate whist was published in 1891. The long series of American Whist League Championships began in the same year.

The duplicate principle was never applied to the original game of bridge that flourished in the decade 1894-1904. It was generally believed that bridge, unlike whist, was not a suitable game for serious competition. This was perhaps partly because at this stage of its development bridge permitted unlimited redoubles, which emphasized the gambling element in the game and gave it a poker-like character.

The first games of duplicate auction bridge were apparently held in 1914 under the auspices of the American Whist League, but another 10 years elapsed before a national auction tournament was staged.

The application of duplicate to contract bridge was a rapid development, and the first national championship was held in 1928, when the game was less than three years old, under the auspices of the ABL.

The most popular form of duplicate is the weekly club game. This usually consists of a pair event of 21 to 28 boards, lasting some 3 – 3½ hours. The number of tables varies widely. Usually the players pay a card fee. Many clubs run several games a week, and a few clubs in large metropolitan areas run games each afternoon and evening throughout the year.

Information about the 3200 bridge clubs affiliated with the

ACBL can be found on the ACBL home page: www.acbl.org. The web site also lists information about sectional and regional tournaments, most with contact information and schedule details. Results from completed tournaments are also available.

Duplicate bridge can be a satisfying home game for eight players. At one time, it was popular as part of the recreation programs of commercial and industrial organizations.

The mechanics of play at duplicate are covered in *Laws of Duplicate Bridge*, Laws 2-8. In order to make replay of the hand possible, some modification of the mechanics of the deal, shuffle and gathering of tricks from those of rubber bridge or Chicago is necessary.

Essentially, the mechanics of duplicate require the following steps:

(1) Getting the right boards and correct opponents to the table.

(2) Withdrawal of the hand to be played from the board, counting the cards to ascertain the correctness of the hand.

(3) Determination of vulnerability and dealer on the board. The bidding then proceeds as in rubber bridge.

(4) The play to the trick. Instead of playing to the center of the table, each player faces his contribution or lead face up, in front of him, in turn. When the four cards have been played to the trick, each player turns his card face down, in a line, in front of him. The card is pointed toward his partner if they have won the trick, but placed with the length from right to left if the trick was won by the opposition.

(5) Determination of and agreement about the result. All four players should, as a result of the preceding paragraph, agree as to the number of tricks won by the declarer. If disagreement exists, the cards should not be disturbed, but the result should be determined by the director, who should be summoned.

(6) Recounting the cards and replacing them in the pockets of the duplicate board.

At duplicate, every deal is scored separately. Neither partscores nor games bid and made carry over to the next deal. Whenever one side scores a game or a partscore, they collect, in addition to the trick score, an immediate bonus:

For making a vulnerable game	500
For making a non-vulnerable game	300
For making a partscore	50

Honors do not count at duplicate. In all other respects, the scoring is the same as at rubber bridge.

DUPLICATE WHIST. The oldest form of duplicate competition, in which movements such as the Mitchell and Howell were developed.

FIVE-SUIT BRIDGE. This game, devised in 1937 by Dr. Walter H.W. Marseille, a Viennese psychologist and mathematician, used a special 65-card deck. There were five suits of 13 cards and each of the four players was dealt 16 cards. The remaining card was called the “widow” and placed face upwards on the table. After the dummy was exposed the declarer was entitled to exchange any card in his own hand or the dummy for the widow.

The fifth suit was green in color (except in England where it was blue) and was called “leaves” in Austria, “crowns” or

“royals” in England and “eagles” in America. Public interest was aroused when George VI bought some decks at an exhibition and several books were written about the game, but it did not achieve lasting popularity.

One authority gives the inventor’s name as Dr. Marculis.

KHEDIVE. An early name for bridge as played on the French Riviera, which lends support to the belief that the game is of Turkish origin.

LUNCH-TIME BRIDGE. Popular, especially in large corporations that have teams belonging to the various commercial bridge leagues. In lunchrooms where there is sufficient space, one may find occasional foursomes of a serious or semi-serious nature, and these developed into groups of decent ability from time to time. If a person is willing to take a good chunk of time away from his rest or eating period to play a card game, it stands to reason there must be keen interest. In larger luncheon groups, there are even lunchtime matches, consisting of six-board contests and lasting about 40 minutes.

PLAFOND. A French card game which was the immediate predecessor of contract. Harold S. Vanderbilt, the originator of contract bridge, used *plafond* (which means “ceiling”) as the basis for his approach to the new game.

Pierre Bellanger (*The Bridge World*, September 1931) dates the origin of *plafond* to 1918, where it was introduced at the Cercle Litteraire of Paris shortly after the Armistice. Only those tricks bid for and made were scored below the line and counted toward game. Tricks made above the bid scored 50 points above the line for each additional trick. Except for increasing the slam bonuses to 100 for a small slam and 200 for a grand slam, awarded whether the slam was bid or not, the trick scores and penalties were much as in auction. However, a bonus of 50 points was scored for making any contract successfully; the first game for either side received a bonus of 100; winning the rubber was worth an additional 400.

Bellanger also claims authorship of the words “Contract Bridge,” an appendix to his 1914 edition of *Legislation du Bridge aux Encheres* mentioning *Bridge avec Contrat*. But contract, as it was introduced in 1914 at the Automobile Club de France, was only an embryonic form of *plafond*.

George F. Hervey, bridge correspondent of *The Field*, cites a letter to that publication, dated Feb. 8, 1941, in which Sir Hugh Clayton records that the contract principle was invented by four players in Poona (India) in 1912. The game was developed out of auction and named S.A.C.C., an acronym of the four men who invented it. On July 15, 1914, the rules of this game were published by Sir Hugh in *The Times of India*, and there is evidence that the game was played in various parts of India from that date until some years after promulgation of the first official code of laws to govern contract bridge (December 1929).

Milton C. Work reported that similar games had been tried in the United States before 1914 but did not become popular. Obviously, none of these games included the vulnerability feature and the scoring table devised by Vanderbilt, but it would appear that the “ceiling” principle of *plafond* may have come

to France from India or at least have originated there at an earlier date than reported by Bellanger. There was a Franco-American *plafond* match in 1930 that ended about even and which employed many of the newly established contract bridge methods, but most players essaying both games tended to prefer the more precise and demanding contract.

REPLAY DUPLICATE. A form of duplicate in which just two pairs play against each other, playing the same boards but first in one position (*i.e.* North-South and then the other, East-West). Although this form of duplicate attained some currency in the Twenties, it quickly became obsolete simply because a board could so easily be remembered by the players. Even the process of playing the boards one way one week and the other the next did not work well.

ROYAL SPADES (popularly Lilies). The spade suit when scored at nine points per trick, in an early phase of bridge whist.

S.A.C.C. A card game that was a forerunner of *plafond*, named for its originators and reported by Sir Hugh Clayton (probably one of the originators) in *The Times* of India, July 15, 1914, placing it five or six years earlier than Bellanger's dating of the advent of *plafond* in Paris. It does not appear to have caught on outside India.

A side received credit toward game only for tricks for which they had bid. Bonuses for slams were of an order that made it worth running the risk of being set: 1000 for grand slam, 500 for small slam, 250 for five odd. This idea of a demi-slam bonus, at times suggested for contract bridge, has always been rejected as excessively rewarding a timid approach to slam bidding. Tricks not bid for received no score. In addition to scoring game for tricks bid for to a value of 30 points, a game was credited to the side that, because of completion of a previous game, scored a total of 500 by honors, penalties and points for slam. The avowed purpose of this rule was to discourage "flag-flying" and allow earlier completion of a rubber. From this distance in time, however, it would seem that the rule exaggerated one of the flaws in the auction scoring base used in S.A.C.C. and in *plafond* – the penalties were already severe in ratio to a 250-point rubber bonus

WHIST. A game of cards of English origin gradually evolved from several older games such as triumph, trump, ruff and honors, swabbers and whisk. Whist is played by four persons, two partners against two partners. A regular pack of 52 cards is dealt, 13 to each player. The last card dealt is turned face up on the table. Its suit becomes the trump suit. This card remains on the table until it is the dealer's turn to play to the first trick, when he may return it to his hand. The player at the left of the dealer makes the first lead, and the play proceeds as in bridge except that all four hands are concealed; there is no dummy. Six tricks taken make the book. Each trick won over the book scores one point for the partners winning that trick. The range of possible scores for either set of partners is from one to seven. Any number of deals may be played. Scoring is by games. The English code of laws provides for rubber bonuses and honor bonuses. At the conclusion of play the side

having the greatest number of points is the winner. The game of whist has, in general, been superseded in the United States by changing versions of the basic game – by bridge, auction bridge and contract bridge. It is still played in Great Britain and the U.S.

YERALASH. A predecessor to the game of bridge, possibly older than biritch or Russian whist, generally considered to be the game that gave bridge its name. The following article expands on this idea:

Yeralash – a missing link?

By Bob van de Velde, Netherlands

For more than a century, bridge and card-game historians have been searching for the origin of both the game and the name of bridge. So far, the oldest document containing information on the topic, is the famous *Biritch or Russian Whist* pamphlet, published by John Collinson in 1886, of which only a few copies have been preserved.

Both elements of its title, the name biritch and the description of the game as Russian whist, lead to the assumption that the cradle of the game could be situated on Slav soil, but the lack of hard evidence left ample room for other serious theories, placing the origins of the game in Constantinople, the Levant, Egypt (Alexandria, Cairo) or India.

In June 2011, Hans Secelle (Schelderode, Belgium), having done extensive research on the history of bridge, may have put an end to the speculation. Going through the Bridge Collection Amsterdam, which is part of the Special Collections of the Amsterdam University Library, he discovered the title of a booklet, the content of which appears to set the time of birth some decades further back in history.

In 1869, Christian Vanderheid, the Austrian author of a number of publications on card games, published his *Gründlicher Selbstunterricht zur Erlernung des Jarolasch oder das russische Whist* [Extensive Self-teaching for the Learning of Yeralash or Russian Whist], published in Vienna by Wenedikt.

His 32-page booklet contains the rules of a game called yeralash (jarolasch) which, apart from the playing with a dummy, is almost identical to biritch, as described by Collinson in 1886. The yeralash game had the following characteristic features: a rudimentary form of bidding, the possibility to play at notrump, a suit hierarchy, slam bonuses, (re)doubling and scoring under and above the line. Even playing with a dummy is touched upon, but just as in dummy whist, only as a variation if only three players are available. The oldest source mentioning the existence of a card game for four players where the hand is always played with a dummy is – remarkably enough – also of German origin: *Illustriertes allgemeines Familien-Spielbuch* [Illustrated general Family Games-Manual] by Jan Daniel Georgens (Leipzig and Berlin 1882), published four years before Collinson's pamphlet!

At the beginning of the previous century, recognized authorities like Robert Frederic Foster and William Dalton drew attention to a possible affinity between "yeralash" (possible transliterations: jarolasch, jarolasj, geralasch) and bridge, but they never mentioned a source to substantiate their assumption, a source they probably didn't even know about. Others pointed

to the younger Russian game of vint (or vint) as possible ancestor.

As a matter of fact, Secelle's discovery has confirmed the correctness of Foster's and Dalton's initial, albeit rather vague, assumptions. Both the rules of yeralash and the fact that the second name of yeralash *and* biritch is "Russian Whist," indicate undeniably that the origin of most elements that are now typical for the game of bridge, must indeed be situated in Russia.

What is more, Secelle's discovery furnishes the conclusive evidence that the archetype of bridge existed in 1869, also 17 years before John Collinson published his pamphlet! But as Vanderheid testified in 1869 regarding the game's popularity in the German-speaking parts of Europe, it must there have been introduced long before, and therefore the game of yerolash must have been played in Russia still many years earlier. So, after Secelle's discovery, the probable development of the game that is to be considered as the ancestor of the present contract bridge, must be traced back to the period *before* the middle of the 19th century. As a consequence, it will be the task of bridge historians to find convincing evidence of the existence of yeralash and related games in Russian sources of the first half of that century.

Bridge organizations

AMERICAN BRIDGE ASSOCIATION. A national organization founded in 1932 to encourage duplicate bridge among African-American players. It continues to develop steadily. The ABA conducts two national tournaments annually, a Spring National inaugurated in 1968 and a Summer National, first held in 1934. These championships feature open, mixed, men's and women's pairs, an individual and team championships for open, mixed, men's and women's teams. The premier event is the knockout teams, which often draws in excess of 200 teams. The earliest ABA National Championships were held in New York City, but now they are held in many major cities in the United States, Canada and the Islands. In addition, the ABA also conducts more than 100 lower-rated tournaments each year.

In the early days of contract bridge, African-Americans were excluded from most major tournaments. In 1932, a group of African-American tennis enthusiasts decided to relax after a tournament and play bridge. After constructing some ugly black wooden boxes (duplicate boards) and debating endlessly over which direction was North, the director decreed North was wherever he said it was – and thus was the ABA founded in Hampton VA with a membership of 20. At the time, African-American players were not welcome at ACBL tournaments. When ACBL opened its doors to everyone about three decades later, members of ABA opted to continue their organization, a source of great fun and fine fellowship. Many African-Americans also joined ACBL and played in major tournaments sponsored by each organization.

Dr. M.E. DuBissette (president 1932-1935), Horace R. Miller (president 1936), L.C. Collins and John W. Cromwell were the men responsible for the formation and early success of the ABA. In 1936, the ABA merged with the Eastern

Bridge League, a group of New York City clubs headed by Morgan S. Jensen. Steady expansion continued under the presidency of Dr. E. L. Belsaw (1936-1949). The original four geographical sections were subsequently expanded to eight, and each conducted sectional tournaments equivalent to ACBL regionals.

A masterpoint system was established and the quarterly ABA Bulletin, edited by William Tatum from 1944-1953, became an outstanding publication. Its high standards were maintained under succeeding editors: C.G. Fredd (1954-1959), Clarence and William Farmer (1960-1969), Bobby Caldwell (1970-1975 and 1978-1982), Maxine Daly (1975-1977), William Furr (1982-1994), Barbara Vinzant (1995-1998) and Estelle Lavender (1999 on). The Bulletin contains winners, races, tournament trails, bridge instruction, ABA business items, special newcomer features, and photos. Voting for national officers is conducted through the Bulletin. The magazine is supplemented by periodic newsletters from the ABA's eight sections.

Official recognition of the growing acceptance of participation by African-Americans in ACBL tournaments came in 1952 when the ACBL passed an amendment proposed by Gen. Robert Gill by which each unit became the sole judge of membership qualifications in its territory. Enactment of federal legislation forbidding the exclusion of African-Americans from hotels, etc., was speedily followed in 1964 by an ACBL regulation ensuring the right of any ACBL member to play in any North American championship tournament no matter where held. The last barrier to ACBL membership was removed in 1967, when the ACBL included in its bylaws the proviso that "no person shall be denied membership because of race, color or creed."

An outstanding achievement of the ABA administration under Victor Daly of Washington DC (president 1949-1964) was the conduct of negotiations leading to the building of mutual rapport and respect between the ACBL and the ABA. Hundreds of ABA members joined the ACBL, with a high percentage achieving the rank of Life Master. The first black ACBL Life Master was Marion Wildy (1956). The first ABA Life Master to achieve Life Master ranking in the ACBL was Leo Benson (1962).

The close association of ACBL and ABA continued under the ABA presidency of Maurice Robinson, New York City (president 1964-1969). At the suggestion of the ABA, representatives of ABA and the Greater New York Bridge Association, a unit of the ACBL, met in two exhibition matches in New York in 1969. This resulted in one win for each organization.

Starting in the Nineties, leading representatives of both organizations met regularly to promote interaction and solve problems. At the 2000 Summer NABC in Anaheim CA, a special ABA-ACBL two-session event was held. Players who earned points were free to choose which organization would award them the points.

The William Friend Award is awarded to the top-point winner in a calendar year. In 1987, the Powder Puff Award for the top woman point winner was renamed the Joyce Williams Derby in honor of the woman who was the ABA's top woman

player for more than 15 years.

In 2011, the top ABA masterpoints holders lifetime were Chester Johnson, Chicago, with 44,098; Reginald Chapman, Fort Washington MD, 41,850; Robert Price, Chicago, 39,054; Lionel Barton, Missouri City TX, 34,016, and Arnold Jones, Chicago, 30,303.

The ABA instituted a Hall of Fame in 2000 – two living and two posthumous members were to be chosen based on their bridge performance. Two others whose dedication to the ABA superseded the masterpoint plan will be honored with the Kenneth Cox Award.

The ABA also has an active charity program, issuing eight scholarships annually and making major contributions to such charities as the Sickle Cell Foundation, NAACP, Urban League, Red Cross and Operation Push.

ABA Headquarters
2828 Lakewood Avenue SW, Atlanta GA 30315
Fax 404-767-1871
www.ababridge.org

AMERICAN BRIDGE LEAGUE. An organization founded in 1927 as the American Auction Bridge League. The word “auction” was dropped in 1929. The League joined with the United States Bridge Association in 1937 to form the American Contract Bridge League.

ABTA. The American Bridge Teachers Association, covered under Teaching in Bridge.

AMERICAN CONTRACT BRIDGE LEAGUE (ACBL). The governing body for organized bridge activities and promotion on the North American continent. Duplicate bridge in the United States, Canada, Mexico and Bermuda is managed by ACBL, by far the largest bridge organization in the world.

ACBL traces its history from the organization of the American Auction Bridge League in Hanover NH at the 1927 congress (tournament) of the American Whist League, by a group sparked by Ralph R. Richards, including E. J. Tobin, Robert W. Halpin, Henry P. Jaeger and Clayton W. Aldrich. Tobin was named executive secretary.

Contract bridge was introduced at the second congress, held in Cleveland in 1928, during which year the infant organization acquired the services of William E. McKenney, whose originality, drive and organizational ability did much to establish ACBL.

The increased popularity of contract bridge led to the name change to American Bridge League in 1929. A merger of this group with the United States Bridge Association was effected in 1937, with McKenney, first named executive secretary in 1929, remaining at the helm of the organization until 1947.

In 1948-1949, a major reorganization of ACBL was carried out by Waldemar von Zedtwitz, as president and chairman, aided by the steering committee of Robert J. Gill, Ralph Gresham, Lee Hazen, Bertram Lebhar Jr., Raymond J. McGrover, and Albert H. Morehead and the Bylaws Committee headed by Lawrence Weiss of Boston.

McKenney was succeeded by Russell J. Baldwin, who was business manager until his recall to active duty with the

U. S. Army in 1951, at which time Alvin Landy was named acting business manager. In 1952, Landy was advanced to the position of executive secretary, remaining in that post until his death in 1967.

Tom Stoddard, then executive administrator, served briefly as interim executive secretary until Easley Blackwood was appointed to that post in 1968.

Blackwood retired after three years, as he had planned, on March 1, 1971. Richard Goldberg, assistant executive secretary under both Landy and Blackwood, was

named as Blackwood’s successor. Goldberg served as executive secretary until he retired in 1984. His successor was Ralph Cohen, who served for two and a half years. Cohen had served as Goldberg’s assistant from 1971 to 1984.

Cohen was succeeded by William Gross, a former member of the Board of Directors who also had served a term as ACBL president. Gross held this position until he retired in 1991. He was replaced by Stephen Signaigo, a Memphis businessman. Signaigo’s successor was Denis Howard of Australia, former president of the World Bridge Federation.

Howard served as interim chief executive officer for six months in 1992, at which time Roy G. Green became the chief executive officer. Green’s background was in banking and real estate. When Green retired in 1998, he was replaced by David Silber (1998-2001). Wayne Hascall served as interim CEO until Jay Baum took over CEO duties in 2002. Baum announced plans to retire in 2012, and in 2011 a committee began searching for his replacement. It was announced in August that Robert Hartman, an ACBL Life Master, had accepted an offer to take over as ACBL’s chief executive officer starting Nov. 7. At the time of the announcement, Hartman was general manager at Golden Gate Fields, a horse racing track in Albany CA, near Berkeley.

ACBL membership grew spectacularly from the 270 who joined the American Auction Bridge League to more than 15,000 at its 20th birthday in 1947. Following the 1956 merger with the Pacific Bridge League, which became ACBL’s Western Division, growth accelerated to 170,000 in 1970 and approached 200,000 in 1993.

ACBL’s scope and influence has increased substantially. Beyond the authorization and supervision of bridge tournament activities from the level of North American and Regional Championship tournaments to the games run in some 4200 duplicate clubs, ACBL activities include formulation and publication of the *Laws of Contract Bridge* (rubber) and the *Laws of Duplicate Bridge*; conduct of charity games and other



ACBL's Greenwich Headquarters.



ACBL's West Coast Headquarters.

activities which have raised millions of dollars for hundreds of charitable purposes; publication of a monthly magazine on bridge activities around the world; cooperation with other national bridge organizations through membership in the World Bridge Federation; hosting three World Team Olympiads (1964, 1972 and 1984), three World Pairs Olympiads (1978, 1986 and 1994), two Venice Cups (1978 and 1981) and nine world championships for the Bermuda Bowl.

Two major forces in ACBL's growth are the Masterpoint Plan and the Rankings, both of which were important considerations in ACBL's consolidation with USBA and the Pacific Bridge League. In 1961, the huge task of issuing and recording members' masterpoints was computerized.

In 1975, when this service had grown to require mailing some 38,000 notification postcards per semi-monthly cycle, it was streamlined to a once-a-month operation.

In 1992, ACBL inaugurated a system whereby the masterpoint notifications were included in a polybag with the monthly ACBL publication, the ACBL Bridge Bulletin. With the change in format of the ACBL Bridge Bulletin, masterpoint reports are included via inkjet as part of every member's magazine. The overflow from the inkjet reporting, which has a space limitation, is handled by postcard.

Many other jobs formerly done manually now are done by the computer – mailing labels, new member welcome cards, membership cards, membership renewal notices, Unit report forms, special lists such as new Life Masters and Top 500 leaders, club sanction renewal forms, transaction journals, newsletters, masterpoint updating, scoring at tournaments, inventory control, sales, cash receipts, accounts payable, etc. The ACBL Bridge Bulletin is the most widely distributed and one of the most highly respected publications in its field. ACBL also compiled and published records and selected hands of all world championships and team Olympiads from 1953 to 1989 and also in 1995.

In 1987, ACBL held a year-long celebration of its golden

anniversary, commemorating the 1937 merger of Ely Culbertson's United States Bridge Association and William McKenney's American Bridge League. Features of the Golden Anniversary Year:

(1) a series of articles on the first 50 years of the ACBL was printed in the ACBL Bridge Bulletin (which had progressed from a four-page leaflet to a full-sized monthly magazine of 132 pages); (2) a slick Golden Anniversary edition of the ACBL Bridge Bulletin was published in 1988, sketching features of the anniversary and highlighting events and personalities of the half century; (3) the first ACBLwide Instant Matchpoint Pairs was inaugurated as part of the Golden Anniversary observance – for the first time, gold points were awarded to section winners at club games; (4) ACBL celebrated its own Jubilee by winning both the Bermuda Bowl and the Venice Cup at the World Championships in Jamaica; (5) the Golden Anniversary Year culminated with a Golden Jubilee Gala held at the Anaheim NABC in November. It was a fitting finale. The total of 13,948 tables broke all previous records for fall attendance.

From the opening earthquakes to an unprecedented four-nation win in the Reisinger, it was a scintillating tournament. The Jubilee Gala was a full dress affair with thousands of players taking part in the festivities.

The ACBL Education Department staff actively supports Junior bridge programs in colleges, high schools and grade schools; trains bridge teachers; provides special publications for teachers and students; prepares special videotapes for public television, and runs special competitions such as college championships. The teacher and student texts used in classes sponsored by ACBL were written by Audrey Grant.

In 2011, ACBL Headquarters in Horn Lake MS (refer to ACBL – How it Works) had a staff of about 70 employees. In addition, there were more than 200 tournament directors in the field, including some who are full-time employees. A list of TDs with the highest rank – national – can be found in the Tournaments chapter.



ACBL's first Memphis Headquarters – 2200 Democrat Road – was designed with signature doors bearing pips.



ACBL moved its Memphis Headquarters to 2990 Airways Blvd. in 1990.

ACBL PRESIDENTS. American Bridge League; American Contract Bridge League; and United States Bridge Association.

ABL	1932	Waldemar K. von Zedtwitz
1927	Ralph R. Richards	
1928	Henry P. Jaeger	1933 Sir Derrick J. Wernher
1929	Robert W. Halpin	1934 Ray H. Eisenlord
1930	Clayton W. Aldrich	1935 Louis J. Haddad
1931	Capt. Fred G. French	1936 H. Huber Boscowitz

USBA	1932/34	Milton C. Work
	1935/37	Ely Culbertson

ACBL	1937	Gordon M. Gibbs	1974	Ruth McConnell
	1938	Nate B. Spingold	1975	Lewis L. Mathe
	1939	James H. Lemon	1976	Donald Oakie
	1940	Elmer J. Babin	1977	Louis S. Gurvich
	1941	Robert J. Gill	1978	Walter K. O'Loughlin
	1942	Morgan Howard	1979	Leo J. Spivack
	1943	Albert H. Morehead	1980	Ira G. Corn, Jr.
	1944	Richmond H. Skinner	1981	James E. Zimmerman
	1945	George A. Alderton II	1982	Sydney A. Levey Jr.
	1946	Benjamin M. Golder	1983	William Gross
	1947	J. McGrover	1984	Douglas Drew
	1948	Waldemar K. von Zedtwitz	1985	Chris Wilson
	1949	Dr. Louis Mark	1986	Thomas K. Sanders
	1950	Rufus L. Miles Jr.	1987	Bobby Wolff
	1951	Julius L. Rosenblum	1988	Herb Smith
	1952	Joseph Cohan	1989	Phyllis Burke
	1953	Benjamin O. Johnson	1990	Edward Gould Jr.
	1954	Peter A. Leventritt	1991	David McGee
	1955	Jefferson Glick	1992	Joan Levy Gerard
	1956	Rufus L. Miles Jr.	1993	Barbara Nudelman
	1957	Joseph G. Ripstra	1994	Virgil Anderson Jr.
	1958	Charles J. Solomon	1995	Cecil Q. Cook
	1959	Winslow Randall	1996	Dudley B. Brown
	1960	Frank T. Westcott	1997	Howard J. Piltch
	1961	James P. Ferguson	1998	Richard Anderson
	1962	Max Manchester	1999	Val Covalciuc
	1963	Jerry M. Lewis	2000	Glenn Smith
	1964	Leo Seewald	2001	James Kirkham
	1965	Robin B. Mac Nab	2002	George Retek
	1966	Eilif Andersen	2003	Al Levy
	1967	John W. Norwood	2004	Bruce Reeve
	1968	Joseph J. Stedem	2005	Roger Smith
	1969	Edgar G. Theus	2006	Harriette Buckman
	1970	William A. Baldwin	2007	Sharon Fairchild
	1971	Carl Rubin	2008	Dan Morse
	1972	Percy X. Bean	2009	Jerry Fleming
	1973	Jerome R. Silverman	2010	Rich DeMartino
			2011	Craig Robinson

AMERICAN WHIST LEAGUE. The AWL was founded in Milwaukee in 1891 as a central organization to control and promulgate the laws of whist. Its sponsorship of tournaments between representatives of member clubs did much to stimulate the competitive aspects of games of the bridge family. Within the first few years of the life of this league its members worked out official laws, rules, a code of ethics, boards, methods of scoring, and movements of boards and players for all sorts of games up to teams of sixteen.

By the end of the Thirties, the League existed in name only, although whist congresses, attended by a few lifelong devotees, continued into the Fifties. The careers of many of the players prominent in whist continued into auction and contract bridge, including Robert F. Foster, Robert W. Halpin, Nathan Kelly, Sidney S. Lenz, Winfield S. Liggett Jr., Andrew J. Mouat, Charles L. Patton, Ralph R. Richards, P. Hal Sims, Charlton Wallace, Wilbur C. Whitehead and Milton C. Work.

The AWL prolonged its life by adding an Auction Team event in 1924 and an Auction Pair event in 1930. A contract whist event in 1934 did not prove popular and was dropped, but the Contract Pair event began in 1930, and the team event in 1932 continued through 1937.

COMMITTEE FOR AN OPEN AND IMPROVED ACBL (COI). Organized in 1990 by a group of ACBL members interested in promoting openness in Board and Management functions and offering constructive criticisms. The group is no longer active.

INTERNATIONAL BRIDGE ACADEMY. Formed in 1965 by Jean Besse and Pierre Collet for the purpose of fostering the study of bridge as a science. The Academy held meetings and published articles on the scientific and technical aspects of bridge. World Bidding Contests were staged for many years. The Academy has been dormant since the mid-1980s.

PACIFIC BRIDGE LEAGUE. An organization founded by Tom Stoddard in 1933 and developed by him through its 15 years of existence. The League included the 11 far-western states plus the territories of Hawaii and Alaska and the Canadian provinces of British Columbia and Alberta.

The League rapidly reached a four-figure membership. It promoted two major tournaments, as well as many minor ones. The All-Western tournament was started in Los Angeles in 1935, and Bridge Week in 1936. The latter was held half in Los Angeles and half in San Francisco.

Collaboration between ACBL and PBL began in 1940, when uniform masterpoint systems were agreed. A closer affiliation was planned in 1948, when the great services of Tom Stoddard to the Pacific BL were recognized. He was named president emeritus of ACBL Western Division, with permanent status on the executive committee. The final merger between the ACBL and the Western Division became effective Jan. 1, 1956.

UNITED STATES BRIDGE ASSOCIATION. One of the predecessor organizations that merged to form the ACBL. Its purpose was to organize a national tournament in which participation would be based on skill alone, and which would be a thorough enough test so that its winners could be clearly recognized as national champions.

The grand national plan that evolved was a pyramiding series of qualifying tournaments starting with open local tournaments, proceeding to city, state, and regional tournaments, and culminating in the Grand National.

In addition to the organization of tournaments truly national in scope, the United States Bridge Association was a charter member of the International Contract Bridge Union which was

organized in 1934 under the joint sponsorship of the United States Bridge Association, the National Bridge Association of Great Britain, and the French Contract Bridge Association.

The American Bridge League (organized 1927) and the International Bridge League (headquarters at The Hague, Holland) existed concurrently, and some short-lived rivalry between the two organizations was eliminated in 1937 when the American Contract Bridge League resulted from the amalgamation of the two United States organizations.

UNITED STATES BRIDGE FEDERATION was formed in 2001 by the ACBL and ABA to be an independent organization to select and support United States teams in international competition. As a member of the World Bridge Federation, USBF supports WBF in its efforts to popularize bridge.

The USBF selects teams for international competition by holding the United States Bridge Championships for open, women's, Senior and Junior teams and provides training for Juniors and support for United States teams in International competition. ACBL members support the USBF by helping to subsidize international teams through the International Fund and ACBL Junior Fund. ACBL also pays World Bridge Federation dues for the USBF. The USBF funds its operations with active membership dues, contributions and USBC entry fees.

As of 2011, the president of the USBF is Bill Pollack of Basking Ridge NJ.

WESTERN CONFERENCE. Originally the Pacific Bridge League, founded by Tom Stoddard, it became known as the Western Division in 1948, and the Western Conference in 1956 when it merged with ACBL. Current member districts are 17, 21 and 22. Western Conference functions are (1) to publish The Contract Bridge Forum, (2) assist member units in promotion of newcomer and Junior games at regionals and (3) schedule regional tournaments, handled by the Conference coordinator.

The last president of the Western Division, the late Winslow Randall, was the first president of the Western Conference. Other presidents:

1956	Lewis Mathe	1981/82	Chris Wilson
1957	Robin MacNab	1983/84	Robert Wingear
1958	Hugh Edwards	1985/86	Sydney A. Levey Jr.
1959	C.F. Crossley	1987/88	Roger Smith
1960	Roy Hislop	1989/90	Chris Wilson
1961	Tom Bussey	1991	Frank Sweeney
1962	Lewis Mathe	1992	Mike Jones
1963	Kelsey Petterson	1993	Mike Jones and Frank Sweeney
1964	Lewis Mathe		
1965	Max Manchester	1994/95	Bob Mackintosh
1965	Donald Oakie	1996/97	John Van Ness
1966	Robin MacNab	1998/99	Sally Lix
1967	Eilif Andersen	2000/01	Jerry Fleming
1969	Paul Rhodes	2002	Bob Lix
1970	Percy Bean	2003/04	Bill McIntosh
1971/72	Maurice Hole	2005/06	John Van Ness
1973/74	Alfred Gilpin	2007/08	Jerry Fleming
1975/76	David Tuell	2009/10	Marion Robertson
1977/78	George Clemens	2011	Teri Atkinson
1979/80	Herbert Smith		

Historic bridge matches/tournaments

A session or event of head-to-head competition between two pairs or two teams. The shortest matches in international competition were the 18-board qualifying round matches in the 1964 World Team Olympiad. The longest matches were played for the Bermuda Bowl from 1951 to 1957, when there were only two teams in competition, and 224 to 256 boards were played. Even longer matches (300 boards) have been played on semi-official occasions.

The most famous of the nonofficial challenge pair matches of the Thirties were longer still. Both the Culbertson-Lenz Match (Dec. 1931-Jan. 1932) and the Culbertson-Sims Match (March-April, 1935) were 150 rubbers. In the former, 879 hands were dealt, only 25 of which were passed out.

In the days of whist, gatherings of players for the purpose of competing at the game were termed "congresses," a term still current in Britain and Australia. As auction bridge replaced whist, the term "congress" gave way to "tournament," as the accent shifted from sociability to competition. Club games among local groups up to competition at national and international level are all so described. The essentials of a tournament are the planning thereof by a sponsoring organization, publicity and promotion, the programming of events, the competition itself, the scoring and determination of winners and the hospitality in connection therewith. Various aspects of tournament play and references to the results of important tournaments are treated in special articles in this book.

ALL-STAR GAMES. In the late Eighties and early Nineties, considerable attention was given to promotion of bridge with the aim of reawakening the kind of widespread interest the game enjoyed in the Forties and Fifties.

One strategy for accomplishing this goal was to attract the attention of the news media by conducting competitions patterned after the professional tennis tour. Thus was born the all-star circuit. Matthew Granovetter, editor of *Bridge Today*, developed the concept and executed several successful all-star tournaments – with cash prizes for the winners – in the early Nineties. The schedule was sporadic, however, and Granovetter's ultimate goal, never realized, was to secure a major sponsor so the tournaments could be conducted on a regular basis. The all-star games – usually individual movements and about 20 participants – were held in such varied locations as Albany NY, Novato CA and Boca Raton FL. Sponsors included a health club, a shopping mall and Perrier, the French bottler of mineral water. The winners:

Game 1, Albany NY:	Michael Rosenberg tied with Zia Mahmood and split a \$4500 prize
Game 2, Boca Raton FL:	1. Richard Pavlicek \$4000 2. Zia Mahmood \$2000
Game 3, Albany NY:	1. Dorothy Truscott \$3000 2. Marcelo Branco \$2000
Game 4, Novato CA:	1. Matt Granovetter \$4000 2. Zia Mahmood \$2000

AMERICAN BRIDGE OLYMPICS. The Culbertson organization staged a national Olympic in 1932, distinct from the world event. The winners were: North-South, Dr. and Mrs. Monte F. Meyer; East-West, James M. Magner, Jr., and William C. Campbell.

ANGLO-AMERICAN MATCHES. Teams representing Great Britain (or England) and the United States (or North America) have met on many occasions.

The first international match of this kind was held on Sept. 15, 1930, at Almack's Club, London, England. A total of 200 deals were played on the basis of team-of-four duplicate scoring, which it was agreed would afford an ideal test of skill. The result of this match was a victory of the American team by a margin of 4845 points.

The match took place based on a challenge issued by Ely Culbertson to Col. Walter Buller. In Col. Buller's book *Recollections of a Bridge Player*, he stated that he would lay heavy odds on an English team of his selection to win against any American team. Upon reading this, Culbertson issued a public challenge and Buller accepted. The American team (*The Bridge World Team*) was composed of Ely and Jo Culbertson, Theodore A. Lightner and Waldemar von Zedtwitz. The Colonel's teammates were Mrs. Gordon (Alice) Evers, Lieutenant Cedric Kehoe and Dr. Nelson Wood-Hill.

The following semi-official or unofficial matches have been played:

London, 1930. America (Ely and Jo Culbertson, Theodore A. Lightner, Waldemar von Zedtwitz) beat England (Lt. Col. Walter Buller, Mrs. Alice Evers, Lt. Cedric Kehoe, Dr. Nelson Wood-Hill) by 4845 total points over 200 boards.

London, 1933. For the Schwab Cup. America (Ely and Jo Culbertson, Theodore A. Lightner, Michael T. Gottlieb) beat England (Lt. Col. Henry M. Beasley, Gerald G. Domville, P. V. Tabbush, George Morris, Graham F. Mathieson, Lady Doris Rhodes) by 11,110 total points over 300 boards.

London 1934. For the Schwab Cup. America (Ely and Jo Culbertson, Theodore A. Lightner, Albert H. Morehead) beat England (Richard Lederer, William Rose, Henry St. John Ingram, Stanley Hughes; with George G. J. Walshe [capt.] and A. Frost as alternates) by 3600 total points over 300 boards.

London, 1949. For the Crowninshield Cup. England beat America by 330 total points, the net result of two matches. England (Maurice Harrison-Gray [capt.], Kenneth W. Konstam, Terence Reese, Boris Schapiro) beat America (John Crawford, George Rapée, Sam Stayman, Peter Leventritt) by 2950 total points. The same American team beat England (Ewart Kempson [capt.], Rixi Markus, Kenneth W. Konstam, Leslie Dodds, Edward Rayne, Jordanis T. Pavlides, Graham F. Mathieson) by 2620 total points. Both matches were of 96 boards.

London, 1954. England (Terence Reese, Boris Schapiro, Kenneth W. Konstam, Adam Meredith, Edward Mayer) beat America (Cliff Bishop, Milton Ellenby, Douglas Steen, Lew Mathe, Don Oakie) by 81 IMPs over 100 boards.

Miami, 1955. America (Waldemar von Zedtwitz, Harold Harkavy, William S. Root, Albert Weiss, Edward Burns, William Seamon, Harold Vanderbilt, Charles Goren, Charles

Whitebrook) beat Great Britain (Terence Reese, Kenneth W. Konstam, Leslie Dodds, Adam Meredith, Jordanis Pavlides) by 150 total points over 100 boards.

London, 1956. England (Terence Reese, Boris Schapiro, Kenneth W. Konstam, Leslie Dodds, Edward Mayer) beat America (Sam Stayman, Charles Goren, Charles Solomon, Myron Field, Lee Hazen, Richard Kahn) by 79 IMPs over 100 boards.

Philadelphia, 1976. Bicentennial Challenge Match. The U.S. (Colonists) (Edgar Kaplan, Norman Kay, Bobby Goldman, Mark Blumenthal, Robert Jordan, Arthur Robinson, Simon Becker npc) defeated Great Britain (Redcoats) (Claude Rodrigue, Tony Priday, Barnet Shenkin, Michael Rosenberg) 90 IMPs to 65 over 40 boards.

ASBURY PARK. The scene of many of the most important national championships in the early years of contract bridge. The nine-day summer championships of the ABL and later of the ACBL were held there from 1930 to 1941 inclusive, making it the focal point of the bridge tournament year. In the early Forties, the Asbury Park Convention Hall became too small to accommodate a national championship.

BATTLE OF THE SEXES. A marathon trans-Atlantic match played April 1 to April 15, 1989. More than 1000 players took part, playing 24 hours a day with a pair of men against a pair of women. The companion table, in Paris, had the opposite seating. A record number of boards, 2352, was played, and after seesaw exchanges the men won by 196 IMPs, a small margin in view of the length of the match. The match was conceived and organized by Alan Truscott, with Claire Tornay in charge in New York and José Damiani in charge in Paris.

On the following deal, Damiani as East was the victim of fine play by Danielle Gaviard.

♠ Q 4					
♥ A K 9 4					
♦ A Q					
♣ A 10 8 7 5					
♠ K J 10 8 6 3	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ A 9 7 5
N					
W E					
S					
♥ Q 8 3		♥ J 10 6 2			
♦ K 7 3		♦ 8			
♣ 6		♣ Q J 4 2			
		♠ 2			
		♥ 7 5			
		♦ J 10 9 6 5 4 2			
		♣ K 9 3			

Both sides were vulnerable. The bidding:

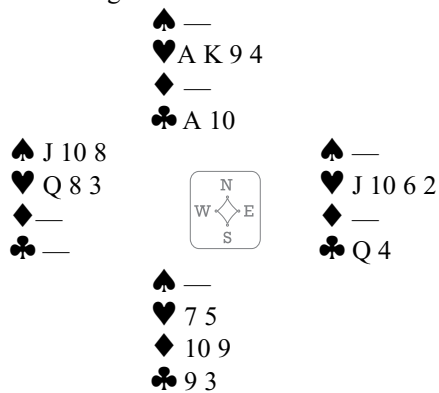
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♠	Dbl	4♠	5♦
Pass	Pass	Pass	

Gaviard landed in 5♦ as shown, after a weak opening two-bid on her left. It might seem that she was due to lose a trump trick, a spade trick and a club trick, but she took advantage of a subtle defensive error.

West led his singleton club, South played low from dummy and captured East's jack with the king. She finessed the ♦Q successfully, cashed the ace and led a spade. East put up the

ace, and continued with a spade ruffed by the declarer.

A diamond was surrendered to West, who routinely played another spade and gave Gaviard her chance. She ruffed and reached this ending:



On the next trump lead, the ♣10 was thrown from the dummy and Damiani, in the East seat, was subjected to a trump squeeze. He had to choose between throwing a heart and allowing South to establish a heart winner in dummy, and throwing a club and permitting the ♣9 to score.

West was left to discover that he should have shifted to a heart after winning the ♦K. The women gained 10 IMPs. In the replay, the men with the North-South cards in New York played 3♣ and scored 110.

BESSE PAR CONTEST. An extremely difficult contest staged during the 1998 World Championships in Lille, France. The event was named the Jean Besse Foundation Par Contest in honor and memory of the late Jean Besse of Switzerland, one of the outstanding personalities in world bridge for many years. The problems were formulated by Pietro Bernasconi of Switzerland. One computer program (GIB) plus 34 international stars competed.

The winner was Michael Rosenberg of the United States, although he made one more error than runner-up Bart Bramley of the United States. However, his speed at solving the 12 problems was enough to make up for the cost of the error. Eric Rodwell of the United States was third. The computer program performed well, leading the field at the halfway point. However, the computer was unable to make the necessary inferences from the bidding during the second half and dropped in the standings as a result. Rosenberg received 50,000 Swiss francs (approximately \$35,000 U.S.) for his victory. More on this event can be found in the Tournaments chapter. Related: Pamp Par Contest, Par Contest.

BIDDING CONTESTS. The first bidding contest took place in London in 1935. The contest was the brainchild of Arthur Whitelaw, who was trying to promote his Pachabo Club System. Knowing that the American pair of Howard Schenken and Michael Gottlieb were superior card players, Whitelaw wanted to take play out of the equation. Whitelaw selected Leslie Dodds as his partner and wagered £500 against the Americans. They bid 250 hands. A committee of British experts was appointed to judge the results. The Americans won by roughly 11,000 points.

The Bridge World runs a monthly bidding contest called Challenge the Champs, and the ACBL Bridge Bulletin has a

monthly bidding feature, It's Your Call. Related: International Bridge Academy.

BOLS BRIDGE TIPS. A series of annual contests invented by the late Herman Filarski and sponsored by Bols, the Dutch liqueur producer. Players of international stature submitted bridge tips for publication in periodicals all over the world. A panel of judges voted each year to decide the winner. The tips were distributed to members of the International Bridge Press Association and became a popular feature in most bridge magazines and many newspaper columns worldwide. The articles appeared in 19 languages. Later, the tips were gathered together, expanded and made into a book, *Bridge Tips by World Masters*, with Terence Reese as editor. Sally Brock and Barry Rigal also produced *Fit for a King*, a book made up of Bols Brilliances. The contest was suspended from 1978 to 1986 and discontinued after 1993. Winners:

1974/75	Terence Reese
1975/76	Jean Besse
1976/77	Jeff Rubens
1987	Steen Moller
1988	Michael Lawrence
1989	Zia Mahmood
1990	Gabriel Chagas
1991	Chip Martel
1992	Eric Crowhurst
1993	Larry Cohen

BRIDGE WEEK. A regional championship that took place annually from 1935-1982. It was originally scheduled over Memorial Day weekend in Los Angeles, later held in July, and played in Pasadena from 1975-1982. From 1935 through 1947, the tournament was also called the All Western. It was played over two weekends, Saturday through Tuesday in Los Angeles at the Biltmore. Later sites were the Elk's Temple and the Ambassador Hotel. Players paid \$8 to board the Wednesday Daylight Special train bound for San Francisco for the second segment. En route, a team-of-four event was played. Events in San Francisco were held Thursday through Sunday originally at the Whitcomb Hotel and subsequently at the Sheraton Place Hotel. From 1948 through 1955, the name Bridge Week was also given to the annual San Francisco tournament – now called the All Western. Bridge Week was always the largest regional tournament and set a world attendance record in 1965 with 10,948 tables. From 1973-1982, the Stoddard Trophy was awarded to the player winning the greatest number of masterpoints during the tournament.

There were two nationally rated mixed events held at bridge week, the Hilliard Mixed Pairs and the Mixed Board-a-Match for the Barclay Trophy.

BRITISH PARLIAMENT MATCHES. Matches between the House of Commons and the House of Lords held annually since 1975. This unique event was founded by Rixi Markus with the assistance of the Right Honorable Harold Lever, MP, and is staged by *The Guardian*, national daily newspaper for which Markus was bridge editor. The matches were played under the conditions of rubber duplicate – that is, the same deals are

played at each of the two tables in the match but the scoring is rubber-bridge scoring. In 1993, the format was changed to teams of four. As of 2011, the series is tied at 15.

CORPORATE AMERICA. A Corporate America team, made up of major corporate executives, was formed in 1989 to play a challenge match against a team made up of members of the United States Congress. Matches were held in Washington DC in May of 1989, 1990, 1993 and 1996, and Corporate America was the victor in all four matches.



1989 Corporate America Team.

Playing for Corporate America in 1989 were Laurence Tisch, president and chief executive officer of the Columbia Broadcasting System, captain; Alan "Ace" Greenberg, chairman and chief executive officer of The Bear Stearns Companies; James Cayne, president of Bear Stearns; Warren Buffett, chief executive officer of Berkshire Hathaway; George Gillespie III, partner in Cravath, Swaine and Moore; the late Malcolm Forbes, chairman and editor-in-chief of *Forbes Magazine*. The 1990 team: Tisch; Buffett; Greenberg; Cayne; Gillespie; Jack Dreyfus, founder of the Dreyfus Fund and president of the Dreyfus Medical Foundation; Milton Petrie, chief executive officer of Petrie Stores Corp. The 1993 team: Buffett; Gillespie; Cayne; Rita Shugart, president of the Monterey Airplane Co.; Nick Nickell, president of Kelso and Co., and Warren Spector, former ACBL King of Bridge. Playing in 1996 were Buffett, Cayne, Gillespie, Greenberg, Nickell and Tisch.

Corporate America played a challenge match against the British Parliament team in February 1990 at the London home of Forbes. Corporate America lost to the Lords but defeated

the House of Commons. Playing for Corporate America were Tisch, Forbes, Gillespie, Cayne, Greenberg, Petrie and Buffett.

CULBERTSON-LENZ MATCH. The Bridge Battle of the Century, as it was called when it took place between December 1931 and January 1932, was a genuine milestone in the history of the development and promotion of bridge as it is known today. Combining as it did every feature designed to capture and hold the interest of the then bridge-mad multitudes, and starring the greatest celebrities then prominent in bridge, it was predestined to be an exciting and long-remembered event. These were the years when bridge was making its impact felt keenly in the United States for the first time.

During the previous decade, many new styles of bidding and play had come to the forefront, and most prominent among these was the Culbertson System. Conceived and popularized by a man who was a born molder of opinions and customs, and who was a superbly able practical psychologist as well, the Culbertson System took the nation by storm, and was indeed original in concept and, as practiced by its leading exponents, a successful and highly practical method of bidding in bridge. Naturally, its success caused many rivalries and feuds among those players who were at the very top rungs of the bridge ability ladder. This resulted in a strange war in which 12 leading authorities (including Sidney Lenz, Milton Work, Wilbur C. Whitehead and Edward V. Shepard) got together and organized a corporation called Bridge Headquarters. The forces were joined to combat Culbertson's domination of contract bridge.



Battle of the Century.

Lenz, a veteran of auction bridge, was the leader of the opposition to the Culbertson methods. In the Lenz camp were other great luminaries of the game who also felt that their methods were superior to the Culbertson System. The Lenz forces' called their bidding methods the Official System. A book on this system, which acknowledged its debt to Culbertson in that much of it was derived from his concepts, was later written by Work.

The actual match was the result of a challenge made earlier in 1931 by Culbertson to the Lenz faction. There were many complications to be ironed out before agreement as to conditions could actually be achieved, but essentially the match was finally played on a pair-against-pair basis, with Culbertson wagering \$5000 against Lenz's \$1000 on the outcome, with the money going to charity no matter who won. Culbertson promoted the match as the struggle of a young, loving, married couple against the forces of adversity: 12 jealous authorities, the Establishment, combined against them. Of course it was also billed as a grudge fight and a battle of systems. As a result the match was a topic of conversation at every bridge table and at many dinner tables long before it began.

In all, 150 rubbers were played, and during 88 of them Culbertson played with his wife, Josephine. His partners for the balance of the encounter were Theodore A. Lightner, Waldemar von Zedtwitz, Howard Schenken and Michael Gottlieb. Lenz played the first 103 rubbers with Oswald Jacoby, who then resigned because of a difference of opinion on the play of a defensive situation. Lenz's partner for the remainder of the session was Cmdr. Winfield Liggett Jr. Alfred Gruenther, then a lieutenant instructor at West Point, was chief referee of the match.

The Culbertson team won by 8980 points. Careful and accurate records of cards held for each deal were kept, and at the conclusion it was determined that each side had held fairly much the same number of high cards as the other. The first half of the match was held at New York's Chatham Hotel, and the second part at the newly opened Waldorf-Astoria. The conditions of play and of protocol in general were governed by an agreement to which both Culbertson and Lenz were signatory, and the bridge laws under which the match was conducted were those published by the Whist Club of New York.

Coverage by the press of the nation was stupendous. Stories about the match were on the front pages of newspapers all over America. Regular correspondents were dispatched to the scenes of play, and some of the great newspaper personalities of the time wrote articles for their papers and for syndicates. The Associated Press laid heavy cables right into the Culbertson apartment at the Chatham Hotel, assigned reporters to the match and gave play-by-play coverage while Western Union and Postal Telegraph established branches in a spare room. The press missed the significance of the very first deal when Lenz failed in 5♦ because he thought the contract was notrump.

A continuous line of the rich and famous moved into the drawing room and out of it, viewing the action through cracks in a large leather screen, and trying to catch a glimpse of the players' faces or the flash of a card being played. Culbertson

called it the greatest peep-show in history. A 438-page book (*Famous Hands of the Culbertson-Lenz Match*) was published in three sections with bidding and play analyzed by Culbertson and his partners, Jacoby and Lt. Gruenther. Complete statistics were collated, and records of every phase of the match carefully kept. However, the single most significant feature of the entire proceedings was the enormous impetus it gave bridge when the game's popularity was already great.

	<i>Culbertson</i>	<i>Lenz</i>
Points won	122,925	113,945
Rubbers won	77	73
Number of two-game rubbers	37	32
Size of average rubber won	934	866
Largest rubber won	2,590	2,825
Games	195	186
Small slams bid and made	9	8
Small slams defeated (not including sacrifices)	9	5
Grand slams defeated	0	1
Opening suit bids of one	366	289
Opening 1NT bids	43	45
Opening forcing bids	5	5
Small slams made but not bid (many owing to lucky breaks)	20	19
Games made but not bid (many owing to lucky breaks)	15	13
Successful contracts	273	273
Defeated contracts	142	162
Number of (exact) game contracts voluntarily bid and defeated	48	49
Number of penalties of 600 plus	7	14
Points lost in penalties of 600 plus	5,900	11,500
Aces	1,745	1,771
Kings	1,775	1,741
Honor tricks	3,649 ½	3,648
Points (4-3-2-1)	18,091	17,898
Value of average rubber	899	
Hands dealt	879	
Hands passed out	25	

CULBERTSON-SIMS MATCH. A 150-rubber pair match held in March and April of 1935 with Ely and Josephine Culbertson on one side against P. Hal and Dorothy Sims. On the next-to-last day of the match, Culbertson played with Albert H. Morehead and Sims with B. Jay Becker, while the ladies took a holiday. The match was won by the Culbertsons by a margin of 16,130 points. In the match, the result of a challenge issued by Sims, accurate records were kept of the proceedings and of the cards and deals held by the participants.

Publicity for the contest was not as widespread as in the Culbertson-Lenz Match three years earlier, but the nation's interest was aroused. Both sides took to the airwaves on weekly radio broadcasts to describe various features of the games, and hands of particular merit were discussed. The match served to whet the public's already keen appetite for bridge and anything about it, as well as to reinforce the position of authority held by the Culbertson group.

FRANCO-AMERICAN MATCHES. Teams representing France and the United States (or North America) have met on many occasions.

The first official match was played in 1936 between the Four Aces (Michael Gottlieb, Howard Schenken, Oswald Jacoby, David Bruce Burnstine, Edward Hymes Jr.) and European Champions, France. The French Team was Robert de Nexon (captain), Pierre Albarran, Sophocles Venizelos, Georges Rousset, and Emanuel Tulumaris.

The majority of the match was played in a ballroom in the Essex House on Central Park South in New York City. The final was held at Madison Square Garden with about 1,200 spectators in attendance.

The event at Madison Square Garden was staged in spectacular fashion. On stage were 52 men, each holding a man-sized playing card. They were in four groups of 13 cards each, with each group representing one of the hands that had been dealt to the players. As a trick was completed there would be four men holding the cards played in the center of the stage. They would then plop down the cards and retire.

The idea for this spectacle came from the promoter, Mike Jacobs. The match was not recognized as an official world championship until 35 years after it had been played.

IOC GRAND PRIX. A special tournament organized at the International Olympics Committee Headquarters in Lausanne, Switzerland, with the goal of promoting bridge and its inclusion in the Olympic Games. The event was last played in 2002 as an exhibition tournament in Salt Lake City UT just prior to the start of the 2002 Winter Olympic Games in that city. Related: Olympic Games.

LANCIA TOURNAMENTS. A series of four challenge matches played in 1975, in which an Italian team sponsored by the Lancia division of Fiat opposed four American teams. The nucleus of the Italian team was Walter Avarelli, Giorgio Belladonna, Pietro Forquet, Benito Garozzo and Omar Sharif. They won in Chicago, but were defeated in New York, Los Angeles and Miami.

NEC SPONSORSHIP. At the 1989, World Championships in Perth, Australia, the World Bridge Federation decided, for the first time, to test corporate sponsorship of world championships in an effort to combat rising costs of staging the events.

The Nippon Electric Corporation (NEC) of Japan, an international company specializing in communications and computer technology, was signed on for four years. The contract was later extended for two more years with a one-year option.

In 1989, 1991, 1993 and 1995 the World Championships were designated NEC Bermuda Bowl and NEC Venice Cup World Championships. In 1992, the world championship events in Salsomaggiore, Italy, were named the NEC World Team Olympiad and the NEC World Women's Team Olympiad. In 1994, the world championship events in Albuquerque NM were designated the NEC World Championships. NEC sponsorship extended to world Junior championships as well. The NEC World Junior Team championships were held in Ann Arbor MI in 1991 and in Arhus, Denmark, in 1993. NEC sponsorship ended after the 1995 world championship.

OLYMPIC. A name first applied in bridge in the sense of a contest of skill at contract bridge in which anyone may participate. The first American Bridge Olympic and World Bridge Olympic were promoted, sponsored and originated by Ely Culbertson in 1932.

OLYMPIC GAMES. World bridge leaders began to consider during the Nineties the possibility that bridge could become an Olympic sport. José Damiani of France, president of the World Bridge Federation, and Mazhar Jafri of Pakistan, WBF vice president, began a years-long campaign that seemed to pay dividends in 1998, when the first International Olympic Committee Cup event was staged at IOC headquarters in Lausanne, Switzerland. The event earned worldwide attention each year it was held.

Also instrumental in this development was Marc Hodler (1918-2006) of Switzerland, a vice president of the IOC and an avid bridge player who served for many years as president of the Swiss Bridge Federation.

One of the major problems concerning acceptance of bridge is the fact that bridge is a mind game rather than a physical competition. The argument in favor of bridge is that it is a competition, a sport. Top Olympic officials, including former President Juan Antonio Samaranch, already have declared publicly that bridge is a sport.

A major breakthrough occurred in March, 2001, when the IOC designated bridge as a demonstration sport at the Winter Olympics in Salt Lake City UT in 2002. This was a major step forward in the ongoing effort to have bridge become a full-fledged Olympic sport in time for the 2006 Winter Olympics in Turin, Italy.

The word came from Hodler and was released by Damiani, who said, "Bridge has been given the opportunity to demonstrate the competition at the Salt Lake City Olympics before the public and before IOC officials. If the demonstration goes well, the sport will be formally introduced at the Olympic Games four years later."

The event took place two days before the opening ceremony and attracted some media attention, but the effort to get bridge into the Olympics never gained sufficient traction to be seriously considered for the Games. A better fit for bridge was realized in the inaugural World Mind Sports Games in Beijing, China, in 2008. Bridge was one of the mind sports played at that tournament, which took place in Beijing shortly after the 2008 Olympic Games in that city. The other mind sports on display were chess, Xiangqi (Chinese chess), Go and draughts (checkers).

The second edition of the WMSG was scheduled for 2012 in England, shortly after the Olympic Games in London.

One offshoot of the effort to have bridge as part of the Olympic Games was the creation of the United States Bridge Federation. The IOC recognizes only national organizations, so a new bridge organization was formed in the United States in 2001 – the USBF. Effectively, the USBF is an amalgamation of the American Contract Bridge League and the American Bridge Association. Most other countries already had a national bridge organization.

PROFESSIONAL PLAYER. There are various levels of players making their livings at the game of bridge. At the club level, an experienced player may have regular dates, for relatively low compensation, with other club members seeking improvement in their games or simply to have a good regular partner. At the elite level, bridge professionals contend for world titles playing on sponsored teams who compensate them extremely well. Six-figure annual contracts are not unusual at the highest levels.

Among the masses, there is resentment regarding the concept of professionalism, particularly where players who do not hire pros feel that their chances of winning masterpoints are harmed by the presence of clients who play with experts for improving their games – or simply to have a better chance of winning.

Hard feelings are more prevalent at the club level, where expert players are not segregated from the regular players as they usually are at large regional tournaments or NABCs. In such settings, the top experts would be excluded by their masterpoint holdings from most competitions other than open pairs, so they typically play among themselves in the top brackets of the knockout teams.

Those who earn a living at bridge are not exclusively players. Many are teachers and lecturers, some write books, although the niche market of bridge books is unlikely to provide adequate income by itself.

By and large, however, when someone refers to a “pro” in a bridge context, it is a reference to someone who plays for a living.

Addressing the “problem” of professionalism in bridge is difficult at best. Some ACBL members believe that a person paying an expert to play should not be allowed to earn masterpoints in the process. The insoluble problem is enforcement.

Attempts to legislate controls have been ineffective.

From time to time, the ACBL Board of Directors has addressed the issue, and several committees have made various suggestions concerning regulating professionalism. The first major attempt to come to grips with professionalism came in 1975 when the Board set up regulations for Registered Players. Under these regulations, any player who accepted money or other remuneration, directly or indirectly, in excess of his actual expenses, as consideration for playing in an ACBL-sanctioned event, had to become a Registered Player. This policy was in effect for a time, but it did not work out to the satisfaction of its sponsors and it finally was repealed. The professionalism committee then attempted to find some other avenue.

It was proposed in 1981 that the ACBL sanction certain professional organizations provided they met a set of strict requirements set down by the ACBL. These organizations were expected to maintain a high degree of responsibility and ethics among their members. At the same time, the Board passed a regulation that any player who accepted payment for playing professionally at a regional or North American Championship must be affiliated with one of these professional organizations.

The first such organization to receive accreditation was

the Association of Professional Bridge Players (APBP). Four other associations were accredited by 1982: the Professional Bridge Association (PBA), the Association of Bridge Professionals (ABP), the Bridge Professional Registration Organization (Bridge Pro) and the Concerned Bridge Players Union (CBPU). A decade later, all of these organizations were inactive.

Bridge has had its share of wealthy patrons who have sponsored expert bridge teams. In 1968, Dallas financier Ira Corn organized the Aces, the world’s first full-time professional bridge team. It was an eminently successful venture, inasmuch as the Aces won the Bermuda Bowl in 1970 and 1971.

Another successful sponsor was the late Malcolm Brachman, who led his team to victory in the International Team Trials of 1979 and thereby qualified to play in the Bermuda Bowl in Rio de Janeiro that year. Brachman and his team won the World Championship that year, and Brachman played his share of the matches and thereby qualified for full world champion rating. Seymon Deutsch matched this feat by qualifying for and then winning the 1988 World Team Olympiad title. Bud Reinhold also led his team to victory in the Team Trials of 1981, and his team went on to win the Bermuda Bowl. However, Reinhold did not play the required number of boards in the final, so did not qualify as a world champion.

Nick Nickell joined the list of victorious sponsors in 1995 when his team won the Bermuda Bowl in Beijing, China. Since that time, the Nickell squad – with Bob Hamman, Jeff Meckstroth and Eric Rodwell as constants – has dominated major world events, winning the Bermuda Bowl a total of four times, with three seconds in world championship play. Over the years, the team has included Bobby Wolff, the late Paul Soloway and the late Richard Freeman. Ralph Katz, playing with Nickell, and Zia Mahmood, playing with Hamman, were members of the winning Bermuda Bowl team in 2009 and were still members of the team in 2011.

In the Seventies, shipping magnate C. C. Wei sponsored several teams to popularize Precision (Systems).

In addition, some commercial concerns – notably Torino, Italy-based Lavazza Coffee – have sponsored teams to help promote their products. Several of Italy’s top players have competed successfully in European and world championships with Maria Teresa Lavazza as non-playing captain or coach.

The Lancia division of Fiat in Italy sponsored a team that made professional appearances in various cities in North America. Rothman’s Cigarettes was the sponsor of the 1982 Canadian Team Championships. Philip Morris sponsors a series of tournaments leading to a grand champion in Europe each year.

Some professional players make a living, in whole or in part, by playing bridge for high stakes. This is usually in the form of rubber bridge at clubs, but occasionally it takes place in calcuttas or tournaments at which substantial money prizes are at stake. Until the coming of accredited professional organizations, money-prize tournaments were extremely rare in North America. However, money tournaments are the rule rather than the exception in Europe.

SCHWAB CUP. For the World Pairs Championship, first contested in Cannes in 1962. Originally presented by Charles M. Schwab in 1933 for a contest between the United States and England. The trophy was re-donated to the World Bridge Federation by the heirs of Ely Culbertson.

SCIENTISTS vs. TRADITIONALISTS. Three matches have been played, with somewhat inconclusive results, to test whether players using very few conventions can do as well or better than players using complex, artificial methods.

(1) New York 1965. Scientists (Roth-Stone; Stayman-Mitchell; Jordan-Robinson) defeated Traditionalists (Murray-Kehela; Becker-Hayden; Mathe-Schleifer) by 53 IMPs over 180 deals.

(2) London 1990. Scientists (Soloway-Goldman; Garozzo-Eisenberg) defeated Traditionalists (Zia, Chagas, Wolff, Forrester, rotating) by two sessions to one, although trailing in IMPs.

(3) London 1992. Scientists (Hamman-Wolff; Rodwell-Meckstroth) defeated Traditionalists (Chagas-M.Branco; Forrester-Robson) by 70 IMPs over 128 deals, winning a \$50,000 prize.

SHARIF BRIDGE CIRCUS. A touring professional team of world class players, organized and headed by movie star Omar Sharif, to play a series of exhibition matches against leading European and North American teams.

The Circus made its debut late in 1967 when Sharif, Giorgio Belladonna, Claude Delmouly, Benito Garozzo, and Leon Yallouze, all playing the Blue Team Club, defeated the Dutch international team in matches sponsored by newspapers and played in three Netherlands cities before enthusiastic audiences who viewed the competition on Bridge-o-Rama.

Using this format – a match against a highly rated team with the play-by-play displayed to the audience accompanied by expert commentary – the Circus made an extended tour in 1968. It defeated teams in Italy and London, lost its first matches to The Netherlands and Belgium in The Hague, and made a swing through six North American cities: Montreal, Toronto, Los Angeles, Dallas, New Orleans and New York – winning the majority of the matches. Several of the American matches were three-cornered contests involving the Circus, the local team and the Aces.

A second tour in 1970 received a spectacular sendoff when Jeremy Flint and Jonathan Cansino challenged Sharif and company to a 100-rubber pairs game in London (later reduced by time pressure to 80 rubbers). The stakes were an unprecedented British pound (\$2.40) per point, plus an additional bonus of \$1000 on the net result of each four rubbers.

The match attracted wide newspaper and magazine coverage in the United States as well as in Europe. Sharif won by a margin of 5,470 points and collected more than \$18,000. However, this was a comparatively small sum against the expenses of staging the match and taping the highlights for a series of television shows planned for later syndication. The TV shows never aired.

This was immediately followed by a tour of seven North American cities – Chicago, Winnipeg, Los Angeles, St. Paul,

Dallas, Detroit and Philadelphia. In addition to matches against powerful teams of local stars, the tour included a marathon 840-deal match against the Aces, who accompanied the Circus throughout the tour. The Circus defeated the all-star teams in Chicago, Winnipeg and St. Paul, but lost all its other matches, bowing to the Aces by 101 IMPs (1793-1692) after the lead had seesawed excitingly from city to city. Pietro Forquet joined the Sharif team in Dallas but could not reverse the effect of the exhausting schedule, which included numerous personal appearances by Sharif.

Despite commercial sponsorship of more than \$50,000 in 1970, neither of the American tours proved a financial success, although both resulted in wide publicity for bridge.

SUNDAY TIMES PAIRS. An invitational pairs event that until January 1981 was sponsored by the London *Sunday Times*. The field was usually limited to 16 to 22 leading pairs from many countries. The competition was in abeyance from 1982 to 1989. It was revived in 1990 with the *Sunday Times* and The Macallan (malt whisky) as the primary sponsor until 1999, the last time the tournament was played.

The winners were:

- 1963 Pierre Jais, Roger Trezel (France)
- 1964 Terence Reese, Boris Schapiro (England)
- 1965 No contest
- 1966 Gerard Desrousseaux, Dr. George Theron (France)
- 1967 Claude Rodrigue, Louis Tarlo (England)
- 1968 Claude Delmouly, Leon Yallouze (France, Egypt)
- 1969 Jean Besse, John D. Collings (Switzerland, England)
- 1970 Nico Gardener, Richard Anthony Priday (England)
- 1971 Lukasz Lebioda, Andrezej Wilkosz (Poland)
- 1972 Steven Altman, Alan Sontag (U.S.A.)
- 1974 Gianfranco Facchini, Sergio Zucchelli (Italy)
- 1975 Alan Sontag, Peter Weichsel (U.S.A.)
- 1976 Michael Rosenberg, Barnet Shenkin (Scotland)
- 1977 Jean-Michel Boulenger, Henri Szwarc (France)
- 1978 Sven-Olov Flodqvist, Per Olof Sundelin (Sweden)
- 1979 Pedro Paulo Assumpcao, Gabriel Chagas (Brazil)
- 1980 Victor Goldberg, Barnet Shenkin (Scotland)
- 1981 Sven-Olov Flodqvist, Per Olof Sundelin (Sweden)
- 1990 Tony Forrester, Andrew Robson (England)
- 1991 Paul Chemla, Michel Perron (France)
- 1992 Gabriel Chagas, Marcelo Branco (Brazil)
- 1993 Robert Levin, Gaylor Kastle (U.S.A.)
- 1994 Adam Zmudzinski, Cezary Balicki (Poland)

Sponsored by Macallan Whisky 1995-1999

- 1995 Jeff Meckstroth, Eric Rodwell
- 1996 Jeff Meckstroth, Eric Rodwell
- 1997 Lorenzo Lauria, Alfredo Versace
- 1998 Geir Helgemo, Tor Helness
- 1999 Geir Helgemo, Tor Helness

WORLD PAR CONTESTS. International events using prepared deals. The idea of a series of par tournaments conducted throughout the world was conceived by Ely Culbertson, and in 1932 the first World Bridge Olympic, using the par hand format, was held. Culbertson founded the National Bridge Association, a non-profit corporation, in the same year,

to conduct the tournaments.

The bridge world's principal experts, regardless of their affiliation in the bridge politics of those times, constructed the prepared deals, and Culbertson's staff did the central management and scoring. Each contestant paid a fee of \$1, of which half went to the game captain (who pre-arranged the hands and directed his game) and half to the NBA.

In 1932 and 1933, American and World Olympics were conducted. From 1934 on, only the World Olympics took place. In 1934, self-dealing cards (marked on their backs to show which player should receive each card for the bridge wallets) were supplied without extra charge by the NBA. The World Bridge Olympic reached its peak in 1934 with 70 countries and nearly 90,000 players entered, but even in that year the NBA lost money.

In 1938, ACBL took over the management, with William McKenney in charge and Geoffrey Mott-Smith constructing the deals, but there were problems of foreign exchange, and World War II forced the abandonment after 1941.

The Olympic trophies were famous. For the American event, the two largest silver trophies in bridge history were provided. One of them is the McKenney Trophy. The other was lost in circumstances that had a lasting effect on insurance law. A winner, entitled to one year's possession only, pawned the trophy. A court ruled that because it was his honest intention to redeem it within the year, he was not liable although he found himself later without funds to redeem it, nor was the pawnbroker responsible for having sold it when the time for redemption had passed. The insurance underwriter paid its value to the NBA. The two World trophies each contained \$5000 worth of pure platinum, but Culbertson, who donated them, never relinquished personal title to them and sold them for their value in platinum when the tournament was discontinued.

Individual prizes were given to all international and national winners and to state winners in the United States and provincial winners in Canada, both North-South and East-West, so the list of winners for each year was long indeed.

In 1951, the World Par Contest was revived by Australia and won by Dr. J.L. Thwaites and Dr. E.L. Field of Melbourne, Australia, in that year. It was held in 1961 and 1963 under the auspices of the World Bridge Federation. The WBF intended to hold this event biennially, but it has not been held since 1963. The organizers in 1961 and 1963 were Michael J. Sullivan and Robert E. Williams (Australia).

Bridge clubs

The world's oldest clubs go back to the days of whist. The oldest is certainly the Portland Club in London, England. It was founded before 1815 as the Stratford Club and reorganized under its present name in 1825. The second-oldest, and the oldest in the Western Hemisphere, is the Hamilton Club, founded in Bala Cynwyd PA in 1887. The third-oldest apparently is the Continental Club in Amsterdam, Netherlands, founded in 1889.

ALMACK'S CLUB. Almack's established itself as arguably London's most fashionable bridge club. For 24 years, until 1928, it was comfortably housed, initially at 20 Berkeley Street, then briefly at 54 Grosvenor Street and, for seven years, at 1

Hyde Park Place. It then suffered an unsettled period, closing for a year before reopening at 19 Upper Grosvenor Street in 1905. The first international match between the United States and England was played at this club in 1930. Almack's closed its doors in 1963. Related: Anglo-American Matches.

BOSTON CHESS CLUB. This club, founded in 1857 in Boston MA, was the oldest club devoted to games in the United States. In 1926, bridge-playing replaced chess as the chief activity at the club. In modern times, contract was played almost exclusively. When the club encountered severe difficulties in 1981 because of a split over acceptance of a player who had been expelled from ACBL for cheating, the interests in the club were sold to the Cavendish Club in Brookline MA.

CAVENDISH CLUB (New York City). Founded in 1925 by Wilbur C. Whitehead in association with Gratz M. Scott and Edwin A. Wetzlar, the club was housed for the first eight years at the Mayfair House, and then moved to the Ambassador Hotel. It was at the Ritz Tower Hotel 1950-1965 and occupied premises on Central Park South 1965-1974. In 1974 it moved to the Carlton House, stayed until 1983, and after a brief stop on 48th Street, ended in a townhouse on 73rd St. Rent escalations and falling membership forced the club to cease operations on May 31, 1991.

From 1941, the Cavendish Club was a not-for-profit membership corporation, managed by B. Jay Becker 1941-1947 and Rudolf Muhsam 1947-1973 (also club secretary), Thomas M. Smith 1973-1987, Thomas L. Snow, 1987-1990 and Richard Reisig, 1990-1991.

In 1975, the Club inaugurated the Cavendish Invitational Pairs, now one of the strongest and most prestigious invitational events in the world.

Presidents were: Gratz M. Scott, 1925-1935; Frank Crowninshield, 1935-1947; Nate Spingold 1948-1958; Samuel Stayman, 1958-1961 and 1981-1982; Howard Schenken, 1961-1964; Harold Ogust, 1964-1967, Leonard Hess, 1967-1970; Edward Loewenthal, 1970-1973; Roy V. Titus, 1973-1976 and 1980-1981; Archie A. Brauer, 1976-1979; Yehuda Koppel, 1979-1980 and 1985-86; William Roberts, 1982-1985; Sidney Rosen, 1986-1987; Claire Tornay, 1987-1990, and Thomas M. Smith, 1990-1991.

Members included many players of international reputation.

CONTINENTAL CLUB of Amsterdam. Founded in 1889 as a meeting point for Amsterdam businessmen and their American colleagues to play whist and other card games. The Continental is the world's second-oldest bridge club after London's Portland Club. It was prominent in Dutch (and European) bridge in the Thirties but the Holocaust in World War II deprived it of many Jewish members. Afterward, the membership included the top echelon of Dutch bridge: the brothers Ernst and Frits Goudsmit, Martijn Cats, Herman Filarski, Bob Slavenburg, Jut Kramer, Kees Kaiser and, later, Jaap Kokkes, Arie van Heusden and Max Rebattu. Another member, Maurits Caransa, founded the tournament named after him. He was kidnapped in 1978 after a visit to the club and released after payment of 8 million guilders. During the 100th anniversary celebrations in 1989, the club burned down.

CROCKFORD'S CLUB. In London, England, a famous proprietary club descending from a gambling club founded by William Crockford in 1827. In modern times, it has been primarily a bridge club. In December 1961, Crockford's reverted to its gambling traditions by becoming the headquarters of chemin-de-fer in England.

CROCKFORD'S CLUB (U.S.). Founded by Ely Culbertson in New York in 1932 and named after the English club of the same name. The club was famous for its high-quality cuisine and for its luxurious appointments, as was its sister club in Chicago. Many famous American players of the Thirties were members of Crockford's. Many members were drawn from high society rather than from the tournament bridge world. The club was in operation from 1932 to 1938.

MAYFAIR CLUB. Founded in the Forties by Harry "Fishy" Fishbein, winner of 12 national bridge championships during his Hall of Fame career, the Mayfair was housed in the basement of a nondescript East Side high-rise not far from Manhattan's Gramercy Park and initially catered only to bridge players.

In 1953, Fishbein sold the club to for \$50,000 to Al Roth, another legendary bridge player best known for having created the famed Roth-Stone bidding system. Fueled by his love of bridge, Roth proved to be a diligent club manager until the late Seventies.

The Mayfair's focus switched to poker in the late Eighties. In 2000, Mayor Rudy Giuliani's "Quality of Life" campaign led to the closure of the Mayfair Club and other game halls in New York.

PORTLAND CLUB OF LONDON. The principal bridge club of British gentry, nobility, and (at times) royalty; world-famous as promulgator of the Laws used in many countries. It was founded before 1815 as the Stratford Club and reorganized in 1825, according to legend, in order to be rid of one objectionable member. Bridge, introduced in 1894 by Lord Brougham, was given a code of laws in 1895, and with subsequent revisions at intervals, gave the Portland Club its reputation as a law-making body.

In the early days of contract and the later days of auction bridge, the use of bids with conventional meanings (such as the Informatory Double of auction or the Vanderbilt Club bid of contract) were decried by the card committee of the Portland Club, a staid, conservative, British stronghold, and barred in games held in their clubrooms. These rules were called Portland Rules at that time.

Famous members of the Club in its whist days included James Clay, William Pole, William Dalton and Henry Jones, the London whist authority who wrote under the pseudonym of Cavendish.

Stuart Wheeler, following the late Geoffrey Butler and the late Colin Harding, has served since 1993 as the legal link between the Portland Club, the law-making body for Britain, and other law-making bodies, such as the European Bridge League, the American Contract Bridge League and the World Bridge Federation.

REGENCY WHIST CLUB (New York City). Formerly the Regency Club, founded in 1936 and merged with the Whist Club of New York in 1964. It has remained at 15 East 67th Street since it began its very successful career, with many outstanding bridge personalities among its members.

WHIST CLUB. A club of men interested in whist and later in all successive forms of bridge, founded in New York 1893, merged with the Regency Club of New York 1964. Because nearly all of its members were men of great wealth and prominence (including bridge prominence, such as Harold S. Vanderbilt, J. B. Elwell, Milton Work, Ely Culbertson), unquestioned authority in the making of bridge laws for the U.S. was accorded to the Whist Club for more than 40 years. Two earlier codes of contract bridge laws were voluntarily withdrawn when in 1927 the Whist Club produced a code for contract bridge (formulated by a committee composed of Vanderbilt, H. C. Richard, Charles Cadley, Raymond Little and William Talcott).

Later the Whist Club's committees collaborated with the Portland Club of London and French Bridge Federation in producing the first and second international codes (1932, 1935), and Whist Club representatives served continuously on the National Laws Commission for the laws of 1943, 1948, 1949, and 1963.

Bridge teams

THE ACES. A full-time professional bridge team, organized in 1968 by Dallas financier Ira Corn for the express purpose of returning the world team championship to the United States.

Corn selected six players from among America's leading young experts, paying each a salary plus tournament expenses, to undertake a full-time career of studying and playing bridge. He started with James Jacoby and Bobby Wolff, and shortly thereafter added Billy Eisenberg, Bobby Goldman and Michael Lawrence. Bob Hamman joined the team in 1969. Monroe Ingberman, mathematician and bridge writer, worked with the Aces as their first coach. In mid-1968, retired Air Force Col. Joseph Musumeci was added as trainer and coach. The team was incorporated as the U.S. Aces, but was popularly known as the Dallas Aces and later simply as the Aces.

Using a computer to analyze results and to generate specific sets of hands to provide practice in given areas of the game – slam hands, preemptive openings, etc. – the Aces spent 50 to 60 hours a week perfecting the bidding systems and discussing problems encountered at the table. Complete records of all hands played were compiled for critical analysis. From the intensive study and analysis emerged various bidding styles and systems, including the Orange Club used by Wolff and Jacoby; the similar Black Club used by Hamman and Eisenberg and Aces Scientific used by Goldman and Lawrence. Besides competing in North American championships and regional knockout team-of-four contests, the Aces also engaged many of America's top experts in practice matches in Dallas and staged a series of exhibition matches. Related: Sharif Bridge Circus.

In 1969, the team achieved the first major goal set by

Corn by winning the Spingold Knockout Teams and later a playoff match that earned the Aces the right to represent North America in the 1970 Bermuda Bowl in Stockholm, Sweden. With Italy's Blue Team in temporary retirement, the Aces returned the Bermuda Bowl to North America for the first time since 1954. The Aces successfully defended their world title in 1971.

That same year, Eisenberg left the team and was replaced by Paul Soloway. By June of 1972, the team had become a part-time effort – players were paid expenses rather than salaries.

Thereafter, the makeup of the Aces began to change. In 1972, the Aces were runners-up to Italy in the Team Olympiad. The team was Jacoby-Wolff, Hamman-Soloway and Goldman-Lawrence.

In early 1973 Soloway was replaced by Mark Blumenthal. The Aces were second to Italy in the Bermuda Bowl, playing as two threesomes: Wolff-Hamman-Jacoby and Goldman-Lawrence-Blumenthal. Soon thereafter, Lawrence and Jacoby left the team and were replaced by Eric Murray and Sami Kehela. In 1974 the team was second to Italy with Hamman-Wolff, Blumenthal-Goldman and Kehela-Murray.

In 1975, Eddie Kantar and John Swanson made their first appearances in international play with the team, no longer officially the Aces, although many referred to any team with Hamman and Wolff by that name. The team, second to Italy in the Bermuda Bowl, were Hamman-Wolff, Eisenberg-Kantar, Soloway-Swanson.

In 1976, North America did not fare well in the Team Olympiad but won the Bermuda Bowl. On the team were two former Aces: Soloway and Eisenberg.

The Aces won the 1977 Bermuda Bowl as Zone 2



The 1970 Aces: Ira Corn, Jr., Bobby Wolff, Bobby Goldman, Billy Eisenberg, Mike Lawrence and Jim Jacoby.

representatives, and another team from North America finished second. Playing for the "Aces" once again were Hamman-Wolff, Soloway-Swanson and Eisenberg-Kantar. In 1979, four ex-Aces won the Bermuda Bowl in Rio on a team captained by Malcolm Brachman (Eisenberg, Goldman, Kantar, Soloway). The next year, in the 1980 World Team Olympiad, Corn captained the Aces to second place behind France. His team was Hamman-Wolff, Soloway-Ira Rubin and Fred Hamilton-Mike Passell. In 1981, for the first time in many years, no Ace or former Ace was present on the U.S. International Team.

In the fall of 1981, Corn put together one more Aces team. He had great hopes for Hamman-Wolff (the only players to remain constantly with the Aces throughout a 13-year period), Alan Sontag-Peter Weichsel and Mike Becker-Ron Rubin. Just three months after Corn's unexpected death of a heart attack in April 1982, the Aces won the Spingold in Albuquerque and qualified for the International Team Trials in Minneapolis that November.

Hamman, in summing up the history and the victory of this Aces team, reported, "Just say that we won one for big Ira." The Aces name stuck with them. In the Minneapolis trials, which they won, they were known as the Aces, and their non-playing captain was Musumeci. The team went on to win the Bermuda Bowl in 1983 in Stockholm, Sweden.

From that point on, the Aces Team as such disappeared into history. But members of the team continued to have many successes. Hamman and Wolff headed the WBF rankings in 1992. Lawrence and Kantar are prolific bridge authors. Soloway, who died in 2007, became the first player to break the 50,000-point barrier in 1998. Jacoby was a syndicated bridge columnist until his death in 1991.

BID-RITE TEAM. Named for the Bid-Rite Playing Card Co., the first manufacturer of four-colored cards. Clubs were blue and diamonds were orange. The team was composed of Howard Schenken, Richard Frey, David Bruce (Burnstine) and Charles Lochridge. They won the 1933 Eastern Team-of-Four Championship.

BLUE TEAM. The popular name of the Italian international bridge team that had a remarkable series of successes beginning in 1956. The name is apparently derived from the 1956 Italian Trials, when the Blue Team defeated the Red Team, and those names derived from the Italian football (soccer) leagues.

Federico Rosa, the late secretary of the Italian Bridge Federation, explained that the successes of the Blue Team –

Italian: Squadra Azzurra – were closely connected with the name of Carl' Alberto Perroux, the technical commissioner of the Italian Bridge Federation. He undertook this duty in 1950 and scored his first success in the following year when the team that he had selected won the European Championship in Venice. But the subsequent World Championship encounter with the United States at Naples showed that the young Italian champions were lacking in experience and team discipline.

Perroux, however, did not lose heart. He wrote then that the Italians had wished to reach the moon too quickly. This was a promise and a threat. From that day, two groups of enthusiasts, under the paternal leadership of the technical commissioner, dedicated themselves to a profound and detailed study of the game. As a result, the two schools – the Neapolitan and the Roman – gave birth not only to two of the most accurate bidding systems ever devised – Neapolitan and Roman – plus Little Roman, but also to the great story of the Blue Team, made up of men such as Walter Avarelli, Giorgio Belladonna, Eugenio Chiaradia, Massimo D' Alelio, Pietro Forquet, Benito Garozzo, Camillo Pabis-Ticci and Guglielmo Siniscalco.

The Italians did not have to wait long before avenging the 1951 defeat. From 1956, the Blue Team, captained by Perroux through 1966 and later by others, went from victory to victory and finally reached the proverbial moon. They set an



Four Aces and a Joker: Howard Schenken, David Bruce, Michael Gottlieb, Richard Frey and Oswald Jacoby.

international record that will probably never be equaled: four consecutive European Championship wins, 10 consecutive victories in the Bermuda Bowl and three consecutive World Team Olympiad victories.

With the universe theirs, the Blue Team announced its retirement after winning the 1969 World Championship. After the Aces' victories in the 1970 and 1971 Bermuda Bowls, the Blue Team briefly returned to world competition for the 1972 World Team Olympiad. Using modifications of the Precision Club system, the Blue Team won the round-robin and went on to defeat the Aces in the finals 203-138. Italy continued its domination of the Bermuda Bowl in 1973, 1974 and 1975 but with only two or three members of the traditional Blue Team in the lineup.

BRIDGE WORLD TEAM. This name was given to several teams made up entirely or principally of players associated with *The Bridge World*. The most famous Bridge World Team was that of Ely and Jo Culbertson, Waldemar von Zedtwitz and Theodore Lightner. In 1930, the team won the Vanderbilt, the American Bridge League Team-of-Four, and several matches against British teams, the principle one of which was the with the team captained by Lt. Col. Walter Buller.

FOUR ACES. Because it had five members at times, the team was sometimes called the Four Aces and a Joker. The team dominated tournament competition in the mid-Thirties. Their first appearance was at the Summer NAC in Asbury Park in 1933, when David Bruce (Burnstine), Richard Frey, Oswald Jacoby and Howard Schenken won the Asbury Park Trophy, the forerunner of the Spingold Teams. Michael Gottlieb joined the team immediately afterward, and during 1934, the Four Aces' major wins included the Vanderbilt, the Spingold, the Grand National and the forerunner of the Reisinger. They successfully defended the GNT in 1935 and also repeated in the Vanderbilt, with Sherman Stearns replacing Frey, who had resigned.

Bruce, Jacoby, Schenken and Gottlieb defeated France in the first world championship match, played in Madison Square Garden. Gottlieb retired in 1936 and was replaced by Merwin D. Maier. B. Jay Becker and other experts played occasionally



The Italian Blue Team (bottom to top): Lea DuPont, Benito Garozzo, Massimo D' Alelio, Giorgio Belladonna, Pietro Forquet, Walter Avarelli and Carl' Alberto Perroux.



The Four Horsemen. Willard Karn, David Bruce, P. Hal Sims and Oswald Jacoby.

as members of the team, which did not play after December 1941 but continued as an entity for purposes of book and newspaper publication until 1945.

The Four Aces played their own system, and wrote a book, *The Four Aces System of Contract Bridge*, which presented their original expert methods. Though the system was widely followed by tournament players, the book was not a commercial success.

FOUR HORSEMEN, THE. The name borrowed apparently from the title of Vicente Blanco Ibañez's novel *The Four Horsemen of the Apocalypse* to describe a bridge team-of-four, first used in *Auction Bridge Magazine* (December 1928) as the name of a team composed of William Huske, V. F. Boland, W. J. Roberts, and G. W. Parratt, one of the three teams tying for second place in the Ohio State Tournament in May 1928. After the ABL summer tournament in 1931, when a team captained by P. Hal Sims won the team-of-four contract championship, Shepard Barclay, writing in the *New York Herald Tribune*, dubbed the Sims team "The Four Horsemen." The name stuck.

The original makeup of this team was P. Hal Sims, Willard Karn, David Bruce (Burnstine) and Oswald Jacoby. They won the two major team championships, the Vanderbilt and the Asbury Park, by large margins in 1932 and won the Reisinger Board-a-Match Teams convincingly in 1933. Sims'



*Precision Team.
Standing: Peter Weichsel, Steve Altman, Tom Smith.
Seated: Gene Neiger, Joel Stuart.*

efforts to develop and promote his own system in opposition to Culbertson did not suit Jacoby and Bruce, who left the team. Howard Schenken was substituted for Jacoby.

PRECISION TEAM. A highly successful team of young experts from the New York City area sponsored by shipping magnate C.C. Wei to use his Precision Club system between 1970 and 1973. While there have been a number of teams using the Precision system and coached by Wei, the designation The Precision Team came to mean the team whose nucleus was Steven Altman, Thomas M. Smith, Joel Stuart and Peter Weichsel.

With David Strasberg as a fifth member in 1970, the Precision Team defeated the world champion Aces to win the Spingold. With Eugene Neiger replacing Strasberg as the fifth member in 1971, the team successfully defended its Spingold title, becoming only the fifth team to do so since the event began in 1934. Adding Alan Sontag as a sixth member, the team won the Vanderbilt in 1972.

In January 1973, four members of the Precision Team entered the *Sunday Times* Invitational Pairs in London. Altman-Sontag and Smith-Weichsel finished first and second, respectively, in the select 22-pair field, marking the first time a United States pair had ever finished higher than fourth.

The team failed to defend its titles in the 1972 Spingold and 1973 Vanderbilt and was disbanded in mid-1973. In the meantime, many international stars adopted Precision, including members of the Italian Blue Team, the South American champions from Brazil, and a group of British stars headed by Terence Reese.

Cheating, scandals, incidents and lawsuits

BENNETT MURDER. A historic tragedy that took place in Kansas City MO in 1929. The victim was John S. Bennett, a prosperous perfume salesman who met his death as a result of a game of contract in which he played with his wife against another married couple, the Hoffmans. His wife became so infuriated at her husband's play that she shot him following a bitter quarrel. She was tried for murder later the same year and acquitted.

The following account of the episode appeared in the *New York Evening Journal*:

"As the game went on," Mrs. Hoffman said, "the Bennetts' criticism of each other grew more and more caustic. Finally, a spade hand was bought by them in the following manner: Bennett bid a spade. My husband overcalled with two diamonds. Mrs. Bennett promptly boosted the original spade bid to four. I passed. Mrs. Bennett, as dummy, laid down a rather good hand. But her husband was set.

"This seemed to infuriate his wife and she began goading him with remarks about 'bum bridge players.' He came right back at her. I don't remember the exact words. This kept up for several minutes. We tried to stop the argument by demanding cards, but by this time the row had become so pronounced that Bennett, reaching across the table, grabbed Myrtle's arm and slapped her several times. We tried to intervene, but it was futile. While Mrs. Bennett repeated over and over in a strained

singsong tone, ‘Nobody but a bum would hit a woman,’ Her husband jumped up and shouted, ‘I’m going to spend the night at a hotel. And tomorrow I’m leaving town.’ His wife said to us: ‘I think you folks had better go.’ Of course, we started to do so.”


While the Hoffmans were putting on their things, Mrs. Bennett dashed into the bedroom of her mother, Mrs. Alice B. Adkins, and snatched the family automatic from a dresser drawer. “John’s going to St. Joseph,” she explained to the older woman, “and wants to be armed.”

Bennett had gone to his “den” near the bathroom to pack for the intended trip. Hoffman, adjusting his muffler, turned back and saw his friend alone for the moment. While Mrs. Hoffman waited in the doorway, her husband advanced toward Bennett, hoping to say a word or two that would dispel this angry depression. The two men were in conversation as Mrs. Bennett darted in, pistol in hand.

Bennett saw her, ran to the bathroom and slammed the door just as two bullets pierced the wooden paneling. Hoffman, rigid with astonishment, remained in the den. His wife, hearing the shots, ran down the hall and began pounding on the door of the next apartment.

It is thought Bennett died from two bullets fired as he neared the door leading to the street. He staggered to a chair – the Hoffmans agree – moaning, “She got me.” Then he slumped, unconscious, to the floor. Mrs. Bennett was standing at the other side of the living room, the gun dangling loosely from her fingers. As Bennett fell, her daze broke. She ran toward him. Police found her bent over him, giving vent to wild sobs.

The alleged deal was as follows:

	♠ A 10 6 3		
	♥ 10 8 5		
	♦ 4		
	♣ A 9 8 4 2		
♠ Q 7 2		♠ 4	
♥ A J 3		♥ Q 9 4	
♦ A Q 10 9 2		♦ K J 7 6 3	
♣ J 6		♣ Q 7 5 3	
	♠ K J 9 8 5		
	♥ K 7 6 2		
	♦ 8 5		
	♣ K 10		
West	North	East	South
			1 ♠
2 ♦	4 ♠	All Pass	

Mr. Bennett opened the bidding without sufficient values for an opening bid, and suffered an unusually heavy penalty. However, 4♠ was not an impossible contract, and Ely Culbertson analyzed the deal as follows:

“We have heard of lives depending on the play of a card. It is not often that we find that figure of speech literally true. Here is a case in point.

“Mr. Bennett had overbid his hand. Of that there can be no doubt, but even with this, so kind were the gods of distribution that he might have saved his life had he played his cards a little better. Mr. Hoffman opened the ♦A, then shifted to the club suit when he saw the dummy void of diamonds, and led the ♣J.

“This Mr. Bennett won with his king and started to pull the adverse trumps. Here again he flirted with death, as people so frequently do when they fail to have a plan either in the game of bridge or the game of life. He still could make his contract and save his life. The proper play before drawing the trumps would have been to establish the club suit after ruffing the last diamond.

“Suppose Mr. Bennett, when he took the club trick with his king, had led his last diamond and trumped it with one of dummy’s small trumps. He could then lead a trump and go up with the king. Now he would lead the ♣10, and, when Mr. Hoffman followed suit, his troubles would be over. He would play the ♣A and lead the nine or eight. If Mrs. Hoffman put up the queen, Mr. Bennett should trump and let Mr. Hoffman overtrump if he pleased. If Mr. Hoffman, after winning this trick, led a heart, the contract and a life would be saved. If he led a diamond the same would be true. A lead of the trump might still have permitted the fatal dénouement, but at least Mr. Bennett would have had the satisfaction of knowing that he had played the cards dealt him by fate to the very best of his ability.

The episode was entertainingly described at length by Alexander Woollcott in *While Rome Burns* and more recently in Gary Pomerantz’s *The Devil’s Tickets* published in 2009.

BERMUDA INCIDENT. In 1975, the Bermuda Bowl was played in Bermuda in celebration of the 25th anniversary of the Bermuda Bowl. During the early qualifying stages, Gianfranco Facchini, a member of the Italian team, was observed apparently giving foot signals to his partner, Sergio Zucchelli.

The first person to notice unusual foot movements was Bruce Keidan, an American news correspondent monitoring the match between Italy and France. Keidan reported his observation to the North American non-playing captain, Alfred Sheinwold, and to Edgar Kaplan, a member of the WBF Appeals Committee. Kaplan informed WBF President Julius Rosenblum.

Rosenblum observed for a time, then assigned special observers from the Appeals Committee, Johannes Hammerich of Venezuela and James O’Sullivan of Australia, to monitor the Italian pair.

According to Keidan, Hammerich and O’Sullivan, Facchini reached out with his feet on several occasions during auctions and before opening leads and apparently touched Zucchelli on the toes once or more. Zucchelli’s feet remained completely immobile and Facchini did not move his feet at other times.

Rosenblum, Hammerich and WBF Vice President Jaime Ortiz-Patiño of Switzerland therefore decided to monitor Italy’s next qualifying match, using European observers. Before this plan could be implemented, however, the WBF was informed that the North American team would refuse to play against Zucchelli and Facchini in the next scheduled match. This, plus the fact that rumors of the foot movement accusation were already rampant, caused the WBF to inform all team captains of what had transpired, to postpone the Italy-North America match and to convene a hearing immediately.

The WBF Appeals Committee heard testimony from observers Keidan, Hammerich, O’Sullivan, Rosenblum and Tracy Denninger of Bermuda. Facchini did not deny moving his

feet, but attributed his movements to nervous tension. Zucchelli testified that he was unaware of any foot actions by his partner.

Oswald Jacoby, who had analyzed some of the hands, was called as a witness, but the committee was unable to find specific correlation between the foot movements observed and the bidding or play of the hands, a factor usually considered essential to conclusive proof of cheating. The WBF therefore resolved that Facchini and Zucchelli ‘... be severely reprimanded for improper conduct with respect to the actions of Mr. Facchini moving his feet unnaturally and touching his partner’s feet during the auction and before the opening lead.” Coffee tables were thereafter placed beneath the card tables to block any possibility of further such movements.

Sheinwold promptly issued a statement: “The North American team endorses the verdict of guilty but deplores the failure of the World Bridge Federation to bar this pair from further international competitions.” The word guilty had not appeared in the original verdict, but a later statement from Rosenblum corrected this omission by declaring that the accused pair “had been found guilty only of improper foot movements.”

The first meeting between the Italian and North American teams, postponed from Sunday afternoon, was played that evening. Italian npc Sandro Salvetti kept the suspect pair out of the lineup, saying that their nerves were frayed by the accusations. Two days later, the pair also sat out the second qualifying match against North America, although they had played in other matches in the interim.

On the morning of the first session of the final between Italy and North America, when Sheinwold learned that Facchini and Zucchelli were listed in Italy’s starting lineup, he announced that the North American team would not play against this pair unless instructed to do so by the ACBL. The League’s representatives in Bermuda unanimously ordered the team to play. Italy fared poorly with the accused pair in the lineup, and it was only after they had been benched at the request of Benito Garozzo and Giorgio Belladonna that Italy staged an “impossible” rally to retain the world title.

The partnership of the accused players was broken up and the WBF advised Italian bridge officials that it would not welcome the nomination of either player to any event it conducted in the immediately foreseeable future.

BLANCHARD CASE. Just after the 1984 Fall NABC in San Diego, Robert and Jill Blanchard of New York City filed suit against the ACBL in Los Angeles. The Blanchards’ claim was that gender-based events such as the Men’s Pairs violated California’s Unruh Act, an anti-discrimination statute. Five years later, the Los Angeles Superior Court, in which the suit was filed, dismissed the suit for lack of prosecution. As part of a settlement with the Blanchards, in which they agreed not to appeal, the ACBL’s insurance carrier paid \$15,000 toward the couple’s legal expenses. The insurance carrier paid all of ACBL’s legal expenses.

Beginning in 1990, three nationally rated events formerly restricted to men were changed to open events. The Silodor Open Pairs at the Spring NABC is now one of two open pairs, the other being the Lebharr Open Pairs; the Men’s Swiss Teams,

also contested in the spring, is now the Open Swiss Teams; and the Men’s Board-a-Match Teams, contested in the fall, is now the Open Board-a-Match Teams.

Around the time of the Blanchards’ suit – and in response to complaints by the couple – ACBL also eliminated gender-based events from those used to qualify ACBL pairs for WBF competition. The Blanchards claimed that they could not qualify together in events restricted to men or women. The ACBL Board of Directors agreed and changed the qualifying policy. The former Jill Blanchard is now Jill Levin.

BOURCHTOFF-DELMOULY or L’ASCENSEUR. Gerard Bourchtoff and Claude Delmouly were members of the winning French squad in the World Team Olympiad in Turin, Italy, in 1960. They were accused of cheating by Simone Albarran, widow of French champion Pierre Albarran, who died in 1960.

The widow’s charge was based on an event that had happened six months prior to their win in Turin. In *The New York Times Bridge Book*, Alan Truscott wrote, “They were alleged to be using the cleverest illegal signal ever invented. It is called ‘*l’ascenseur*’ in French, ‘the lift’ in English and ‘the elevator’ in American. The user holds his cards opposite his chest with maximum values, opposite his belt with minimum values and somewhere in between when they’re somewhere in between. The beauty of this is that the user’s partner is never induced to do something technically improbable. All that happens is that he uses very good judgment in borderline situations and the analysts find nothing spectacular to report.”

A committee appointed by the French Federation to investigate the accusation reported that the trail had run cold and no conclusion could be reached.

BUENOS AIRES AFFAIR. In 1965, the international bridge world was rocked by a widely publicized charge that Terence Reese and Boris Schapiro, representing Great Britain in the Bermuda Bowl at Buenos Aires, Argentina, had transmitted information about the heart suit by finger signals.

The original observations were made by B. Jay Becker and Dorothy Hayden, members of the North American team, and Alan Truscott, bridge editor for *The New York Times*. They testified that the British pair were observed to be holding their cards in a varying manner, with a different number of fingers, either closed or spread, showing at the backs of their hands.

After comparing findings, it was suggested that Reese and Schapiro were signaling the number of hearts they held (two fingers for two or five hearts, depending on whether the fingers were closed or spread, three fingers for three or six hearts, and so forth). The evidence was presented to John Gerber (npc, North American team), who in turn brought it to the attention of Ralph Swimer (npc, British team) and Geoffrey Butler, chairman of the British Bridge League and member of the World Bridge Federation Executive Committee and chairman of its Appeals Committee.

After an independent investigation, Butler called a meeting of the Appeals Committee to present his observations, to study the evidence further and to inform Reese and Schapiro of the charges against them. Both denied the allegations. The matter was then brought to the attention of the WBF Executive

Committee. On the last day of the World Championship, by a vote of 10-0 (Carl' Alberto Perroux abstaining, one absentee), the Executive Committee found Reese and Schapiro guilty of using illegal signals, and the evidence was turned over to the British Bridge League for final disposition. Swimer conceded the Great Britain-Argentina match, which Great Britain had won 380-184, and the Great Britain-North American match, in which Great Britain was leading 288-242 with 20 boards to play.

After receiving the WBF report, the British Bridge League set up an independent inquiry to study the charges, headed by Sir John Foster, Queens Counsel, and General Lord Bourne, who was assisted on the technical aspects of the case by Alan Hiron and Tony Priday. In the Foster Report, released after 10 months' consideration, Sir John Foster said that in reaching its verdict the Inquiry was looking for the same standard of proof from the accusers as it would for a criminal charge. On this basis, the direct evidence as to the exchange of finger signals, strong though it was, could not be accepted because of the reasonable doubt the Inquiry had on two grounds. These were direct evidence from Mr. Kehela, and that an examination of all the hands that might have had a bearing on the allegations gave clear evidence that neither the bidding nor the play of the hands revealed any foreknowledge of the heart suit. Accordingly, it found the accused not guilty of cheating in the tournament.

After learning of this verdict, WBF President Charles Solomon stated, "It is doubtful that the WBF can accept the decision of the London hearing." His position was that the WBF had rendered the verdict in Buenos Aires and had submitted its report to the British Bridge League to determine punitive action.

At its annual meeting in 1967, the WBF Executive Committee reaffirmed its earlier guilty verdict and passed a resolution that the chairman of the Credentials Committee refer applications of any player found guilty of irregular practices in WBF-sponsored tournaments to the Executive Council. The implication was that applications by Reese and Schapiro would not be accepted, and the implication became fact in 1968 when the Executive Council so answered a query from the British Bridge League concerning possible entry of Reese and Schapiro in the 1968 World Team Olympiad. As a result, the British Bridge League elected not to participate in the Olympiad.

In 1968, the Executive Council restored Reese and Schapiro to good standing on the ground that the three-year ban that had been in effect since 1965 constituted adequate punishment.

The repercussions of the episode during the years of controversy spanned the American and European continents. An article by Rixi Markus defending Reese that appeared in *The Bridge World* resulted in a libel suit by Swimer, and the reluctance of Reese and Swimer to play against each other created problems in the 1968 British Team Trials.

The evidence for both sides was presented in books by two of the controversy's leading figures: Reese's *Story of an Accusation* and Truscott's *The Great Bridge Scandal*.

CHEATING. Throughout history, card cheats have always been held in contempt. So it is with bridge.

The *Laws of Contract Bridge* are not designed to prevent cheating or to provide redress. The lawgivers have taken the view that it would be wrong to accord cheats a status by

providing legal remedies against their activities. This also is the policy of the ACBL: Exclusion from membership is the penalty for premeditated cheating, but cases of momentary weakness often are dealt with by temporary suspension. "The penalty of cheating is exclusion from society," wrote the great whist authority, Cavendish.

Cheating at rubber bridge. At rubber bridge, cheating is not a problem. Short of actually manipulating or marking the cards, it is too difficult for a lone player to cheat effectively. The fact that good bridge is so exact an art militates against cheating, for a player who makes bids or plays that are against the odds but prove consistently successful soon excites suspicion. Cheating in clubs is therefore rare.

Traditional forms of cardsharpping are unrewarding in bridge because each deal is almost equally important. A sharper can hardly make a killing by waiting for a suitable opening as in such games as poker, and if he just happened to pick up good cards every time he dealt, his career would be short-lived.

The dealing of seconds, therefore, the classic technique of the cardsharpping aristocracy, is not an effective means of winning. (An accomplished sharp, dealing from a marked pack, sees when a high card is about to go to an opponent, and deals that opponent the next card instead, keeping the high card for himself or his partner.) For the same reason, another time-honored device of sharps, ringing in a cold deck, will not yield a reward commensurate with the risk.

Cheating at duplicate. The fact that duplicate is a game for fixed partnerships as opposed to the cut-in style of rubber bridge makes dishonesty more practicable.

Cheating at duplicate is by no means easy to define. Although the Laws do not recognize cheats, the section on the proprieties defines two main types of improper conduct: breaches of ethics and breaches of etiquette. Breaches of ethics are commonly thought of as unfair practices that fall short of deliberate cheating, but it is possible for the difference to be one of degree only. For example, a pair who take note of inflections in bidding would be considered unethical, while a pair who set out to impart similar information by secret signals would be considered cheats. Related: Ethics, Etiquette and Proprieties.

The following are some examples of infringements peculiar to the tournament world. By their aggravated nature they can be classified as cheating. Methods used by cheats have involved cigarettes, cigars, pens, pencils, scorecards, finger positions, grip on cards and use of left or right hand. All these were eliminated by the use of bidding screens in high-level events. The screens restrict the cheater visually.

Players have been caught using stacked decks, sometimes by inserting decks that have been previously prepared. In other cases, players in Swiss teams have refrained from redealing boards with which they were familiar from a previous round. In still other cases, players have been observed shuffling the cards in such a way that the dealer or the dealer's partner is dealt a specified card.

Many tournament procedures have been devised that are unobtrusive but effective safeguards against cheating. Thus, in the Laws of Duplicate, some of the examples cited as irregularities are anti-cheating safeguards. These are:

90 B.3. Any discussion of the bidding, play or result of a board, which may be overheard at another table.

90 B.4. Any comparison of scores with another contestant during a session.

90 B.5. Any touching or handling of cards belonging to another player.

CHEATING ACCUSATIONS. Accusations of cheating are rare in serious tournament bridge, and substantiated accusations are even rarer. It is generally recognized that an allegation that is not supported by solid evidence should not be made, and that accusation by rumor is highly improper.

At the international level, there have been very few cases of charges being brought. Most of these were disposed of, without widespread publicity, by the national or international committees concerned. The notable exceptions occurred in the 1965 (the Buenos Aires Affair) and 1975 editions of the Bermuda Bowl (the Bermuda Incident).

Several suggestions have been made to prevent cheating and forestall accusations of cheating. Screens called Franco boards were introduced in Italian events many years ago but did not find general acceptance. In 1974, the proposal of World Bridge Federation President Julius Rosenblum to use bidding screens in the 1975 Bermuda Bowl in order to eliminate accusations of cheating met with a sharp division of opinion, with many taking the position that such screens would be demeaning to the players and to bridge itself. Nevertheless, in 1975, bidding screens were used for the first time in World Championship play, and their use in combination with bidding boxes virtually eliminated any problems relating to the inadvertent exchange of unauthorized information and the ethical problems resulting from hesitations.

Response to the screens and boxes was overwhelmingly positive. The irony of the 1975 Bermuda Bowl was, however, that while the screens designed to eliminate cheating accusations were enthusiastically received, two Italian players were accused of cheating by using foot signals under the tables.

Another accusation of cheating was leveled at two members of Italy's 1973 and 1974 Bermuda Bowl champions. Leandro Burgay, who was passed over by the Italian Bridge Federation as a choice for the Italian team in the 1976 Bermuda Bowl and World Team Olympiad team, presented a tape to the FIB. Burgay claimed the tape contained a telephone conversation between him and Benito Bianchi in which Bianchi had openly discussed illegal signaling methods. According to the tape, Bianchi explained how he and Pietro Forquet had used cigarettes to convey signals during the Bermuda Bowl in 1973 and 1974. The case came to the attention of the WBF, but nothing ever came of it because it was never proved that the tapes were authentic. Related: Houston Affair and Sion-Cokin Affair.

DE ROS CASE. Henry William Lord de Ros, the senior baron of England and a close friend of the Duke of Wellington, was a successful whist player. In 1836, he proposed to sue *The Satirist* for reporting that he had cheated at Graham's Club. Four members of the club wrote a letter supporting the charges, and one of them, John Cumming, was sued by de Ros for libel. The

defense was that the statement about cheating was true. The Baron was accused of a trick known as *sauter la coupe*. This required the use of marked cards, some of which were produced in evidence. The aces and kings were marked by thumbnail. The dealer used sleight-of-hand to insure that the last card, which he dealt to himself, was a valuable one.

Two doctors swore that de Ros suffered from stiffness and weakness in all his upper joints. The condition of his hands made it impossible for him to perform such a trick. The attorney general contended that this was a conspiracy. The defense brought substantial witnesses to testify that when de Ros was about to deal, and only then, he had a fit of coughing that obliged him to put his hands under the table. An honor was always the turn-up card, going to the dealer.

The jury found for the defense, and de Ros was ruined socially. When he died three years later, it was said that his tombstone would read, "Here lies de Ros, waiting for the Last Trump." The episode was described in full by John Welcome in *Great Scandals of Cheating at Cards*.

DEN HAAG BUTLER INCIDENT. The strange ending to the Cap Volmac Tournament in 1994. In the last round, a board had been scored 2NT +1: +180. The opponents on the board, Bob Hamman and Bobby Wolff, sought and got a rectification. They expected to gain 1 IMP and consequently one place, but instead lost one place and 2000 Dutch guilders. The rectification also caused a change of the average with which all scores were compared, which fell from +240 to +230. This made no change in Hamman-Wolff's score, but it did give another pair, Leufkens-Westra, 1 IMP and a lone sixth place (originally they had been classed tied for sixth). This would not have happened if the Bastille system had been used. Under that system, Hamman-Wolff would have gained 0.625 IMPs, while Leufkens-Westra would have gained 0.11 IMPs, so no reversal of positions would have occurred.

HOUSTON AFFAIR. The January 1977 North American Team Trials ended when the team captained by John Gerber was forced to forfeit when two members of his five-player team, Larry Cohen and Dr. Richard H. Katz, resigned from the team and the American Contract Bridge League with 32 deals of the 128-board final still to be played. As a result, the 1976 Grand National Teams victors were declared the trials champions and became eligible to represent North America in the 1977 Bermuda Bowl. They eventually won the world title.

The Gerber team – which also included George Rosenkranz, Roger Bates and John Mohan – led 221-181 after the 96th deal of the final concluded Saturday evening's play. However, the start of the last 32-board set was held up on Sunday because the tournament committee was studying some charges concerning irregularities involving Katz and Cohen.

Closed-door conferences consumed much of the day until an announcement was made by ACBL President Louis Gurvich that Katz and Cohen had resigned from their team and from the ACBL. This reduced the Gerber team to three members, forcing a forfeit.

In the following days, there was much media conjecture concerning the reasons for the sudden, unexpected resignations.

Various newspaper articles quoted “reliable sources” as saying that Katz and Cohen had been guilty of serious infractions against the proprieties of bridge.

Soon after these accusations appeared in print, Katz and Cohen filed a \$44 million lawsuit against the ACBL, Gurvich, Lew Mathe and Don Oakie. The suit alleged defamation of character, interference with business interests, false accusations of cheating, coerced withdrawal from the Houston Trials and forced resignation from the ACBL. The suit demanded that Katz and Cohen be reinstated as ACBL members and that the trials continue from the point where they were terminated. Gurvich, Mathe and Oakie all were members of the Tournament Committee at Houston, and all three were present during the events that took place on the final day.

Katz and Cohen later filed another suit in which they accused the ACBL of violation of federal antitrust actions.

The action finally was settled on Feb. 23, 1982. The settlement consisted of the following:

1. Dr. Richard H. Katz and Lawrence Cohen are each readmitted, effective immediately, to membership in the ACBL with all privileges of full membership, except that they agree not to play together as a partnership.

2. Should Katz and Cohen desire to play together as a partnership, their request will be submitted to the National Board of the ACBL, to be decided under the rules and regulations of the ACBL. The ACBL will not entertain such an application prior to March 1, 1984.

3. The parties will be compensated by Commercial Union Assurance Company, insurer of the ACBL, for costs and attorneys’ fees incurred with respect to this lawsuit: Katz and Cohen will receive the sum of \$75,000 and the ACBL will receive an amount yet to be determined.

4. The lawsuit is dismissed. Katz, Cohen and the ACBL shall exchange mutual releases of all claims.

In an explanation of the settlement in the April 1982 ACBL Bridge Bulletin, ACBL President James Zimmerman wrote:

“This case was unique in that Katz-Cohen resigned from membership in the ACBL rather than face charges of improper communication and certain ejection from the ACBL should these charges be sustained. No matter how one may feel as to whether there was or was not improper communication, the fact remains that because of their resignations no evidentiary presentation of this charge was ever made.

“Those who were of the opinion that Katz and Cohen were guilty of exchanging information improperly have retained that opinion. I doubt that a resolution by a trial would have changed it, especially since that question would not have been the most relevant issue in the trial. Those who were on the other side were also vehement on behalf of Katz and Cohen – it is equally likely that their opinion would not have been changed by a trial.

“This matter has been before the ACBL Board of Directors for five years. Management has been continually required to furnish information to all lawyers. Katz and Cohen, by their resignations, have not been members of the ACBL nor have they played in ACBL-sanctioned events for five years.

“Estimates were that the trial would take five to eight weeks. A judge in Los Angeles County, therefore, made a most strenuous effort to dispose of this case without a trial.

“The basic position of the ACBL through all negotiations was that Katz and Cohen should not play together as a pair. Katz and Cohen would not accept this restriction. When there was movement by Katz and Cohen toward acceptance of restriction, this basic concession made it possible to find a ground whereby they could be considered for readmission. On Feb. 23, 1982, Katz and Cohen were re-admitted, but they agreed not to play together.

“The Katz-Cohen lawsuit alleged a number of causes of action, all of which were terminated by this settlement. Payment of the plaintiffs’ legal fees was made by the insurance company alone, a result of negotiations between the insurance company and the plaintiffs. No payments to the plaintiffs were made by the ACBL. (The amount of remuneration to the ACBL for legal fees is in litigation at this writing.)

“Is this settlement a precedent-setting case for any future lawsuit? Absolutely not! Each case will be dealt with individually.”

KIDNAPPING. Edith Rosenkranz of Mexico City, wife of Dr. George Rosenkranz, was kidnapped at about midnight on July 19, 1984, at the Hotel Sheraton in Washington DC during the Summer NABC. She spent nearly two days in captivity before she was released after the kidnapers picked up the \$1 million ransom. She came through the ordeal in surprisingly good condition. The FBI and the Washington police captured the kidnapers within minutes after they released Rosenkranz. Three men – Glenn I. Wright, 42, Houston TX; Dennis Moss (also known as Eddie Jackson), 26, Cocoa FL, and Orland Dwaine. Tolden, 25, also Houston – were convicted and sent to prison. Tolden confessed and was a prosecution witness. Wright was a member of ACBL and a Life Master.

The ransom money, which was described at the time as “substantial” by the Washington police, was fully recovered. This was the result of a carefully planned strategy on the part of the FBI. When the FBI was asked if the kidnapping had been the work of amateurs, their reply was, “Not at all. It looks as if the abduction was planned two or three months in advance. The FBI won this time, but it could have gone either way.”

According to Rosenkranz, she escorted a young woman to her car in the Sheraton parking garage and was confronted by a man wielding a dark handgun with a six-inch barrel. The women thought they were victims of a robbery, but the man ignored the other woman and took Rosenkranz. He put her into a car and drove off. She said afterward that she was well treated by the kidnapers.

SION-COKIN AFFAIR. Steve Sion and Alan Cokin were expelled from the American Contract Bridge League in July 1979. The action took place after the Appeals and Charges Committee of the Board of Directors determined that this pair had used “prearranged improper communications” during a zonal playoff of the Grand National Teams in Atlanta earlier that year. Some players believed the pair was using illegal signals and worked to discover if this was true and, if so how, the system worked. Eventually the code was broken – the pair used pencil placement to pass information about their hands. It is most normal for a player to pick up a pen or pencil after

completion of the bidding to record the contract on a scorecard, so such an action would not be suspect of itself. But the observers found that the angle at which the pencil was placed carried a special message.

The Atlanta tournament appeals committee listened to testimony for 15 hours and heard many witnesses before adjudging the pair guilty. The pair appealed to the national Board, and the case was turned over to the Appeals and Charges Committee. The hearing took place on July 8, 1979, at ACBL Headquarters in Memphis, and many witnesses testified. After 17 hours of deliberation, the committee found the pair guilty of violating Law 80, Part II, Section B.2 of the Proprieties, which reads as follows:

“Prearranged improper communication. The gravest possible offense against propriety is for a partnership to exchange information through prearranged methods of communication other than those sanctioned by these Laws. The penalty imposed for infractions is normally expulsion from the sponsoring organization.” Sion and Cokin attempted to have the ruling overturned by filing a civil suit in which they claimed their ability to earn a living through playing bridge had been taken from them. The courts did not overrule the ACBL’s decision.

After five years, both players applied for reinstatement. This was granted with certain stipulations, the most important of which was that they would not be allowed to play as a partnership. Since that time, Cokin has devoted himself to overcoming this blemish on his record by helping others to become better bridge players and by playing the game strictly according to the rules. However, Sion became involved in another serious proprieties case in 1997 and was once again expelled.

THE TENERIFE AFFAIR. At the 2005 European Open Championships in Tenerife, Andrea Buratti and Massimo Lanzarotti (World and European Championship winners) were members of a team financed by Maria Teresa Lavazza, the wife of the owner of the coffee company Lavazza S.p.A.. Earlier that year, Buratti and Lanzarotti were on the winning squad in the Vanderbilt Knockout Teams, and also won the world’s biggest money bridge tournament, the million-dollar Cavendish Invitational Pairs in Las Vegas.

They were playing an Israeli team in the final match of the qualifying stages of the competition, needing a convincing win to progress into the knockout phase. Early in the match, Ilan Bareket of the Israeli team summoned the referee and claimed that Lanzarotti had been guilty of foul play.

He said that Lanzarotti, dummy, had looked at Bareket’s hand and then surreptitiously conveyed information about the cards to Buratti with a finger signal.

The crucial intelligence – that Bareket had three of the missing four trumps – was allegedly given by Lanzarotti placing three fingers of his right hand over his left wrist as he rested his arms on the table, said Bareket.

Buratti subsequently played against the odds and made a slam, helping his team to a 25-2 VP win. Asked at an appeals hearing chaired by Bill Pencharz, why he had done so, Buratti was unable to give a satisfactory explanation.

In its official ruling, the contest’s appeals committee said it found the reasons given by Buratti for his play unconvincing and the nature of these explanations by a competent player self-incriminating. Its decision was greeted with applause by the 80 team captains. The pair was subsequently suspended by the EBL until June 2008.

The deal that was involved, together with the report of the Appeals Committee can be found at: <http://www.greatbridgelinks.com/gblTOUR/EuropeanTeams/2005/DisciplinaryHearing.pdf>

Or <http://www.eurobridge.org/competitions/05tenerife/Bulletins/28TuePg3.htm>

In November 2005, Buratti and Lanzarotti were expelled by ACBL. In March 2011, the two applied to the ACBL for readmission but were denied.

Famous deals

DUKE OF CUMBERLAND HAND. A phenomenal hand at whist. The Duke of Cumberland, son of George III, King of England, was an inveterate gambler for high stakes. One day, at the notorious gaming rooms in Bath, it is said that he was dealt the following hand:

♠ A K Q ♥ A K Q J ♦ A K ♣ K J 9 7

The game being whist, the last card, a club, was turned to set the trump suit. The Duke, sitting at dealer’s left, had the opening lead. In accordance with sound whist precepts, he opened the ♣7. Obviously it was to his interest to knock out all the opponents’ trumps as quickly as possible to avoid the ruffing of any of his solid top cards.

The Duke’s opponents proceeded to assert that he would not win a single trick. This infuriated him and he made a bet. The complete deal was:

♠ J 10 9 8 7 6						
♥ 10 9 8 7 6						
♦ Q J						
♣ —						
♠ —			♠ 5 4 3 2			
♥ —			♥ 5 4 3 2			
♦ 10 9 8 7 6 5 4 3 2	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S		♦ —
N						
W E						
S						
♣ A Q 10 8			♣ 6 5 4 3 2			
♠ A K Q						
♥ A K Q J						
♦ A K						
♣ K J 9 7						

West won the ♣7 with the 8, and led a diamond, which was ruffed by his partner. East returned a club, the Duke’s 9 being taken by the 10, and a second diamond was ruffed by East, who led his last trump into his partner’s tenace over the Duke. West won and led the ♣A, his last trump, felling the Duke’s king. West’s seven established diamonds won the last seven tricks.

This display of virtuosity by East-West allegedly cost the Duke the sum of 20,000 pounds or nearly \$100,000.

Such is the story of the Duke of Cumberland’s Hand as related by Professor Richard A. Proctor in *How to Play Whist* (1885). One wonders why the Duke, an experienced whist player, did not speculate on how his opponents could foretell the outcome. (Remember that no hand is exposed in whist.)

A more plausible version of this legendary episode suggests that the South hand was given to the duke, who knew that it was manufactured and ventured to bet in the face of that knowledge.

The victim may have been an earlier duke, “Butcher” Cumberland, son of George II, but the scant evidence favors the later duke.

WORLD CHAMPIONSHIPS. This was the most dramatic hand of the 1975 Bermuda Bowl final between Italy and North America, perhaps the most dramatic of the century – Board 92 of the 96-board match. It was already known that no big swing was likely on the final four deals, and Italy was ahead by 13. As soon as the deal was flashed on the vugraph screen, everyone realized the huge potential for a swing.

Board 92. Dealer West. E/W vul.

<p>♠ 4 3 ♥ Q 10 8 7 ♦ Q 10 6 4 ♣ 7 5 4</p>		<p>♠ 7 6 5 2 ♥ K 4 3 2 ♦ J 5 3 ♣ K 10</p>	<p>♠ A K 10 9 ♥ — ♦ A 9 7 ♣ J 9 8 6 3 2</p> <p>♠ Q J 8 ♥ A J 9 6 5 ♦ K 8 2 ♣ A Q</p>
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Closed Room bidding:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
<i>Franco</i>	<i>Hamman</i>	<i>Pittala</i>	<i>Wolff</i>
Pass	1♠	Pass	2♥
Pass	3♣	Pass	4NT
Pass	5♥	Pass	6NT
All Pass			

Bidding on vugraph:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
<i>Eisenberg</i>	<i>Belladonna</i>	<i>Kantar</i>	<i>Garozzo</i>
Pass	2♣ (1)	Pass	2♦
Pass	2♠	Pass	3♥
Pass	3NT	Pass	4♣
Pass	4♦	Pass	4NT
Pass	5♦	Pass	5♥
Dbl	Redbl	Pass	5♠
Pass	5NT	Pass	7♣
All Pass			

(1) Natural, limited.

Writeups of this deal have appeared in just about every major bridge periodical in the world. The vugraph room was a cauldron of tension as the 31 calls were written on the screen. When the involved sequence was closed by the grand slam bid, there was an audible gasp from the 700 in attendance, then a wild cheer from the predominantly pro-Italian audience.

Many years later, Kantar said that as the auction progressed and the Italians clearly were driving to a grand

slam, he grew more and more optimistic because it appeared he had a sure trick against a contract at the seven level. It was clear, of course, that Kantar’s right-hand opponent had the long clubs. “I was thinking, ‘God is not Italian after all.’”

Kantar was stunned when dummy appeared with the ♣A Q, and when he failed to falsecard by playing the king on the first round of clubs, Belladonna had no trouble bringing home the slam – and with it the world championship. The Italians gained 12 IMPs to win, 214-189. However, if the club position had been different – or if Kantar had falsecarded and Belladonna had gone for it – North America would have been the world champion instead. In subsequent interviews, Belladonna stated that he would have played for a 4-1 split if Kantar had falsecarded with the king at his first turn.

In another bit of drama from the Bermuda Bowl – this time in 1981 – North America led by 68 IMPs against Pakistan in final when along came this deal, which featured an incredible swing that depended on the opening lead. The players were John Solodar, Bobby Levin, Jeff Meckstroth and Eric Rodwell for the U.S., and Zia Mahmood, Masood Salim, Munir Ata-Ullah and Jan-e-Alam Fazli for Pakistan.

<p>Dlr: West Vul: None</p>		<p>♠ 2 ♥ 10 8 ♦ A K Q 10 8 5 2 ♣ 6 4 2</p> <p>♠ Q 9 8 7 ♥ A Q 9 6 4 ♦ 6 ♣ K 9 7</p>	<p>♠ J 5 4 ♥ J 3 2 ♦ J 3 ♣ A Q J 5 3</p> <p>♠ A K 10 6 3 ♥ K 7 5 ♦ 9 7 4 ♣ 10 8</p>
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Open Room

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
<i>Solodar</i>	<i>Masood</i>	<i>Levin</i>	<i>Zia</i>
2♦ (1)	Pass	2♥	Pass
Pass	3♦	3♥	Pass
Pass	4♦	All Pass	

(1) Four spades, five hearts, 12-17 HCP.

Levin had a virtually automatic trump lead on the auction. This gave Masood a chance to pitch a heart on the second high spade, and after drawing trumps he was able to ruff his third club. Just making.

Closed Room

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
<i>Munir</i>	<i>Meckstroth</i>	<i>Fazli</i>	<i>Rodwell</i>
1♥	3♥ (1)	Dbl	3NT
Pass	Pass	Dbl	Pass
Pass	Redbl (2)	Pass	Pass (3)
Pass			

(1) Asks partner to bid 3NT if he has hearts stopped.

(2) Showing strong doubts about 3NT.

(3) “I think my chances of making 3NT are good.”

A heart lead would mean minus 950 (13 IMPs) for Pakistan, but no one expected Munir to lead a heart. His real choices were

the black suits. A spade would mean minus 750 (12 IMPs), but a club would lead to 10 tricks for the defense for plus 2200 and 20 precious IMPs (all totals based on scoring before changes adopted in 1987). But there was much more riding on the opening lead. Meckstroth and Rodwell had been getting away with murder throughout the match, but a 2200-point penalty would surely take some wind out of their sails.

It was not to be, however, as Munir led a spade. Rodwell took Fazli's jack with the king and cashed the spade ace. Then he ran the diamonds, but the defenders kept the right cards and Rodwell settled for nine tricks!

Munir described his thoughts about this deal in *India's Bridge Digest*:

"Conscious that an enormous number of points hung on the lead, I took time to think matters over. What would partner's first-round pass followed by a later double show? How does that differ from the situation where partner has doubled both 3♥ and 3NT? What conclusions could I draw from South's pass of the SOS redouble?"

"If partner had passed 3♥ and then doubled 3NT, I would have treated that as a Lightner type, asking for a surprise lead. The double of 3♥ clearly showed some heart support and the subsequent double must guarantee at least a black ace, with or without a good suit. It was too much to hope the opponents had gone mad and partner had a diamond stopper. In the circumstances, I decided one lead through South would enable us to run the hearts and I concentrated on trying to work out which black ace partner held.

"If South held stoppers in both black suits, then partner held the spade ace and declarer the club ace and the spade king. So I led a spade and Rodwell was plus 750. If I had led a club we would have been plus 2200. I now know how Bob Hamman must have felt in the last Olympiad when he had to choose which ace to lead against a grand slam and chose the wrong one!"

The next deal is the one Munir was talking about. It was

OUT OF HAND

BY BILL BUTLER



"No, Mrs. Finster, when you're counting your losers, you do NOT include your partner!"

the key deal against France in 1980 World Team Olympiad in Valkenburg, the Netherlands. The French were the victors, thanks in good measure to the 19-IMP swing on this deal. The combatants were Michel Perron, Michel Lebel, Paul Chemla and Christian Mari for France, and Ira Rubin, Paul Soloway, Bobby Wolff and Bob Hamman for the U.S.

Dir: West ♠ 10
 Vul: Both ♥ K Q 9
 ♦ A 10 9 8 3 2
 ♣ K 9 8

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



♠ 4
 ♥ —
 ♦ K J 7 5
 ♣ A Q J 10 6 5 4 3

Open Room

West	North	East	South
Perron	Rubin	Lebel	Soloway
Pass	1♦	1♠	2♣
4♠	Pass	5♣	6♣
Pass	Pass	6♠	Dbl

All Pass

The auction started quietly enough, but Perron's leap to 4♠ added some impetus. Rubin's pass was forcing and Lebel chose to make his slam try in clubs, a cunning psychological ploy. Soloway bid what he thought he could make, and Lebel bid the 6♠ he was always going to bid. Soloway knew he was playing with fire when he doubled – 6♠ might easily be frigid if he guessed the wrong opening lead or if he didn't get his heart ruff. However, he was unwilling to take out unilateral insurance and he couldn't very well invite the grand by passing with a spade loser. As it happened, this was the par spot.

Soloway could have arranged a third defensive trick by underleading his ♣A for a heart ruff, but this was a real shot, particularly given Lebel's club cuebid. Soloway tried a diamond and raised his eyebrows (behind the screen) when Lebel ruffed. Lebel drew trumps and led a low heart out of his hand, holding his losers to one in that suit. Rubin ducked the ♥J but when forced to take his heart trick, he cashed the king for one down.

Closed Room

West	North	East	South
Wolff	Mari	Hamman	Chemla
Pass	1♦	2♦	2♥
4♠	4NT	5♠	6♣
Pass	6♦	6♠	7♦
Pass	Pass	Dbl	All Pass

Hamman tried Michaels, and Chemla cuebid to show his diamond fit. After Wolff leaped to 4♠, Mari tried 4NT to show his strong hand. Hamman sandbagged with 5♠, hoping to buy the contract at the six level. Chemla brought out his secret weapon and Mari converted 6♣ to 6♦, the agreed trump suit. Hamman followed through with 6♠ as planned and this put Chemla on the spot. He had a shrewd idea about Hamman's devious approach, so he was unwilling to double and collect

what promised to be a small penalty at best and an unbearable tragedy at worst. Besides, if he bid the grand, Hamman might be forced to save, or he might guess the wrong lead.

Hamman, like Soloway, knew his position was precarious, but he too was unwilling to take out unilateral insurance when his opponents were guessing at the seven level. He doubled!

But what to lead? If Chemla's cuebid and Mari's 4NT were truthful, the ♠A would live, but look at the Open Room – singletons are sometimes cuebid! In *Le Bridgeur*, Chemla was quoted as being sure Hamman would double and might well misguess the lead. The French rated to hold more spades than hearts, so the ♥A seemed safer. It wasn't. Mari ruffed in dummy, found the trump queen and claimed for 19 IMPs.

The following deal is arguably the most exciting in the history of the Bermuda Bowl. The scene was Monte Carlo, 2003. Familiar foes Italy and USA I had made it to the final of the world championship. With two boards to go, USA (Nick Nickell, Richard Freeman, Bob Hamman, Paul Soloway, Jeff Meckstroth and Eric Rodwell) trailed by 21 IMPs. On the penultimate board, the Italians (Giorgio Duboin and Norberto Bocchi) had bid to 5♥, going down one when the contract could have been made. At the other table, Hamman and Soloway stopped in 4♥, an unbeatable contract. The 10-IMP gain pulled USA I to within 11 IMPs.

When the American partisans saw the result in the closed room on the final deal, they knew there was hope.

Dir: West ♠ 2
 Vul: E-W ♥ A J 9 3
 ♦ K Q 10 9 8 6 5
 ♣ 5

♠ J 10		♠ A 6 5 4 3	
♥ 5 4 2		♥ K Q 10 8 6	
♦ A 7		♦ 4 2	
♣ K 10 7 6 4 2		♣ A	
	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W ♦ E S </div>		
		♠ K Q 9 8 7	
		♥ 7	
		♦ J 3	
		♣ Q J 9 8 3	

West	North	East	South
Duboin	Rodwell	Bocchi	Meckstroth
Pass	1♦	2♦ (1)	Pass
2♥	3♦	Pass	Pass
3♥	Pass	4♥	All Pass

(1) Majors.

Bocchi's decision to go on to game after his partner competed did not work out well. Rodwell started with the ♦Q (Rusinow honor leads) to Duboin's ace. A low heart went to the 3 and king, and the ♣A was cashed. Hoping for something good to happen in spades, Duboin played a low spade from dummy. Meckstroth hopped up with the queen and returned the ♦J. Rodwell overtook and put the ♥9 on the table. Duboin knew where the ♥A was from the opening bid – and he needed a good split in trumps to have any play for his thin contract. He won the ♥Q as Meckstroth showed out, then tried the ♠A. Everything fell apart at that point. Rodwell ruffed with the ♥J, cashed the ♥A and tapped dummy with a diamond. Declarer was locked in dummy with three losing spades. That was minus 400 in a freely

bid game, but would it be enough for a USA rally?

West	North	East	South
Hamman	Lauria	Soloway	Versace
Pass	1♦	2♦ (1)	Dbl
2♥	3♦	Pass	Pass
3♥	5♦	Dbl	All Pass

(1) Majors.

Lorenzo Lauria's 5♦ bid perhaps was calculated to push Hamman and Soloway into a bad spot, as they had done previously in the final. This time, however, the Americans didn't bite, and Soloway's double gave the Americans a shot at a clear victory.

A trump lead would have held Lauria to eight tricks for minus 500, more than enough for a USA victory. Soloway started with his singleton ♣A, and there was still time to switch to a trump, but he continued with the ♥K.

At that point, Lauria was playing his own cards and dummy's because his partner, Alfredo Versace, had departed after putting down the dummy.

At trick three, Lauria played the ♥J, covered and ruffed. Lauria followed with a club ruff to hand, Soloway discarding, and a ruff of the ♥3. Dummy was all black at that point, and Lauria pulled the ♠K from dummy. Hamman followed with the jack and Soloway took the ace.

At this point, East-West had two tricks, with the trump ace still to come. The contract was going down at least one. But plus 100 wouldn't do for the Americans. That would leave the match in a tie and force an eight-board playoff. USA I needed a second undertrick, which Soloway could achieve by cashing his good ♥10.

The rumble in the vugraph auditorium reflected a reaction to the turn of events. It looked as though USA I had pulled it out with a big swing on the final board.

Then came the shock.

Instead of cashing his heart winner, Soloway played a spade! Lauria's heart winner was going away on the ♠Q! The collective gasp from the vugraph audience became a roar that took attention from the action on the screen. It took several seconds for spectators to become aware that Lauria, gesturing and waving his arms, was agitated and arguing with someone.

Did he not take his discard?

Indeed, he did not. Lauria, like everyone else who was watching, was expecting Soloway to cash the heart winner. When Soloway made his play, therefore, Lauria reached for a low card from dummy to "discard."

Several more minutes passed before it was determined that Lauria had played the ♠7 in dummy, not realizing that Soloway had played a spade. When he noticed that Soloway had not played a heart, Lauria tried to change his play to the queen. A tournament director, Jeanne van den Meiracker, was called. She ruled that the ♠7 was a played card and that the contract was therefore down two for minus 300. The Americans had managed a 12-IMP gain and were world champions by 1 IMP.

That was not the end. The Italians appealed the director's ruling, but with little hope. The law is clear that when a card is touched it is played. The committee upheld the director's ruling, and the Nickell team had another championship.

It is worth noting that had Lauria "discarded" a club instead

of a spade, that would have been simply a misplayed card, and Lauria would have been allowed to change his play to any spade.

There is, of course, no telling how a playoff might have come out. After nearly two weeks of intense bridge play, culminating with a 128-board final, the competitors were tired and the play was ragged in spots. In a game of mistakes, Italy had made the final, fatal error.

HEARTBREAKER. A term applied to a hand that fails in a big way to live up to original expectations of it. It can be a defensive hand where one has, for example, been dealt cards that enable one to double a certain final contract with the assurance of setting the opponents badly. If, because of the distributional situations or highly expert card play by declarer, the contract is made, then surely the “heartbreaker” term would follow.

The following deal was a heartbreaker for West.

Vul: Both ♠ Q J 8 5 4
 Dlr: North ♥ 5 2
 ♦ —
 ♣ K Q J 10 9 8

♠ — ♥ A K Q 10 9 8 7 6 ♦ A K Q 4 2 ♣ —		♠ 10 7 3 2 ♥ J ♦ J 9 8 7 3 ♣ 4 3 2	♠ A K 9 6 ♥ 4 3 ♦ 10 6 5 ♣ A 7 6 5
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West	North	East	South
	Pass	Pass	1 ♠
Dbl	4 ♠	Pass	Pass
5 ♥	5 ♠	Pass	Pass
6 ♥	Pass	Pass	Dbl
Reddbl	Pass	Pass	6 ♠
7 ♥	Pass	Pass	7 S*
Dbl	All Pass		

West could have bid an immediate 7♥, but he did not wish to push his opponents into 7♠. He began with a cunning takeout double, and then bid his hearts gently at the five level and the six level. This was good tactical bidding.

But at the six level West became foolishly greedy. When he was doubled, he should have been satisfied to make a doubled slam with an overtrick. Instead he redoubled, and Oswald Jacoby, in the South seat, worked out what was happening. He retreated to 6♠, and to West’s considerable disappointment, carried on to 7♠ over 7♥.

West doubled in a bad temper, and could have cashed two heart tricks. But not unnaturally he thought that the ♦A was a better bet as an opening lead. Jacoby had a good clue to the distribution, and he made no mistake. He made the key play of ruffing with dummy’s ♠8, leading the ♠4 and finessing the 6 – a remarkable way to play the first round of trumps in a grand slam.

A diamond was ruffed with the ♠J, and the ♠9 was finessed to reenter the closed hand. The last diamond was ruffed with dummy’s last trump, and the closed hand was reentered with the ♣A to draw the missing trumps. Dummy’s club winners gave Jacoby his doubled grand slam.

MISSISSIPPI HEART HAND. A famous trick hand dating from the days of whist:

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

A diamond opening lead holds South to six tricks in a heart contract, and a game cannot be made in any denomination. South can make nine tricks in a spade contract or 10 tricks in a club contract.

An equivalent hand was given by Hoyle in 1747, and the modern version was given by Thomas Matthews in 1804. It was probably used by the cardsharps of the Mississippi River steamboats during the Civil War period, who hoped to persuade South to make a heavy bet on the odd trick with hearts as trumps. It grew in favor among professional cheaters in the days of Bridge Whist. As doubling and redoubling could continue indefinitely, the odd trick in a low-stake game could become worth \$10,000 (or as much as the client was considered good for) with the help of sufficient redoubles. Charles M. Schwab is reported to have paid off not less than \$10,000 on this hand.

Bridge on television

Bridge has had a great deal of exposure on television. *Championship Bridge with Charles Goren* ran for three seasons on primetime TV (1959-1962). In its first year, Goren’s series won the TV Critics Award as one of the five most outstanding programs of the year. The show, one of the most popular sports shows on TV, was sponsored by Sara Lee, North American Van



Bridge on Television. *Championship Bridge with Charles Goren.*

Lines and Samsonite. The series was broadcast weekly on ABC before or after Sunday football. Bridge's network debut on the small screen featured matches between well-known bridge-playing celebrities and bridge experts of the day. Goren, the man who made bridge a household word with the introduction of his point-count system, and Alex Dreier, veteran newscaster and analyst, were the hosts.

Earlier TV bridge shows always generated numerous calls and letters, but most of the programs were one-shot deals. Bridge enthusiasts agreed that peering over the shoulder of a player, especially an expert, was fun. Watching bridge on TV, kibitzers could be vocal and active without disturbing the players. This interest in watching good bridge competition motivated a number of television stations during the late Fifties and early Sixties to present live bridge telecasts.

Manhattan's WOR-TV is generally credited with starting the trend by filming players battling for the Manhattan Championship. Billy Seamon was the commentator. NBC's *Tonight* cameras aired segments of the final of the Eastern States Championship in New York with commentary by Goren and by syndicated bridge columnist and author Alfred Sheinwold. In 1957, the final of the Iowa State Team Championship was televised live, with commentary from Dr. John Gustafson of Des Moines. WCCO in Minneapolis televised the Twin City Team final, importing Goren for the show. In 1958, KTTV aired live a portion of Los Angeles Bridge Week, which was acclaimed technically as the best bridge shown to that point.

Local programs were appearing regularly in other markets, and bridge was a hot ticket. Billy Seamon's Bridge Clinic was one of the first regularly scheduled TV bridge series. Produced by WITV in Miami, Seamon monitored a game from a soundproof booth while an assistant marked the play on a chart. The program ran for more than a year. Another early TV series came from WOAI-TV in San Antonio. *What's Your Bid?* was produced in 1957 by Bobby Wolff, his brother Walter and Oswald Jacoby. KPTV in Portland OR featured Sam Gordon's *Horse Sense Bridge*. This was the first recorded effort to give formal bridge lessons on television. Sam taught a beginner's lesson for the first half, and this was followed by actual play. In Los Angeles many Hollywood celebrities played on KTLA's *What's the Bid?* with Robert Lee Johnson as commentator. KQED, Channel 9 San Francisco, in combination with KVIE, Channel 6 Sacramento, ran a TV bridge program designed by Ernest Rovere on Thursdays for 26 weeks. This was done in combination with the *San Francisco Chronicle*, which published a quiz based on the preceding night's program. Viewers were invited to mail their answers to the quiz show.

Bridge found its first home on public television in 1974. Duplicate bridge was welcomed to the small screen when the

Charlotte NC Bridge Association staged a show on KTVI, an educational channel. The program was geared toward rubber bridge and social bridge players who had never tried duplicate. In 1975, *Play Bridge with the Experts* ran on KUHT in Houston. John Gerber was the expert consultant. Each of the 26 shows featured a different guest expert. Ed Allen of Beaumont, head of Educational Television Productions, created the series.

Eddie Kantar was the host-narrator of *Master Bridge*, which was developed in 1978 by Barbara Warner, executive producer of Jack Warner Productions. Celebrity guests included Jim Backus, Jayne Meadows, MacDonald Carey and Carol Lawrence. In 1983, Mary McVey, a bridge teacher from Lexington KY, filmed seven half-hour instructional



On the set of *Play More Bridge* with Bobby Wolff and Mary McVey.

shows called *Basic Bridge* for KET-Kentucky Educational Television. McVey hosted an additional 14 shows in 1984 called *Play Bridge*. Both shows were carried by more than 100 public television stations and later appeared on The Learning Channel.

In 1986, ACBL funded McVey's third show, *Play More Bridge*, a 13-installment series of bridge lessons for intermediate players. In 1989, ACBL began a campaign to develop new players through television bridge lessons. This time, the audience were people who had never played bridge and social/rubber bridge players looking for a review of the basics.

The Bridge Class, 13 half-hour shows based on material from ACBL's first beginning bridge text, *The Club Series*, was produced by Audrey Grant. The series presented bridge as fun and easy to learn in an upbeat setting. It found its first audience on The Learning Channel. In 1991, it was picked up by the PBS affiliate SECA, the Southern Educational Communications Association, currently known as NETA. It enjoyed an impressive reception on public television stations.

Using material from ACBL's second and third beginning bridge texts, *The Diamond Series* and *The Heart Series*, 26 half-hour shows known as *Play Bridge with Audrey Grant* hit the airways in 1993 and 1994 with the help of WITV in Harrisburg PA.

In 1996, ACBL, in association with Audrey Grant and independent film and video producer Jeff Drzycimski, produced a fourth television series entitled *Bridge Brush-Up*. It was a 13-part series of half-hour shows that offered viewers an opportunity to review the basics while learning new techniques. The program also featured the ACBL Bridge Hall of Fame. A fifth series followed in 1998 – *Bridge at Sea with Audrey Grant* – was produced by Grant and Drzycimski.

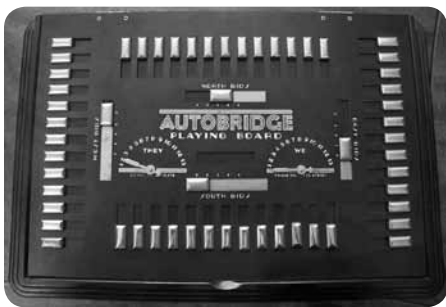
Perhaps the biggest TV bridge show ever produced occurred during the Bermuda Bowl World Championship in Beijing, China, in 1995. Play-by-play shows were sent out over the national network on several days, and it was estimated that more than 8 million Chinese bridge players watched the show. China Cup matches in later years also were featured on national television.

Many other countries also have televised either lessons or actual matches. France has been in the forefront of TV productions. Scandinavian countries and the Netherlands also have been very active in airing bridge on TV.

With the help of major bridge web sites, major competitions now are televised for computer fans. The ACBL featured the 2000 Vanderbilt Teams on its web site. Other live presentations include such events as the Cavendish Pairs in Las Vegas, the Bermuda Bowl and Venice Cup in Bermuda, the Cap Gemini and others.

Bridge gadgets

AUTOBRIDGE. A commercial device, invented in the Thirties and still with a following, although it is no longer commercially produced. Lesson hands can be used for self-



teaching bidding and play. A deal sheet is inserted in a special board so that only the player's own cards are shown. As the deal progresses, the player finds that his own bids and plays are

automatically corrected, and that the bids and plays of the other players are automatically revealed. The board and deal sheets are accompanied by a booklet, in which the hands are set out and the bidding and play explained by experts.

Experts who have composed Autobridge hands include Ely and Josephine Culbertson, Albert Morehead, Richard Frey, Charles Goren, Alfred Sheinwold, Alan Truscott and Barry Rigal.

AUTOMATON CONTRACT BRIDGE PLAYER. An obsolete electric machine designed by William Patzer that played a specific bridge hand against anyone who put a coin

into the machine to start the proceedings. The machine made winning plays against various stratagems used by declarer – *i.e.*, the paying customer. Related: Robot Bridge Player.

In the days of whist there were several very popular machines which, it was claimed, were able to play whist. The first, invented by an American named Balcom and adapted for exhibition by Johann Maelzel, was exhibited circa 1829-1831. An automaton called "Psycho" was exhibited by John Maskelyne at the Egyptian Hall, Piccadilly, London, for several decades starting in 1875. The New York Journal exhibited an automaton whist player named the "Yellow Kid," in New York in 1896.

AUTOMATIC HAND REGISTERS. In original duplicate whist before 1883, each hand was written on a register (hand-record slip), then tricks were scooped in as usual. So the players had to reconstruct their hands from registers for replay at the next table. The four loose hands were carefully piled atop each other crosswise into a small box, a device too unstable to move without mixing up or scrambling the cards. So after every round, all players had to move to new tables.

In 1883, James Allison invented the automatic hand register simply by having players keep all their played cards face down in front of them as is done today. Each perpendicular card marked a trick won, a "live soldier," otherwise it was placed horizontally. But players still put their played hands in the little box in stasis on the table.

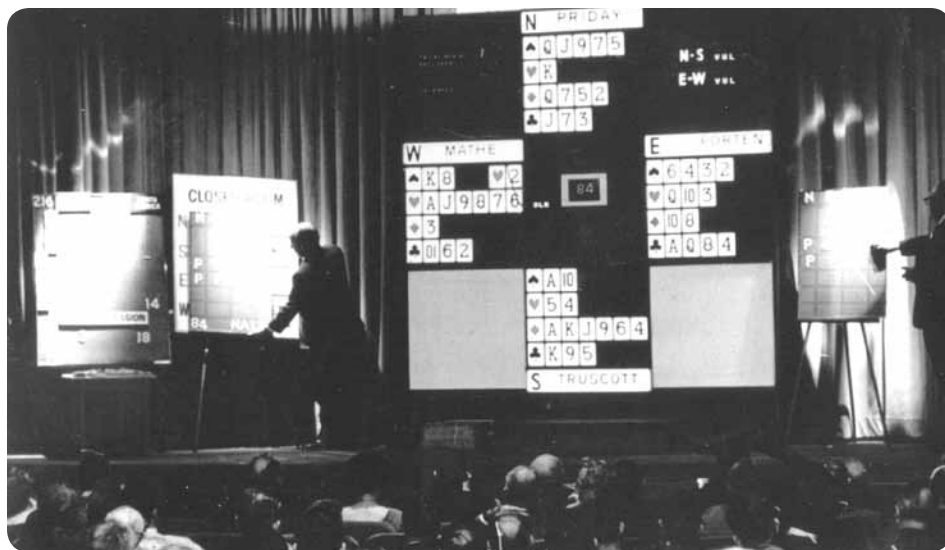
In order to correct this second problem, special card trays were introduced, each equipped with rubber bands to hold each hand more securely for passing the boards to the next table. Soon, a company in Kalamazoo MI manufactured the world's first duplicate board with card pockets. The devices were sold as Paine's Whist Trays. They were cumbersome, but at least they aided the growing popularity of duplicate whist, especially in the great whist tournaments held 1894 through 1936 by the American Whist League.

BIONIC BRIDGE. A plan to use computers to play bridge without cards. It was conceived by C.C. Wei and developed in Taiwan by Patrick Huang and others. It was a forerunner of more sophisticated methods now available.

BRIDGE-O-RAMA. A method of displaying bridge competition to a large audience (sometimes identified as Bridgerama). The technique was devised in Italy and first used in the 1958 Bermuda Bowl.

The forerunner of this development was used in the Thirties when an electric display board was used in exhibitions in department stores. The features of Bridge-O-Rama included a large display board on which the hands can be placed in frames, so that the representations of the actual cards are lighted, along with devices for indicating the winning card, tricks won by declarer or defender, the contract and other information. In addition to the display board there is a console, or bank of light switches, by which the lights of the display board are controlled. Explanations and comments on the bidding and play were provided by an expert panel.

The largest audience for a Bridge-O-Rama showing was



Bridge-O-Rama.

the crowd of 1500 that attended the final of the 1964 Olympiad in the Hotel Americana in New York City. The size of the crowd made necessary the simultaneous vugraph screening of the hands for spectators too far away to see the Bridge-O-Rama board.

Setting up the deals for Bridge-O-Rama slowed up the play and required a large staff, so starting with the 1971 Bermuda Bowl in Taiwan, such exhibitions were almost exclusively accomplished by means of vugraph, which has undergone changes since the Nineties, especially with the advent of online vugraph via Bridge Base Online (BBO). Related: Vugraph.

DEALING DEVICE. (1) A crank-operated machine that distributes the cards. (2) An electrically operated card table that accepts the used pack, shuffles it and distributes the cards for the next deal. Neither gained wide acceptance. (3) Various electronic devices in Sweden, United States and France, intended to solve the problem of pre-dealing large numbers of identical hands. All use special bar coding on the cards. Related: Duplimate.



In the Fishbowl: B. Jay Becker, Eugenio Chiaradia, John Crawford and Massimo D'Alelio.

DEALING MACHINES. As old as the game, if not older. An early example is the Hammond Electric Bridge Table, based on U.S. Patent 1889-729. Curt Engvall of Stockholm constructed the first high-speed duplicating machine in 1969. In principle it was a punched-card sorter. In 1982 at the world championships in Biarritz, France, machine-dealt boards (with punched cards) were used in WBF events for the first time. In 1988 (world championships in Venice, Italy), optical recognition made its first appearance in a world event. Since the 1990 world championships in Geneva, Switzerland, Per Jannersten's Duplimate system (with bar-coded cards) has been standard at all major championships and now has a smaller

model called HandyDup. Terry Collier of England sells a dealer known as PlayBridgeDealer4.

Functional dealing machines of all types can be studied at the Nils Jensen Bridge Museum in Stockholm.



The Hammond Electric Dealing Table.

DUMB BIDDER or SILENT BIDDER. A British device to permit silent bidding. It consists of a small board placed in the center of the table on which the four suits, notrump, numbers 1 through 7, double, redouble and pass are inscribed. Each player makes his bid by tapping the appropriate sections with a pencil. This avoids any possible revealing inflections. The Bidding Box has supplanted this device today. Related: Sliding Box and Written Bidding.

FISHBOWL. A sealed, soundproof room with space for one table and four players. It had a one-way glass front, permitting a Bridgerama audience to see in but preventing the players from seeing out. It was used in some world and European Championships in the Fifties, and was later replaced by closed-circuit television monitors to permit the spectators to see the players more clearly.

PENDERGRAPH. In 1991, the ACBL commissioned Fred Gitelman, a Toronto computer programmer, to develop a computer vugraph program with a grant from the estate of Peter Pender, Hall of Fame player who died in 1990. The vugraph was subsequently named the PenderGraph.

The PenderGraph debuted at the 1991 Summer NABC in Las Vegas, where the final of the Spingold Knockout Teams was shown to a huge audience. In 1993, Gitelman wrote a new PenderGraph program to work under the Windows operating system, enhancing and enlarging the graphics and adding features that distinguished the PenderGraph as the top program of its kind.

ROBOT BRIDGE PLAYER. A Bendix G-15 computer was built in the shape of a bridge robot, into which Prof. R. F. Jackson of the University of Delaware programmed bridge skills. It was displayed at a Western Regional in 1958, in a deal requiring a Vienna Coup to make a grand slam. Opponents' plays were typed into Sputternik, as the robot was called, by the operator, and Sputternik typed out his and the dummy's plays.

Today this seems a very minor miracle. Several computer programs can work out the double-dummy play of any hand, not just a particular one. Related: Automaton Bridge Player.

TRUMP INDICATOR. A device that was used in the game of whist and later in bridge. In whist, there was no bidding to determine the trump suit, which was determined by turning up the 52nd card at the conclusion of the deal. Because of the arbitrary selection of trump, the denomination was easily forgotten. Trump indicators were placed on the table as a reminder for the players.



Early Trump Indicator.

Trump indicators are made from a variety of materials and incorporate a wide range of additional subject matter. Trump indicators (also called trump markers) always display the four suit symbols: spades, hearts, diamonds, and clubs.



Early Trump Indicator.

Some trump indicators have a designation for notrump, and all have a mechanism that moves in order to indicate the trump suit.

The devices date primarily from the late 1800s to the early 1930s. It is rare to find a trump indicator that indicates when, where

and by whom it was made.

Many trump indicators are double-faced so that they could be seen by both sides of the table, and some have arrows to designate the next dealer. "Trump indicators are whimsical and colorful, and they all move in some way to indicate the trump suit," according to Joan Schepps of Boca Raton FL. Schepps is one of the world's foremost authorities on trump indicators.

Many of the devices originated in England, so Europeans knew about and appreciated trump indicators long before Americans did. Many trump indicators show ingenious imagination with all kinds of motifs ranging from the ordinary to the fanciful and exotic. Schepps had perhaps the largest collection in the world before she donated her collection – more than 650 pieces – to the ACBL Bridge Museum in Horn Lake MS in 2009.

The two other collections are located in Italy and England.

VUGRAPH. Sometimes spelled "viewgraph" or referred to as the Rama (from its former name, Bridge-O-Rama). A method of presenting an important match to an audience larger than can be accommodated around a bridge table.

Until the computer was brought into the vugraph picture in the Eighties, a board was dealt, bid and played in the closed room, with a recorder at the table noting the bidding, opening lead and result obtained. The board and record were sent to a copier, who wrote the hands, bidding, and play with wax pencil on a framed cellulose sheet, a form of hand record. The board was then sent to the open room where a microphone connected to the exhibition hall was used by a director in charge to relay the calls, leads, plays and results to an operator in the exhibition hall.

The frame was sent to the exhibition hall where an operator, with a wax pencil, recorded the bids, plays, and results as announced from the open room on the frame which was put into an overhead projector. This was visible to the audience in greatly enlarged form on a screen. Bidding was recorded in boxes on the printed frame, cards as played were crossed out from the hands, and results tabulated for further reference on the side of the screen.

Required for vugraph presentation were a recorder in the closed room, a runner to transport results to the vugraph area from the closed room, a scribe, a director and commentator in the open room, and an operator at the projector who doubled as or was assisted by a commentator.

A more elaborate setup, used for many years in world championships and other major events was Bridge-O-Rama. In the Eighties, various electronic vugraphs of considerable sophistication were introduced in Italy, Netherlands and elsewhere, with all the entries on the projected image controlled by a computer. These are regularly accompanied by closed circuit television, showing the players at work, and often by a screen showing the progress of the scores, perhaps in several matches.

In 1991, the ACBL commissioned Fred Gitelman, a Toronto programmer, to develop a computer vugraph program with a grant from the estate of Peter Pender. The vugraph was subsequently named the PenderGraph.

In the late Nineties and early 2000s, the Bridge Vision show put on by the World Bridge Federation at world championships was an elaborate and complicated show. In the auditorium, spectators could see both tables of a match, and a cameraman roamed each room, zooming in on the competitors' hands and faces at crucial moments. A caller with a microphone announced the final contract, and expert commentators, often speaking the language of the country in which the championship was played, provided analysis of the bidding and the play at a table in the auditorium.

The advent of BridgeBase Online vugraph in the early part of this century changed the on-site presentation to a great extent. Cameras still feed video from the featured matches, but the bidding and play are recorded by a BBO computer operator as the match is broadcast for the vugraph audience on site but also around the world. Comments from those who are watching online augment the spoken commentary from the vugraph theater.

The ACBL has scaled back the vugraph presentation, sometimes simply positioning a large-screen television broadcasting BBO vugraph matches in a common area at the NABC site.

BBO, the brainchild of Gitelman, broadcasts hundreds of matches each year from various tournaments, including major events at NABCs and tournaments from around the world.

Records

HIGHEST SCORE. In ACBL competition, several pairs have produced remarkable scores in major North American Championship events.

S. Garton Churchill and Cecil Head held the single-session record with a 77.4% game in the 1948 Life Master Pairs until 1963, when Eric Murray and Agnes Gordon scored 77.9% (506.5 matchpoints on a 325 average) in the final session of the Fall NABC Mixed Pairs.

This was subsequently beaten by Andrew Bernstein and Gene Neiger, who totaled 244 on a 156 average in the first session of the 1968 Spring NABC Open Pairs for 78.2%. For consistency in scoring, it is unlikely any pair can match the performance of Barry Crane and Dr. John Fisher in the 1970 Spring NAC Open Pairs. They averaged 69.5% in the two qualifying rounds and 63.4% in the two final sessions, the highest set of percentages ever for a four-session pair championship.

In regional competition, Paul Stern and Bob Webber, scored 257 (82.3%) in the Open Pairs at Great Lakes in 1973, only slightly below the 260 (83.3%) – highest on record for a 156 average game – scored by C. C. Wei and Ronald Andersen in a single session at the 1974 New York Winter Regional.

The highest matchpoint score on record is 87.3%, by Bernard and France Marcoux in September 1991 at the Le Club de Bridge St. Adele in the Montreal area of Canada.

The highest score in an international championship scored by victory points occurred in the 1963 European Championships in Baden-Baden, Germany. The British team won with a score of 100 victory points out of a possible 102.

YOUNGEST LIFE MASTER. The following players were the Youngest Life Masters at the time they achieved that status:

1952	Richard Freeman	18 yrs. 10 mos. 7 days
1961	Dianne Barton-Paine	18 yrs. 12 days
1965	Kyle Larsen	15 yrs. 11 mos.
1968	Joseph Livezey	15 yrs. 5 mos.
1973	Robert Levin	15 yrs. 4 mos.
1975	Michael Freed	15 yrs. 20 days
1976	Regina Barnes	14 yrs. 11 mos.
1977	Steve Cochran	14 yrs. 5 mos. 20 days
1980	Billy Hsieh	13 yrs. 7 mos. 15 days
1981	Andrew Kaufman	13 yrs. 4 mos. 15 days (June)
1981	Doug Hsieh	11 yrs. 10 mos. 4 days (Sept.)
1988	Sam Hirschman	11 yrs. 9 mos. 5 days
1990	Joel Wooldridge	11 yrs. 4 mos. 13 days
1994	Dan Hirschman	10 yrs. 2 mos. 20 days
2006	Adam Kaplan	10 yrs. 43 days
2009	Richard Jeng	9 yrs. 6 mos. 12 days

To become a Life Master is the dream of all serious bridge players. Some never make it in their lifetime. Others seem to have a special gift for the game and become Life Masters within a very short time. To become a Life Master, a player must win a specified number of masterpoints at different levels of play, including major bridge tournaments, and accumulate 300 (or 500 depending on when a player joined ACBL) of these masterpoints. A masterpoint is measure of achievement in bridge competition.

The first person to be recognized in the *Official Encyclopedia of Bridge* as the youngest Life Master, was John R. Crawford. He earned the title in 1939 when he was 23 years old and held the honored position for nearly 13 years. Crawford went on to become one of the most famous bridge stars, winning many titles and championships during his career.

In 1952 Richard Freeman, a former “Quiz Kid” of radio fame, became a Life Master at the age of 18. He once challenged and defeated a computer in a race to score a bridge event. Freeman was unquestionably “The Fastest Pencil” in the days of manual tournament scorekeeping.

The first female to achieve the distinction of being the youngest Life Master was Dianne Barton-Paine in 1961, just 12 days after her 18th birthday. The same year she became one of ACBL's youngest tournament directors, and she was still working in 2011.

Barton-Paine held the title of youngest female Life Master for 12 years, until Connie McGinley became a Life Master in 1973 at the age of 17 years, 5 months.

As more and more young players became seriously involved with the game of bridge, the age limit was quickly lowered. For example, the first female Life Master under the age of 17 was Regina Barnes. At 14 years and 11 months, she broke the record for both sexes in 1976. Six years later she was still the youngest female Life Master when her record was broken in 1982 by Adair Gellman and Tricia Thomas. Gellman was 14 years, 6 months and 4 days old, and Thomas was 14 years, and 26 days old. Thomas still holds the Youngest Female Life Master title and is listed as such in Guinness Book of World Records.

In 1965, Kyle Larsen became the first 15-year-old to become a Life Master. He was 15 years, 11 months. In 1968, he won the Reisinger Team trophy, thus becoming at 18 the youngest player ever to win a major NABC team title. In the years that followed he won half a dozen major championships.

Another 15-year-old, Bobby Levin, became the youngest Life Master in 1973. When he graduated from high school two years later he was named the King of Bridge by ACBL and the International Palace of Sports. In 1979, he won the Reisinger Board-a-Match Teams, the Kaplan Blue Ribbon Pairs and the Lou Herman Trophy (now the Goren Trophy) for winning the most masterpoints at a Fall NABC. In 1980, he won the Vanderbilt Knockout Teams. In 1981, he was a key member of the winning Bermuda Bowl team – the youngest player ever to capture that championship.

The players who became youngest Life Master in the Eighties have yet to make a substantial mark on the national and international scene – but they are younger than ever – with two pre-teens completing the prestigious list of a dozen Youngest Life Masters.

In 1980, Billy Hsieh became a Life Master at the age of 13 years, 7 months old. Then in 1981, Andrew Kaufman broke the record when he was 13 years, 4 months and 15 days old.

In 1981, Doug Hsieh astounded the bridge world by becoming a Life Master at the age of 11 years, 10 months and 4 days. Doug, younger brother of Billy Hsieh, is a member of a well-known bridge playing family of four ACBL Life Masters. When his achievement was announced by the ACBL, one writer predicted that his record “is likely to stand well into the next century.”

Doug held the title for almost seven years until Sam Hirschman came along in 1988. (Incidentally, Sam’s father, Martin, became a Life Master when he was 26.) Sam was 11 years, 9 months and 5 days old. His achievement received national recognition and was recorded in the Guinness Book of World Records.

It was felt that the record set by Sam Hirschman would never be broken, but on the final day of the 1990 Fall NABC in San Francisco, Joel Wooldridge of the Buffalo NY area assumed Hirschman’s spot in the annals of bridge.

Wooldridge became a Life Master at the age of 11 years, 4 months and 13 days, breaking Hirschman’s record by nearly five months. Wooldridge’s accomplishment culminated a remarkable run for the precocious youngster. He had not seriously contemplated going for the Youngest Life Master crown until he and his mother, Jill, won the Mixed Pairs at the Toronto regional April 10, 1990.

Going from there and playing mostly with his mother, Joel earned his gold card in a breeze. Along the way, he was encouraged to go for the record by Martin Hirschman, Sam’s father.

Wooldridge’s record seemed virtually impregnable, but only four years later his mark was surpassed by more than a year. Dan Hirschman, brother of Sam, won enough points in the Midnight Knockouts at the 1994 Fall NABC in Minneapolis to go over the top at the age of 10 years, 2 months and 20 days. He collected all his gold (more than 100), red, silver and black points in only 15 events. As was the case with his older brother Sam, his mentor and frequent partner was his father, Marty.

Marty introduced Dan to bridge when Dan was 4, but Dan wasn’t interested. It wasn’t until he was 9 that he decided to try duplicate. On his way to his gold card, Dan won two major regional events. And just as the Hirschmans helped Wooldridge to become the youngest LM, the Wooldridges in turn helped Dan beat Wooldridge’s record by joining the Hirschmans in a team game. In speaking of Dan’s game, his father said he felt that defense was his strongest point.

In 2006 Adam Kaplan just edged Hirschman by earning Life Master rank at 10 years and 43 days. His record held until 2009, when it was broken by Richard Jeng of Johns Creek GA.

Jeng had read the article about Kaplan’s achievement and enlisted his older brother Andrew’s help to surpass it. Jeng made Life Master at the Alpharetta DBC on Sept. 12, 2009 at age 9 years, 6 months, and 12 days. At the 2011 Summer NABC in Toronto, the Jeng brothers won the Young Life Master Pairs 0-1500.

Teaching in bridge

The first teacher of games in the bridge family was also one of the most successful. The “ladies of good family” to whom Edmund Hoyle taught whist were charged at the rate of one guinea an hour, equivalent to at least \$100 an hour in modern terms. Hoyle’s celebrated *Short Treatise*, published in 1743 and a bestseller for more than a century, was intended as a textbook for his students.

The first professional teacher of whist in America was Miss Kate Wheelock, who began teaching in Milwaukee in 1886. She achieved immediate success, touring the continent to lecture in all the principal cities. The Whist-o-Graph she invented for use in her classes was the forerunner of the vugraph used by ACBL in modern times. She was the first woman to be made an associate member of the American Whist League, and



“ OK if we sit East-West? - I missed my fitness class this morning! ”

Cavendish called her, “The Whist Queen.”

Whist teaching was a highly suitable occupation for ladies of some status and education who needed to supplement their incomes, and many others followed Miss Wheelock’s example.

The first prominent male teacher was Charles Stuart Street of New York City, who began in 1890. The most successful teacher of bridge whist and auction bridge was Joseph B. Elwell. Among his most prominent successors was Josephine Culbertson.

In the Twenties, Milton Work and Wilbur Whitehead organized conventions for teachers, issuing certificates to those who had completed courses. A similar procedure was followed later by Ely Culbertson, and later still by Charles Goren, who was one of the highest-paid teachers of all time before he decided to concentrate on writing. The American Bridge Teachers Association (ABTA), founded in 1957, holds an annual convention immediately preceding the ACBL’s Summer North American Bridge Championships.

Many persons turned to bridge teaching as a temporary occupation during the Depression years, and at its peak, membership of the Culbertson National Studios totaled some 6000. The number of bridge teachers dwindled markedly when prosperity returned, but increased again in the postwar years, particularly after Goren’s point-count methods gained general currency.

In the Sixties and Seventies, the number of teachers continued to grow. Their ranks included many players of the highest quality. These teachers popularized the playing lesson for students with tournament ambitions. ABTA activities for bridge teachers flourished and certification by this organization was thought by many to be a prerequisite for professional bridge teachers.

In the late Eighties, ACBL contracted with Audrey Grant to write a series of beginning bridge textbooks and teacher manuals. Through a program known as the TAP, new bridge teachers were recruited and taught to teach bridge effectively using the ACBL materials. These teachers became known as Accredited Teachers and numbered more than 4500 by the mid-Nineties.

In Europe, as in the United States, major steps have been taken to put major teaching programs to work. According to José Damiani, former president of the World Bridge Federation, the French Bridge Federation is among the leaders in bridge education. Damiani wrote as follows in the *European Bridge League Review*: “To make a success of such a challenge, a definite consistency between the mini-bridge taught to students and a complete teaching system of training for instructors was needed. Rigorous methods were used to obtain the magnificent results achieved by the French Bridge Federation.”

In the Netherlands, a similar approach has produced excellent results. A high percentage of the population of the Netherlands play bridge as a result of the Dutch teaching program.

Some years ago, bridge leaders in Poland succeeded in setting up a school championship with more than 3000 finalists.

Many other countries have outstanding teaching programs, and bridge is thriving in those countries – New Zealand, Norway, Denmark, Italy, Iceland, Sweden and Australia, to name a few.

AMERICAN BRIDGE TEACHERS ASSOCIATION. A nonprofit professional organization composed primarily of bridge teachers, but including tournament directors and bridge writers, dedicated to promoting higher standards of bridge teaching and playing. Refer to: ACBL – How it Works.

TEACHER ACCREDITATION PROGRAM (TAP). For more than 25 years, the ACBL’s Teacher Accreditation Program (TAP) has provided an exceptional foundation for players wanting to become bridge teachers. It is held at each of the three annual NABCs. Players are shown methods for teaching the game in a fun, exciting and relevant manner and are exposed to various teaching materials. In addition to the *ACBL Bridge Series*, sample lessons are demonstrated from material by Eddie Kantar, Audrey Grant, Pat Harrington and Barbara Seagram.

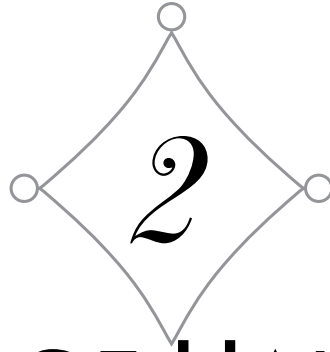
ACBL SCHOOL BRIDGE LESSON SERIES. The ACBL School Bridge Lesson Series program is designed to help expose young people to the joys of playing bridge. More than 4000 youngsters participate each year in schools throughout North America. The fully funded program is sponsored by the ACBL and includes teacher stipends and free textbooks.

BETTER BRIDGE ACCREDITATION PROGRAM. The Better Bridge Accreditation Program is managed by Audrey Grant’s Better Bridge organization. Grant has developed teaching methods and the new Bridge Basics series of books to assist teachers in introducing players to duplicate.

CULBERTSON NATIONAL STUDIOS. An organization of bridge teachers that flourished in the Thirties. Some 4000 bridge teachers passed examinations in the Culbertson bidding system and were granted certificates attesting their fitness to teach the Culbertson methods. A similar organization was developed later by Charles Goren. Related: American Bridge Teachers Association.

EASYBRIDGE! ACCREDITED PRESENTERS PROGRAM. Easybridge! is a full marketing program designed to start a new club game by recruiting primarily brand new players and social bridge players to duplicate. The participants learn as they play. The lessons are designed to create a new club game and the program is best suited to bridge teachers who are club managers. The Easybridge! teacher training program is administered by popular teacher and club owner Marti Ronemus. Easybridge! presenters are trained through a mail-order course and a telephone follow-up test. Presenter manuals and mini-lessons are available for three levels of study.

TRAVEL WITH GOREN. Returning by ship from the 1958 Bermuda Bowl competition, Charles Goren gave some on-board lectures. They drew full houses. Harold Ogust realized the potential of this and, together with Goren and Horace Craddock, founded Travel with Goren. In 1966, the business was incorporated and became a full-service travel agency specializing in bridge cruises.



ACBL BRIDGE HALL OF FAME

Although bridge and its predecessor, whist, can trace their roots back to the 19th Century, contract bridge was “born” only in 1925. ACBL was established in 1937. Despite its relative youth, ACBL has been graced with an impressive number of gifted players and leaders who have represented the game of bridge with excellence and dedication. The following are capsules – teasers, if you will – of the luminaries who populate the Hall of Fame. Full biographies can be found on the CD included with this book. There are three ways to get into the Hall of Fame – normal election and by being selected for the von Zedtwitz Award (service to bridge combined with top-class play) and the Blackwood Award (service to bridge without necessarily being a world-class player).



Russ Arnold (b. 1921)
Inducted 2011
von Zedtwitz Award

Taught by his mother, Arnold took up bridge at the tender age of five. Decades and many championships later, the cigar-chomping Grand Life Master is affectionately known as “the Godfather”

to players in the Miami FL area, where he lives (Sunny Isles Beach).

Although not well known to contemporary players – he rarely plays at big tournaments these days – Arnold’s achievements in high-level competition speak for themselves: He is a world champion and winner of nine North American titles.



Hermine Baron (1912–1996)
Inducted 2002

Paul Ivaska described Hermine Baron as “a truly remarkable woman. She was a fierce competitor, but at the same time she brought out the best in her partners.”

For four decades, tournament players knew that Hermine Baron was their next opponent if they spotted her trademark white table cloth and a lamp. And what an opponent she was – at the time of her death in 1996, Baron had won more than 22,600 masterpoints – the most of any woman in the U.S. She won the McKenney Trophy (now the *Barry Crane Top 500*) in 1964 and 1970.



B. Jay Becker (1904–1987)
Inducted 1995

B. Jay Becker was named ACBL Life Master #6 in 1936 when the rank of Life Master was established. The first 10 players were selected because of their record in tournament play. A World Bridge Federation

Grand Master, Becker represented the U.S. seven times in international play over four decades and won two Bermuda Bowls.

In a career that spanned 55 years, Becker won seven Spingolds, eight Reisingers, eight Vanderbilts and the three major ACBL pairs events – Life Master Pairs, Blue Ribbon Pairs and NABC Open Pairs.



Michael Becker (b. 1943)
Inducted 2006

When Michael Becker graduated from high school in 1961, his father, B. Jay Becker, wrote in Mike’s autograph book: “To my son, who will become a Life Master long before he masters life.” Whether that

was an accurate prediction only Mike Becker knows for sure, but one thing is certain – he is at his high point in bridge as an elected member of the ACBL Bridge Hall of Fame. With his election Becker joined his father, who was inducted into this illustrious group in 1995.

Becker’s bridge career encompasses many stellar achievements, including the 1983 Bermuda Bowl title he won playing with Ron Rubin in Stockholm, Sweden, as a member of the last “Aces” team. Becker is also the co-author of a book, *The Ultimate Club*, describing the relay system he and Rubin played throughout their 20-year partnership. He recently joined the staff of *The Bridge World* as Problem Editor.



**David Berkowitz (b. 1949)
Inducted 2010**

David Berkowitz has been one of the ACBL's top players for over three decades. His election to the Hall of Fame put him proudly in the company of his idols and, he is pleased to say, friends.

David learned bridge as a teenager when his father, Harold, taught him the game. Harold soon regretted introducing him to the game – David then took a seven years to earn a bachelor's degree from Long Island University.

After graduating from college David began working and became a certified public accountant. During that career, he began competing in high-level bridge with the help of Kathie Wei-Sender, using the Precision system developed by her late husband, C. C. Wei. Under the guidance of Michael Becker, David became an options trader. David retired from Wall Street in 2005 and is currently a full-time professional bridge player.



**Easley Blackwood (1903–1992)
Inducted 1995**

Easley Blackwood was a power in contract bridge and the American Contract Bridge League for more than 60 years. His fertile 30-year-old mind spawned ideas and innovations about the game and, as a respected elder statesman in his 70s and

80s, he was still collecting the many honors and accolades the game has to bestow.

As a writer, teacher, lecturer, administrator and innovator, Blackwood has name recognition throughout the world. His name became a household word because one of his early inventions, an ace-asking bid that became known as the Blackwood convention, caught on like wildfire with the rank and file players while confounding the experts.

He played bridge, he wrote about bridge, he taught bridge and he directed bridge games in his own studio and aboard many cruise ships. A legendary storyteller, he was one of the game's most popular lecturers.

One of his greatest contributions came in 1967 when he was persuaded to take the job of executive secretary and general manager of ACBL. His long experience in the business world was put to work to save a declining ACBL during the three years he served in this position.



**Lou Bluhm (1940–1990)
Inducted 2000**

Lou Bluhm of Atlanta was a bridge professional and an expert at poker and gin rummy. Lou won nine North American championships: two Vanderbilts, two Spingolds, the Reisinger, the Open BAM,

the Blue Ribbon Pairs, the Silodor Open Pairs and the Nail Life Master Pairs. He finished third in the 1978 World Mixed Pairs and also took the 1981 Cavendish Invitational.

In 1989, he was first recipient of the ACBL Distinguished Player Award – an award originated for him.

Frank Stewart wrote: “Lou Bluhm has always been the perfect embodiment of expert excellence: the quiet aura of competence; the pride and determination that never let him be content with second place; the constant tinkering to improve his system; the high standards of ethics and deportment.”



**David Bruce (1900–1965)
Inducted 1997
von Zedtwitz Award**

David Bruce, Life Master #1, was one of the preeminent tournament players of the Thirties. Born in New York City, David Burnstine (the name he went by during his playing career), had won 26 North American championships by 1936, the year that the rank of Life Master was established.

Burnstine's earliest tournament victories came as a member of the famous Four Horsemen team, captained by P. Hal Sims. The other members of the team were Willard Karn and Oswald Jacoby.

In 1932, Burnstine left the Four Horsemen and established his own squad, the Bid-Rite team, featuring Richard Frey, Howard Schenken and Charles Lochridge.



**S. Garton Churchill (1900–1992)
Inducted 2006
von Zedtwitz Award**

When S. Garton “Church” Churchill published his bidding system in 1979 in a 600-page book, Edgar Kaplan wrote in the introduction that he was certain none of the top pairs of the day could match Churchill's efficiency in slam bidding. The statement is remarkable because the Churchill system used no conventions – not even Stayman, transfers or Blackwood.

Churchill devised his system in 1929, and although he did not play much bridge after 1944, the system was employed with considerable success for 50 years. It took some time for his bidding concepts to gain acceptance, and no doubt his record in high-level competition helped in that regard.

Churchill certainly employed his system to maximum effect, winning the Life Master Pairs in 1937 and 1948, setting two records in partnership with Cecil Head. As a partnership they scored 65% as an average for four sessions and scored 77.4% in a single session, a stunning achievement.



Ira G. Corn Jr. (1921–1982)
Inducted 2002
Blackwood Award

Texas businessman Ira Corn is no doubt best remembered as the driving force in the creation of the famous Aces team in 1968. Corn had grown weary of the domination of the Italian Blue Team in world championship events, so he gathered a squad of players from the U.S. who would train together. Their goal was to win world championships.

Corn contacted Bobby Wolff, Bobby Goldman, Jim Jacoby, Mike Lawrence, Billy Eisenberg and Bob Hamman to be a part of the squad. All agreed except Hamman, who later changed his mind and joined the team. The Aces succeeded in their quest for gold medals beginning with a victory in the Bermuda Bowl in 1970.

As the founder or co-founder of 24 companies, Corn was a successful businessman. In addition, Corn was an expert on World War II, according to Bobby Wolff. “Just before his death, Ira completed a book on the Normandy invasion. That book is something special in that it tells the story both from the Allied and the German sides.”



Barry Crane (1927–1985)
Inducted 1995

Barry Crane, widely recognized as the top matchpoint player of all time, was a successful director/producer of film and television. He is one of a small group of world champion bridge players whose presence enhanced many tournaments while they maintained active and highly respected careers outside of bridge.

Crane became ACBL's top masterpoint holder in 1968, a position previously held only by Oswald Jacoby and Charles Goren. Crane amassed points at an astounding rate until, at the time of his death, he had 35,138, more than 11,000 ahead of any other players. On July 5, 1985, Crane was found beaten to death in his home in Studio City CA. The homicide remains unsolved.

Crane's bridge career spanned almost four decades, beginning in the late Forties when he won his first regional. In 1951 when he was 23, his team finished second in the Vanderbilt Knockout Teams and he became ACBL Life Master #325.



John Crawford (1915–1976)
Inducted 1995

When he first rose to bridge prominence, John Crawford was known as a boy wonder. His tournament record – three world titles and 37 North American championships – proved he was no flash in the pan.

When he died of a heart attack on Valentine's Day in 1976, the 60-year-old Crawford was eulogized as one of the brightest stars of bridge.

Handsome and debonair, the irrepressible Crawford first attracted attention in 1934 when he and a teenage partner

nearly broke up a tournament with their daring psychic bidding and imaginative play. Three years later he was consorting with the likes of Charles Goren, B. Jay Becker and Sidney Silodor.

Crawford became Life Master #19 in 1939, the youngest of the select group of early Life Masters. In 1950, 1951 and 1953, he was on the winning team in the Bermuda Bowl. He and his teammates so dominated bridge in the 1950s that they won the Vanderbilt Knockout Teams five times in six years, a feat that has never been approached.



Ely Culbertson (1891–1955)
Inducted 1964

Ely Culbertson was perhaps the most colorful and flamboyant figure in the history of bridge. His career was so varied that it defies a brief synopsis, but in the world of bridge Culbertson is remembered as an extraordinary organizer, player and – above all – showman.

His success in all of these endeavors made Culbertson fabulously wealthy even at the height of the Great Depression.

A self-educated man, Culbertson was also an author and lecturer on mass psychology and political science. He was born in Romania but was an American citizen from birth by registration with the U.S. consul, being the son of Almon Culbertson, an American mining engineer.

Culbertson belonged to a pioneer American family who settled about Titusville PA and Oil City PA. Later he joined the Sons of the American Revolution to refute rumors that he had changed his name or falsified his ancestry.



Josephine Culbertson (1898–1956)
Inducted 1996

Jo Culbertson was once described as “the modern miracle – the woman who can play on even terms with the best men.” She was the second woman elected to the ACBL Bridge Hall of Fame.

She was the first woman to achieve championship caliber and, as such, helped to pave the way for Helen Sobel, Sally Young and others.

As a member of *The Bridge World* team – playing with Waldemar von Zedtwitz and later Michael Gottlieb and Albert Morehead – she won national and international championships, including the Schwab Cup in 1933 and 1934.

With husband Ely, she played many high-stakes set games, won international matches in England and France, and achieved national fame in the Culbertson-Lenz match.



**Billy Eisenberg (b. 1937)
Inducted 1998**

In the 40 years since he moved from New York to Dallas to join the Aces, Billy Eisenberg has accomplished much in competitive bridge, including five world championships. He has also thought a lot about how the game fits into his life.

“One of the great things about bridge,” the Boca Raton FL resident says, “is that at various times in your life you can reinvent your feelings about the game. It was a passion for me, then it was a job. Lately I’ve experienced a rebirth of passion for bridge.”

When he arrived in Dallas in 1968 to joined the fabled Aces – the world’s first full-time professional bridge team – Eisenberg was somewhat of a maverick, a New Yorker suddenly thrust into a world of cowboys and guns.

By the time he left the Aces in 1971 to head for California, Eisenberg had two Bermuda Bowl titles to his credit (1970 and 1971) and he would win three more (1976, 1977 and 1979). Significantly, his five world championships were earned with four different partners.



**Mary Jane Farell (b. 1920)
Inducted 1998**

Mary Jane Farell, building on a childhood fascination with bridge, has crafted an all-star career that includes four world championships and election to the ACBL Bridge Hall of Fame.

“I saw bridge at home and was fascinated by the time I was nine,” says Farell, who joined former teammate Dorothy Truscott as 1998 inductees. They were the first two American women to earn the rank of World Grand Master, the World Bridge Federation’s highest ranking.

Farell earned the rank by winning the 1966 World Mixed Pairs with Ivan Erdos, the 1970 World Women’s Pairs with Marilyn Johnson and the 1978 Venice Cup with Johnson and teammates Truscott, Emma Jean Hawes, Jacqui Mitchell and Gail Greenberg. She added the World Women’s Team Olympiad crown in 1980 with the same team.

Those victories were highlights, she agrees, but election to the Bridge Hall of Fame was “the apex of my bridge career.”



**Harry Fishbein (1898–1976)
Inducted 2000**

Harry Fishbein, of New York City, was a pro basketball player and president of the famous Mayfair Bridge Club, proprietor from 1940-70.

Fishbein had a tournament career that spanned four decades. Harry won 17 North American championships and was runner-up in 22. In team events, he won the Vanderbilt five times and was second in the Spingold and Reisinger four times. He won the National Men’s (now

Open) Teams and the Master Mixed teams.

His most prestigious pairs championships were two consecutive wins in the von Zedtwitz Life Master Pairs. He represented the U.S. in the Bermuda Bowl in 1959 and served as the non-playing captain of the 1960 U.S. World Olympiad Team.

He was an inventive and original bridge mind. He devised and published the “Fishbein Convention,” used against opening three-bids. A player employing Fishbein can double an opening preemptive bid for penalty in the direct seat..

“Fishy” and his berets were standard entertainment at the national and regional tournaments he attended during his heyday. When he wore a beret to an early tournament, the headgear made such a hit that tams and berets became his signature. He acquired an extensive collection and was ever changing the various colors and designs according to his mood.



**Henry Francis (b. 1926)
Inducted 2003**

One of the most popular and capable personages to ever grace the ACBL family is former ACBL Bridge Bulletin Editor Henry Francis, the 2003 Blackwood Award recipient. As a teenager in the early Forties

living in Massachusetts, he embarked upon two careers that for six decades would enrich his own life as well as others with whom he came into contact.

One endeavor was bridge (as a player, tournament reporter, club director and owner, and ACBL associate national tournament director). The other was as a journalist.

According to his dear friend and well-loved Bridge Bulletin associate editor, the late Sue Emery, “It was pure serendipity when these two careers came together in 1972. The Boston Herald was folding, and the ACBL was moving to Memphis and needed an editor for the Bridge Bulletin. Henry brought his considerable knowledge, great experience, talent and boundless enthusiasm to the job.”

During his years in Memphis, he edited the monthly ACBL magazine, three editions of the Official Encyclopedia of Bridge, many editions of the World Championship Book, World Championship Bulletins and Daily Bulletins at NABCs for more than 30 years.



**Richard Freeman (1933–2009)
Inducted 2001**

Richard Freeman, a “Quiz Kid” of radio fame in the Forties, became ACBL’s youngest Life Master in the Fifties and at the time of his death had claimed 22 North American championships and three world

championships.

Freeman graduated from high school at the age of 12 and enrolled at the University of Chicago, earning a bachelor’s degree in liberal arts by the age of 15. At the age of 21, he had earned another bachelor’s degree (in business administration) and a law degree from George Washington University in DC.

Freeman became the ACBL's youngest Life Master in 1952 at the age of 18. In the mid-Fifties, he began directing and became legendary for his speed with a pencil in the days when games were posted and scored by hand.

He won his first North American championship in 1955 – the Men's (now Open) B-A-M Teams – playing with Edgar Kaplan, Norman Kay, Ralph Hirschberg and Al Roth.



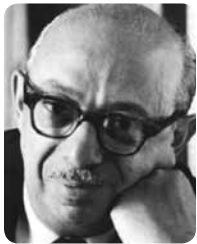
Edith Freilich (d. 2011)
Inducted 1997

Edith Kemp Freilich comes from a bridge playing family. She grew up in South Orange NJ and later moved to New York and Miami Beach. Freilich is an ACBL Grand Life Master and a WBF World Master. She became Life Master #70 in 1947.

In 1997, Freilich was the third woman elected to the ACBL Hall of Fame. She joined Josephine Culbertson and Helen Sobel Smith in the then select group of 22 bridge greats.

Freilich and Smith are the only two women who have won the Vanderbilt, the Spingold and the Reisinger (formerly the Chicago). As of 2011, only 64 players have accomplished this feat.

Freilich won her first major championship – the NABC Women's Pairs – with Mae Rosen in 1941. They repeated their victory in 1942 and 1943. Since then she has acquired an additional 27 NABC titles and represented the US in three World Championships.



Richard Frey (1905–1988)
Inducted 1997

Dick Frey, Life Master #8, was a multi-talented writer, editor and champion player.

Frey was a public relations chief and editor of the ACBL Bridge Bulletin from 1958 to 1970. He was editor-in-chief of the first three editions of the *Official Encyclopedia of Bridge* and 12 world championship books. After his retirement in 1970, he served as president of the International Bridge Press Association for 11 years.

The generation of bridge players who knew Frey as an editor and a writer did not link him with personalities such as Ely Culbertson, P. Hal Sims, Harold S. Vanderbilt, Oswald Jacoby and Howard Schenken, but Frey was right there at the beginning of the heyday of contract bridge.

At age 25, he won his first major tournament victory – the Goldman Pairs. He was an original member of the Bid-Rite team and the Four Aces. In 1932, when Vanderbilt won the Vanderbilt Trophy for the first time, he had to defeat Frey's Bid-Rite team (David Burnstine, Charles Lochridge and Howard Schenken) in the final.



Sam Fry Jr. (1909–1991)
Inducted 2002

Sam Fry became Life Master #10 when the rank was created in 1936. Selection of the early Life Masters was based on their successes in national events. Fry, who had already won seven national titles, was 26 at the time.

Fry won four more national championships (the Spingold in 1937, 1941 and 1945 and the Vanderbilt in 1958) and represented North America in the Bermuda Bowl in 1959.

Fry, who lived in New York City, was the longtime secretary of the Regency Whist Club. His writings on bridge and other games include *How to Win at Bridge with Any Partner* and a modern edition of *Watson's Play of the Hand at Bridge*. He was a contributing editor of *The Bridge World* from 1932 until 1966.

Ivar Stakgold called Fry "one of the top bridge personalities of the 20th century."



John Gerber (1906–1981)
Inducted 1998

John Gerber won fame as a player, as a strong team captain and as the inventor of the ace-asking 4♣ bid that bears his name. A more important legacy to bridge may be found in the lives he influenced and continues to influence.

"Chances are that I wouldn't be playing bridge today if it hadn't been for Gerber," says Sidney Lazard, considered one of the all-time greats of the game.

Bobby Wolff, another legendary bridge figure, calls Gerber "a father figure." Gerber, Wolff says, "may have had the most influence on me when I first started to play."

Gerber (1906-1981) was a strong captain of North American teams and a fine player in his own right. He won four NABC titles, was nine times a runner-up and won many regional events. He represented North America in the Bermuda Bowl in 1961.



Richard Goldberg (1923–1999)
Inducted 2006
Blackwood Award

Richard L. Goldberg, who died in 1999 at age 76, was a major figure in North American and world bridge for many years. At the world level he was a member of the Committee of Honor of the World Bridge Federation (WBF). He served the WBF as treasurer and finance officer from 1981 to 1990. He was elected a member of the WBF Executive Committee in 1972 and served on that board until 1984.

At the North American level, Goldberg began his career as a tournament director in 1959, rising to national rank in 1961. The ACBL drafted him for work as tournament division head in the New York City office in 1963, and he switched to Greenwich CT, when the ACBL moved there. In 1965, he became assistant

to Alvin Landy, the executive secretary. He served in this post under Landy and later under Easley Blackwood until he took over as chief executive officer in 1971.

Goldberg faced a monumental task during his first year as CEO. The board of directors voted to move ACBL headquarters from Greenwich to Memphis. The task was accomplished in December 1972, when the ACBL headquarters building was completed.



Bobby Goldman (1938–1999)
Inducted 1999

It should certainly come as no surprise that Bobby Goldman was selected for induction to the ACBL Bridge Hall of Fame in his first year of eligibility. A stellar career, Goldman had many accolades and made even more contributions to the game along with multiple victories.

Goldman's tournament record is impressive. He earned four world titles (the Bermuda Bowl in 1970, 1971 and 1979 and the World Mixed Teams in 1972) and 19 North American championships.

At the time of his induction into the Hall of Fame, Goldman was an ACBL Grand Life Master with more than 25,700 masterpoints, and ranked ninth on the all-time list of masterpoint holders. He was also a WBF World Grand Master.

Goldman authored several books on the game, including *Aces Scientific* and *Winners and Losers at the Bridge Table*. His contributions to bidding theory include Super Gerber, Kickback, Exclusion Blackwood and Goldman after Stayman. He was one of the principal architects of the Aces Scientific System.



Agnes Gordon (1906–1967)
Inducted 2009
von Zedtwitz Award

Agnes Gordon, the 2009 von Zedtwitz honoree, was one of the ACBL's top players for three decades.

Born in Ridgetown ON, she moved to Buffalo NY but remained a Canadian citizen. Agnes learned to play bridge while in college and began playing tournaments in the Thirties and had her first tournament success in York PA in the Forties.

Gordon represented the U.S. in two world championships, placing second in the 1964 World Women's Teams. She won six North American Championships, including the Chicago (now the Reisinger), the Mixed Board-a-Match Teams twice, the Whitehead Women's Pairs, the Women's Teams, and the Mixed Pairs.

Eric Murray, who played with Gordon frequently wrote, "There was no better female bridge player in North America (including Helen Sobel) and very few male players her equal. She achieved remarkable success frequently playing with mediocre partners."

Gordon and Murray had a record 78% game in the final

session of the Rockwell Mixed Pairs, which they won in 1963. Wrote Murray: "Agnes never came close to touching a wrong card or making a questionable bid. Everyone who played with Agnes marveled at her perfection. She unquestionably ranks with the all-time very best."



Charles Goren (1901–1991)
Inducted 1964

No name is more closely associated with the game of bridge than that of Charles Goren. Indeed, Goren earned and proudly bore the nickname of "Mr. Bridge."

Born in Philadelphia, Goren earned a law degree as a young man but practiced only briefly before bridge became first in his life.

As a protégé of fellow Hall-of-Famer Milton Work, Goren adapted Work's point-count evaluation method and published the now-familiar 4-3-2-1 system. The idea caught on quickly and was used by millions of players. Goren – a tireless worker – promoted his ideas through books, tours and lectures. Overnight, point-count displaced Ely Culbertson's honor-trick approach to hand evaluation.

Goren's hugely successful books, *Contract Bridge Complete* and *Point Count Bidding*, made his methods – dubbed "Standard American" – the most widely played system in the history of the game.

Goren's talents were not limited to writing and lecturing. He also hosted the popular television program *Championship Bridge* with Charles Goren from 1959 to 1964.



Michael Gottlieb (1902–1980)
Inducted 1999
von Zedtwitz Award

Michael T. Gottlieb was Life Master #9. His six-year bridge career established him as one of the world's top players in the Thirties, and he was the 1999 recipient of the von Zedtwitz Award, recognizing contributions to the game of bridge through bridge-playing expertise.

Gottlieb (1902-1980) quickly established a reputation as a champion, winning 13 United States Bridge Association titles in the years 1929 to 1935.

Gottlieb was one of Ely Culbertson's partners in the celebrated Culbertson-Lenz match, played December 1931 to January 1932. He also played on Culbertson's team against England and France in 1933. In 1935 Gottlieb and Howard Schenken toured Europe, taking on all comers, including a number of British players who were willing to back their bridge skill with pounds sterling. The results left a deep impression on British pocketbooks and in bridge circles.



**Fred Hamilton (b. 1936)
Inducted 2003**

Fred Hamilton was born and raised in East Lansing MI, where his father was an English professor at Michigan State University. “My parents played some bridge, so I had an early introduction to the game,” Hamilton remembers.

At the age of 17, he joined the U.S. Army as a paratrooper. Though he did not play bridge for three years, he says, “I had my trusty Goren book with me.” After his discharge, he enrolled at MSU on the G.I. Bill and talked his mom into going to the local duplicate club. “We finished third – and I was hooked! I learned as much as possible from those I played with until eventually they were learning from me.”

Mike Passell, whose illustrious bridge career Hamilton helped to launch, reminisces, “I played with Freddie in my first World Championship in Manila in the Seventies, leading from beginning to almost the end before losing to Hamman – Wolff, etc.”



**Bob Hamman (b. 1938)
Inducted 1999**

In a career that spans more than 40 years, Bob Hamman collected nearly every accolade available. He was been the No. 1 player in World Bridge Federation rankings for 20 years, starting in 1985, has won nine

world championships, dozens of North American titles, and he was the first ACBL Player of the Year and the first to earn the honor twice.

The only gap in his resume was that he had not been elected to the ACBL Bridge Hall of Fame. The reason: he wasn’t old enough.

When the Hall of Fame was resurrected by the ACBL Board of Directors in 1994, the ground rules for election were that living members had to be at least 60. Hamman reached that milestone in 1998 and was an automatic choice for the Hall in his first year of eligibility.

Besides being arguably the best player in history, Hamman is a larger-than-life character who is popular with partners and opponents.



**Harry Harkavy (1915–1965)
Inducted 2004
von Zedtwitz Award**

Harry Harkavy of Miami Beach was a native New Yorker and bridge club manager who gained national renown as a player. He was considered one of the world’s greatest at declarer play and a brilliant, though unorthodox, bidder.

“I never saw Harry Harkavy make a mistake,” said Richard Freeman about his old friend. “I remember the time everyone in the North-South field was playing 1NT and making either 90 or 120. But Harry made plus 600. What’s so unusual about that? Harold was sitting East–West.”

Eddie Kantar swears that because “he played so much professionally, Harry declared more 3NT contracts than any man alive.”

Bobby Wolff claims that “Harry set a record opening the bidding 1♦ (often disregarding diamond length). This allowed his partner to respond with a major, enabling him to rebid notrump and apply his magic.”



**Emma Jean Hawes (1912–1987)
Inducted 2002**

Emma Jean Hawes, the seventh woman to earn the World Bridge Federation’s highest rank, World Grand Master, was a force in bridge for more than three decades.

Hawes, who lived in Fort Worth TX, graduated from Cornell at age 18. Dorothy Truscott, writing about Hawes in 1987, said her longtime partner “had one of the brightest minds in the bridge world. But she belonged to an age where men preferred to think of brains as a masculine attribute, and intelligent women did best not to disillusion them. Emma Jean radiated charm and good manners as she clobbered her opponents.”

Longtime friend Betty Ann Kennedy remembers playing with Hawes at a San Antonio regional in the Sixties. “We were leading the field after the first session. I went to dinner with some other friends and we got back 10 minutes late for the evening session. Al Sobel, who was the chief tournament director, got on the microphone and announced that in view of my tardiness, we were being penalized three-fourths of a board.” Emma Jean leaned across the table and said, ‘Don’t worry about that, honey; we won’t need those points.’ “She was right,” remembers Kennedy. “We won by a wide margin. That (the penalty) was no hill to a climber.”



**Lee Hazen (1905–1991)
Inducted 1997
Blackwood Award**

There exists a small group of individuals who can combine successful professional careers with stellar bridge talent, evidenced by a long line of tournament victories, while maintaining a sense of humor and dignity.

Lee Hazen was one of that group.

Hazen, who died in 1991 at the age of 85, earned degrees from Columbia University and New York University Law School and practiced law for nearly 50 years. He learned to play bridge in the early Thirties when he was a young attorney.

Hazen had four wins in the Vanderbilt, three in the Spingold and two in the Chicago (now the Reisinger). In addition to those outstanding team victories, he won the Master’s Individual in 1941 and the national Men’s Pairs in 1945. He was runner-up in eight North American championships.



Paul Hodge (1910–1976)
Inducted 2010
von Zedtwitz Award

Paul Hodge was an attorney by profession. A popular bridge player, teacher and expert in the Fifties and Sixties, he was selected to receive the von Zedtwitz Award

in the Bridge Hall of Fame Class of 2010.

During the height of his career Hodge won 11 major national titles and was runner-up for nine others. He became Life Master #282 in 1950 and – as a key member of a team with interchangeable partnerships that included bridge greats John Gerber, George Heath and Ben Fain – he cut a large swath through Texas and Southwestern regionals in the Fifties and Sixties.

Hodge won his first national championship in the Men’s Teams in 1953 with Heath-Fain-Gerber and Harold Rockaway. Three days later he won his second national championship when he captured the Mixed Pairs title.

Hodge was an eminent lecturer, coach and teacher. Well dressed, soft spoken but an eloquent and polished public speaker, Hodge was also a skilled analyst and was a prized addition to many panel shows and vu-graph presentations.



James (Jim) Jacoby (1933–1991)
Inducted 1997

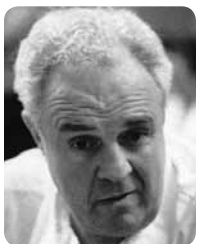
Jim Jacoby and his father, the legendary Oswald Jacoby, were the first father-son combination to win a national championship. Fittingly, they were the first father-son combination elected to the ACBL

Bridge Hall of Fame.

The two co-authored the Jacoby transfer bid and the Jacoby 2NT convention, both widely used in tournament play. They wrote several books and a syndicated newspaper column, *Jacoby on Bridge*.

Jacoby teamed up with his father and three other Texas greats – Ben Fain, George Heath and Paul Hodge – to win the NABC Open Teams championship for the Chicago Trophy (now the Reisinger) in 1955. He was 22 years old.

In 1968 Jacoby became a charter member of the Aces, a professional team put together by the late Ira Corn for the express purpose of returning the team championship to the United States. During the years Jacoby was with the Aces, the team won the Bermuda Bowl in 1970 and 1971 and was second in the World Team Olympiad in 1972 and the Bermuda Bowl in 1973.



Oswald Jacoby (1902–1984)
Inducted 1965

One of the great players of all time, Oswald Jacoby first achieved international preeminence as the partner of Sidney Lenz in the famous Culbertson-Lenz Match of the early Thirties. Having already established

himself as a champion at auction and contract bridge, Jacoby next became a member of the famed Four Horsemen and Four

Aces teams. His selection by Lenz over players of greater experience and with whom Lenz had practiced partnerships was early recognition of the brilliance and skill that were later to bring Jacoby to the top of the ACBL’s list of all-time masterpoint winners.

During a career that spanned seven decades, Jacoby won 27 North American Championships, including seven Spingolds, seven Vanderbilts, and two Reisingers.

With the outbreak of World War II, Jacoby placed his bridge career on hold for four years. He played infrequently in the late Forties, and returned to active duty during the Korean War. During this time, fellow great Charles Goren had amassed a huge lead as the all-time masterpoint holder. After two years in Korea, Jacoby returned to active play with the goal of overtaking Goren on the masterpoint list. He accomplished his mission in 1962.



Eddie Kantar (b. 1932)
Inducted 1996

When Eddie Kantar first learned bridge as a youngster in Minneapolis, he had no notion of turning that new-found knowledge into a job.

Today, the Californian is one of the best-known bridge writers in the world. He has more than 20 bridge books in print and is a regular contributor to the ACBL Bridge Bulletin, *The Bridge World* and many foreign publications.

Although he doesn’t play as often as he used to, the two-time former world champion is still highly regarded as a player and is a regular at major tournaments. He is also known as a great ambassador for bridge. Matthew Granovetter, in a letter to the editor published in the Bridge Bulletin in 1992, said, “Eddie may genuinely be the nicest guy in bridge.”



Edgar Kaplan (1925–1997)
Inducted 1995

Edgar Kaplan did virtually everything in bridge. The New Yorker established himself as a player, writer, analyst, commentator and administrator. He won NABC titles in each of the last five decades

of his life. Even with those shining credentials, he considered bridge a great leveler.

“Bridge is one of my pleasures,” commented Kaplan, former editor and publisher of *The Bridge World*, “but bridge teaches you how to endure misery.”

Kaplan won his first Vanderbilt title in 1953. “I started to get up, but my knees were weak. I realized then that I had been under pressure after all.”

His greatest thrill was the 1983 Reisinger victory with Oswald Jacoby – plus regular teammates Norman Kay, Bill Root and Richard Pavlicek.

Kaplan, Kay, Root and Pavlicek had played always as a foursome, but they invited Jacoby, a man they admired for his past feats and for his strength and courage in battling cancer, to join their team.



Norman Kay (1927–2002)
Inducted 1996

As a high school senior, Norman Kay was invited to play bridge with a friend and his family.

I'd love to," was his reply, "but I don't play bridge."

"Oh, that's no problem," said the friend. "Come over a half-hour early and I'll teach you."

That 30-minute lesson paid dividends as Kay – one of ACBL's top players for more than four decades – was inducted into the Bridge Hall of Fame in 1996.

Kay was named ACBL's top performance player for the double decade 1957-1977.

Playing with Sidney Silodor before his death in 1963 and later with Edgar Kaplan, Kay had 13 major wins in those 20 years: two Spingolds, four Vanderbilts, four Reisingers, one Blue Ribbon and two Open Pairs.

He was a World Bridge Federation Life Master who placed second in the Bermuda Bowl in 1961 and 1967 and second in the World Olympiad Teams in 1968 and third in 1960. He also placed fifth in the World Open Pairs in 1982 and sixth in the Rosenblum Teams in 1986 and tenth in 1982.



Amalya Kearse (b. 1937)
Inducted 2004
Blackwood Award

This popular co-winner of the Blackwood Award is weighed down by the numerous hats she has donned in the course of an exciting dual career, encompassing the

judicial system and her love for bridge. The Honorable Amalya Kearse, a New Jersey native and Wellesley graduate, earned her law degree at the University of Michigan, where she served as editor of *The Law Review*. Now a senior judge on the U.S. Circuit Court of Appeals, she was the first woman to sit on the Federal Appeals Court in Manhattan.

Her bridge credentials include: WBF World Life Master; winner of World Women's Pairs 1986; counsel to the GNYBA and Conduct and Ethics Committee 1970-79; ACBL Board of Governors 1970-76; member of the ACBL Appeals Committee 1971-75; and ACBL Laws Commission from 1975-2002.

Kearse served as editor of the 3rd Edition of *The Official Bridge Encyclopedia* and authored *Bridge Conventions Complete* and *Bridge at Your Fingertips*.



Sami Kehela (b. 1934)
Inducted 2001
von Zedtwitz Award

Sami Kehela is a semi-retired bridge writer and teacher whose greatest loves are his granddaughter, Carly, films and fine wines.

In 1966, the *Bridge Bulletin* did a series of articles introducing readers to the members of the Bermuda Bowl team.

These articles were written by the player's partner. As noted by the *Bulletin*, "for literal-minded readers, the Murray-Kehela style of humor and cigars is used with equal devastation on their opponents." This is how Eric Murray introduced Sami:

"Sami Kehela began his battle with the world in Baghdad in 1935. India was blessed from 1941 until 1951, when California was selected, that state yielding to Jamaica and England in 1955 and subsequently Canada in 1957. It is noteworthy that Kehela has never stayed in a country for more than 10 years and Canada may have additional cause for celebrating its centennial in 1967.

"A dearth of talent permitted Kehela to play for Canada in the 1960 Team Olympiad in Turin, Italy – we lost."

"An inability to understand Kehela's bidding persuaded ACBL authorities that he was an authority on peculiar and complex systems and he was accordingly appointed coach of the 1963 North American Team for the Bermuda Bowl in Italy – they lost."



Betty Ann Kennedy (b. 1930)
Inducted 2005

Glamorous, daring, skillful, aggressive – Betty Ann Kennedy announced her arrival on the national bridge scene in 1960 with a victory in the National Mixed Teams and a second-place finish in the Women's Pairs.

Taking time from her bridge activities over the next decade to marry and raise children, she returned to championship play in 1970, with the specific intent of winning a world championship.

She formed a partnership with Carol Sanders, which was among the longest and most successful partnerships in bridge history. Over the course of their 26-year reign, they stood in the forefront of women's bridge, winning 13 NABC titles and four world championships. Betty Ann attempted a retirement from top-level competition in 1995, but she was lured back in 1999 by Kathie Wei-Sender, with whom she had a successful second career – winning four additional NABC titles and the 2003 Venice Cup.

Evaluating her performance in the final of the Venice Cup, Eric Kokish wrote in 2003 *World Bridge Championships – Monte Carlo*, "Kennedy was a standout, doing virtually nothing wrong." In 2000, she made a successful debut as a non-playing captain, piloting the U.S. Senior Team, to victory at the inaugural World Senior Championship in Maastricht, the Netherlands.



Eric Kokish (b. 1947)
Inducted 2011
Blackwood Award

Although better known as the coach of the Nickell team, Eric Kokish has many accomplishments as a player. He won two North American championships – the

Vanderbilt Knockout Teams in 1974 with a young four-man pickup team, and the Men's Board-a-Match Teams (now the Mitchell Open BAM), and finished second at least once in each of the major North American team events. He won the Canadian

National Team Championships (CNTC) five times, earned two silver medals for Canada in international play and finished third three times in the Rosenblum Cup. In 1980 Kokish won both the Bols Brilliancy Prize and the Romex Best Bid Hand Award. He has authored several conventions including “Birthright” (commonly known as Kokish), “Reject” game tries, “Flags and Scrambles,” customized 1♦–2♣ and Inverted Minor Raise schemes, the Singleton Rule, a variety of specialized doubles, and the Montreal Relay.

Away from the table and his coaching duties, Kokish manages to stay busy with other projects. For years, he was editor and writer of the world championship books produced by the World Bridge Federation. As a Contributing Editor of *The Bridge World*, he has been a director of the Master Solvers Club since 1981 and Challenge the Champs since 2000. Since 1994 he has been the Editor of World Bridge News. For 20 years, he authored the ACBL Bridge Bulletin’s “Our Readers Ask” column, covered bridge for the *Montreal Gazette* and later developed a feature for the *Toronto Star Syndicate*.



Mark Lair (b. 1947)
Inducted 2009

Mark Lair started playing bridge in San Angelo TX after his senior year in high school. As a talented high school basketball player, he walked on to the Angelo State basketball team. A knee injury cut his

basketball career short and he went back to bridge.

He quickly earned 296 masterpoints before being drafted into the U.S. Army and sent to Vietnam. He returned to Fort Sill in Lawton OK, and after his discharge decided he wanted to play bridge for money. His father staked him for three months and he began playing at Booger Red’s in Oklahoma City. That is where he met Mike Passell.

The two became fast friends and bridge partners. As Passell was already established as a bridge pro, he opened the door for Lair. Without Mike Passell and Eddie Wold, Lair says, “I might have been forced to find a real job.”



Alvin Landy (1905–1967)
Inducted 1998
von Zedtwitz Award

Alvin Landy was Life Master #24 and a longtime ACBL chief executive. A Cleveland native, Landy was a graduate of Western Reserve University. He also

earned a law degree from the school in 1927. He practiced law in Cleveland until 1943, when he served in the Army Transport Command during World War II.

Landy joined the ACBL as a tournament director in 1948. He had previously worked as a free-lance director for years and was referred to as a “national director” long before the position of a salaried national TD actually existed.

In 1951, Landy was named acting business manager of ACBL, when his predecessor, Russell Baldwin, was called for active duty during the Korean War. Landy, who was in charge

of the day-to-day business of ACBL, worked with the legendary Al Sobel, who was named tournament manager in the same year. An article that appeared in a 1951 Bulletin noted that, “These top-flight national directors will continue to conduct tournaments despite their added responsibilities.”

In December 1952, Landy was named executive manager of the ACBL. He remained in that capacity until his unexpected death from a heart attack in 1967 at the age of 62.



Sidney Lazard (b.1930)
Inducted 2000

Sidney Lazard, is one of the all-time bridge greats. He has won at least one North American championship in each of the past six decades. He has been playing bridge since 1945 – duplicate since 1948. Over the years, he regularly played with newcomers at club games in New Orleans and Dallas. In 2004 he was honored by the International Bridge Press Association for Best Bidding Sequence of the Year (Romex Award) as well as being named the ACBL Honorary Member, and in 2001 he established a major award for sportsmanship in the name of his late son.

At the world level he has captained the United States to Bermuda Bowl championships twice – 2000 in Bermuda and in Monte Carlo in 2003. He was a member of the U.S. team that finished second in the Bermuda Bowl in 1959. He had world championship thirds in the 1969 Bermuda Bowl and the 1998 Rosenblum Teams.



Sidney Lenz (1873–1960)
Inducted 1965

History can be unkind. A talented individual in any given field of human endeavor is often remembered for generations for one well-publicized failure rather than an entire lifetime of achievement. Such is the fate of bridge great Sidney Lenz, loser to the Ely Culbertson team in the famous Culbertson – Lenz match.

An author and champion player of whist and all forms of bridge, Lenz was also expert in many other games and sports. Wealthy as a young man, Lenz devoted his life to competition, writing, reading and travel. He was skilled at bowling, chess, tennis, golf and table tennis, often competing in each of these contests with the stars of his day. In 1909 he became engrossed in whist and the next year he won the American Whist League’s principal national team championship. Altogether he won more than 600 whist and bridge competitions.

Lenz had remarkable versatility in intellectual, coordinative and athletic competitions. Professional magicians considered him the best amateur ever elected Honorary Member of the American Society of Magicians. His special skill at dealing seconds led him to refuse to play card games for stakes.



**Peter Leventritt (1916–1998)
Inducted 2001**

Peter Leventritt was an outstanding American player in the Fifties and Sixties. He became Life Master #38 in 1943 and won major tournament titles in three decades. He represented North America in the Bermuda Bowl three times – 1961, 1963 and 1965 – and finished second to Italy’s Blue Team each time. He also served as ACBL President in 1954.

After Leventritt’s graduation from Princeton in 1937, he played semi-pro hockey and baseball for several years. His first foray into tournament bridge was playing in the 1939 Vanderbilt. He later became a member of the Goren team. The Goren team is where his partnership with Howard Schenken began.

Leventritt pioneered the use of the Schenken System – the Big Club. This system was built from the foundation of the Vanderbilt Club. Like Schenken, Peter was a long time bachelor. He married in 1961 just a few days before he was to play in his first Bermuda Bowl. He took his new bride along. Prior to the 1963 Bermuda Bowl, Leventritt said, “Perhaps honeymoons and bridge aren’t the ideal combination, but I don’t think that is why we didn’t beat Italy in ’61, or why we’re going to win this year. It’s the system.”



**Theodore Lightner (1893–1981)
Inducted 1999**

Theodore A. “Ted” Lightner, Life Master #7, was a player who won major championships in three decades. He was a leading figure in bridge from the earliest days of contract. He played with Ely

Culbertson during a part of the Culbertson-Lenz match and was a member of the Culbertson team (Josephine Culbertson, Waldemar von Zedtwitz, Michael Gottlieb and Albert Morehead were other team members) that won challenge matches over British teams in 1930, 1933 and 1934.

He became a world champion when his team won the Bermuda Bowl in 1953.

Lightner was remembered by *The Bridge World* magazine as “a brilliant theoretician and writer. He shared his insights and innovations, including the lead-directing double that bears his name, through his books and many articles in *The Bridge World* ...”



**Jerome S. (Jerry) Machlin
(1913–1997)
Inducted 2008
Blackwood Award**

One of the all-time great tournament directors, Jerry Machlin was selected to receive the Blackwood Award for 2008, but because of his ties to the Washington DC area, his induction was held to the Summer NABC in 2009.

When Machlin died in 1997 – he had been retired for nearly 20 years – former ACBL Bridge Bulletin Editor Henry Francis wrote: “Machlin was one of the grandest of the grand old-time tournament directors. He followed in the steps of his Uncle Al – Al Sobel – and eventually became ACBL’s chief director, just as Sobel had been for many years. He began working at tournaments in the Forties at the insistence of Sobel and became a full-time director in 1950.”

Machlin was a gifted story teller who penned numerous articles for the Washington Bridge League Bulletin. A collection of his best stories are contained in a book hailed as one of the best of all time, *Tournament Bridge: An Uncensored Memoir*.



**Zia Mahmood (b. 1946)
Inducted 2007**

Zia is one of the most colorful and recognizable personalities in the bridge world. He is a 23-time North American champion and four-time ACBL Player of the Year. In 2009, he was on the winning team in the Bermuda Bowl in Sao Paulo, Brazil.

Zia’s introduction to bridge was somewhat accidental. He was interested in a girl who wasn’t allowed out except to attend bridge parties. She asked if he played. Zia lied and said yes. He quickly read a book and attended the party. Zia ended the evening in love with bridge.

Zia first came to the attention of the bridge world when he led his team from Pakistan to a silver medal in the most prestigious bridge event on the schedule – the Bermuda Bowl. The lightly regarded team came from nowhere to make the championship round of the tournament in Port Chester NY.

Zia’s flair attracted immediate attention, and he was back in the limelight five years later in the Rosenblum Cup in Miami Beach. Playing four-handed and led again by Zia, the Pakistani team earned another silver medal in a world championship.



**Merwyn (Jimmy) Maier
(1909–1942)
Inducted 2004
von Zedtwitz Award**

Recipient of the von Zedtwitz Award in 2004, New Yorker Merwyn D. Maier, affectionately known as “Jimmy,” is undoubtedly the least-recognized bridge aficionado to be enshrined in the Hall of Fame. However, he definitely deserves his place among the bridge greats.

Sadly, Jimmy’s bridge career was cut short in 1942 when a mysterious virus claimed his life at the age of 32.

The personal tributes and accolades of his peers on the occasion of his untimely death suggest that Maier had embarked on a career that might well have turned out to be unparalleled. In March-April 1942 ACBL Bulletin editor Geoffrey Mott-Smith called him “one of the foremost players in the country.” Howard Schenken said, “Jimmy was far and away the best partner I ever had.”



**Edward Manfield (1943–1999)
Inducted 2003**

The news of Eddie Manfield’s unexpected death in 1999, at age 56, was received with great shock and much sadness. Eddie wore many challenging hats both in the world of bridge and in the

professional arena.

Harvard classmate Ron Gerard remembered that “we lived in the same residence for three years, played on the university bridge team in inter-collegiate competition and shared a regular rubber bridge game, sometimes to the exclusion of what our parents thought their tuition dollars were going toward.”

Manfield appeared in his first NABC in 1965 and soon emerged as a dominant force in Washington-area bridge. In the Seventies and Eighties he captured hosts of events, soaring to national and international prominence with partner Kit Woolsey and teammates Peter Boyd and Steve Robinson.

Eddie’s “I’ve Got a Secret” earned for him the 1982-83 International Bridge Press Association Best Article award, adding to the acclaim he had received as a theoretician and writer when he shared the award in 1979-80 for “High Level Bridge,” his ground-breaking series in *The Bridge World*. He may be best remembered for his 1987 BOLS Tip, “The Five Level Belongs to the Opponents.”



**Lew Mathe (1915–1986)
Inducted 1997**

Among the many stars of the game of bridge, one of the greatest competitors was Lewis L. Mathe. The intensity of his play, his commanding table presence and his superb card-playing skill ensured his place

among the giants of the game.

Lew Mathe, a real estate appraiser and broker, enjoyed a successful bridge career – as a player and as an administrator – spanning more than three decades.

Mathe’s victories at the national level attest to his talent. He won the Chicago (now the Reisinger) four times, the Vanderbilt three times and the Spingold once.

Mathe demonstrated his ability in the international arena by becoming a Bermuda Bowl champion in 1954. He went on to represent North America in four more Bermuda Bowls.

His accomplishments as a player also include contributions to bidding theory. The Mathe Asking Bid, used after responder has made a jump limit raise, is employed to discover if responder has a singleton.



**Marshall Miles (b. 1926)
Inducted 2005
Blackwood Award**

Marshall Miles was born in Loma Linda CA in 1926. He received a B.A. in economics from Claremont Men’s College (now Claremont McKenna College) in 1948

and a law degree from UCLA in 1954. He practiced law from 1955 until 1992. He was married to Betty Barnett from 1972 until her death in 2000.

Ever since a friend of his mother’s taught Marshall the game when he was 15, bridge has been Marshall’s major hobby. At first he had no one to play with, so he read newspaper columns and books.

Marshall has won five North American events, most of them in partnership with Eddie Kantar: the Spingold in 1961 and 1962, the Reisinger in 1962 and 1965 and the Life Master Pairs in 1961. He also won the World Senior Teams in 2004 playing with Leo Bell.

Marshall has been an important, if sometimes idiosyncratic, theorist of the game. He was one of the first experts to espouse overcalls on four-card suits – “Our most likely game is in spades,” he often would comment in the Bridge World’s Master Solvers’ Club – choosing to bid 2♠ over an opponent’s 2♥ opening on, say, A-Q-10-x. At one time, he was famous for bidding 3NT holding tenuous stoppers in an opponent’s suit.

Marshall will always be remembered as a bridge writer. One of his earliest books, *All Fifty-two Cards*, is still required reading to move up from the intermediate level. He is the author of 10 other books, many written while he was still practicing law. The most recent, *Modern Constructive Bidding*, was published in 2005.



**Jacqui Mitchell (b. 1936)
Inducted 2003**

If Jacqui was seen at the bridge table minus her needlepoint, knitting or a mystery book on her lap, one would suspect she was an impostor. Despite the combination of her signature jeans, tee shirt and nonchalant

table demeanor, she is an intensely serious, competitive, brilliant, analytical and calculating player – the antithesis of what meets the eye!

According to close friend and partner Amalya Kearse, “She is not only a terrific player, but she also has such a love for the game that she never treats a hand casually, even if it is near the end of an event she no longer has a chance of winning or placing well. Every hand gets the attention it deserves.”

For many years, Jacqui was ranked as the leading WBF woman player and has captured several World Championships (Venice Cup in 1976 and 1978; World Olympiad Women’s Teams in 1980 and 1984; World Women’s Pairs in 1986) as well as NABCs, sectionals and regionals. In her second year of tournament play in 1958, she earned the title of New York Player of the Year, which marked the beginning of more than four decades of impressive triumphs.



Victor (Vic) Mitchell (1923–1995)
Inducted 1996

Victor Mitchell learned bridge as a teenager growing up in Brooklyn. By the age of 20, he was running a 24-hour-a-day money bridge club. In his prime, he was flamboyant and cocky when he needed to be – and he knew all the tricks of the trade.

When Mitchell died at the age of 71 in January of 1995, bridge lost one of its most colorful characters – a champion player, bridge philosopher, and mentor to the stars.

“For more than 30 years,” said bridge star Ron Andersen in 1994, “Vic has been the expert’s mentor from coast to coast. His unknown contributions to the world of tournament bridge are far greater than those of better known people.”



Albert Morehead (1909–1966)
Inducted 1996

Many of today’s generation know little about Albert Morehead except, perhaps, that there is a bridge library in Memphis named for him.

Morehead was a lad of 23 when Ely Culbertson hired him because of his talent as a player and an expert analyst. Not long after his hiring, Morehead became technical analyst for *The Bridge World* magazine and technical manager of all Culbertson enterprises. He was only 25 when he played on the Culbertson team that defeated the English in the second international match for the Schwab Trophy in 1934.

Morehead published and edited the magazine, and he was responsible for much of the writing of Culbertson’s books and radio scripts. He managed details pertaining to the Crockford’s Clubs in New York and Chicago. He negotiated endorsements and was executive director of Kem Playing Cards, Inc., which he sold within a few years for a profit of more than half a million dollars.

A tireless worker, he was the first bridge editor of *The New York Times*. He wrote and edited bridge books. He ran a plastics business and did free-lance writing on a multitude of non-bridge subjects for leading American magazines.



Alphonse Moyse (1898–1973)
Inducted 1998

Alphonse “Sonny” Moyse was publisher and editor of *The Bridge World* from 1955-1966, spanning the era between Ely Culbertson, the founder of the magazine, and Edgar Kaplan.

An experienced and talented author, Moyse was the ghostwriter for two of Culbertson’s columns for more than 20 years. Moyse also wrote the humorous “Bridge with Jackie” stories, the fictional accounts of his and his wife’s bridge misadventures.

Moyse was an expert player, winning the Men’s Teams (1949) and the Men’s Pairs (1963), but generations of players will

remember him best for his tenure as editor of *The Bridge World*.

He was a proponent of four-card major openings and 4-3 “Moysian” trump fits. Moyse recognized, however, that the advent of more scientific approaches to the auction was a regrettable (in his view) inevitability.



Eric Murray (b. 1928)
Inducted 2001
von Zedtwitz Award

Eric Murray, as well as being one of the all-time greats, is one of the true characters of the bridge world. A leading civil litigation attorney in Toronto, Murray won one of the first \$1 million-plus civil-court judgments in Canada and is legendary as a raconteur and orator.

Murray is the most successful Canadian player ever. He started his career playing with Douglas Drury, he qualified for his first international team with Charles Coon, had mixed event successes with Hall of Fame member Agnes Gordon, but became legend with Sami Kehela.

As a pair, Murray and Kehela first represented North America in the Bermuda Bowl in 1966. The *Bulletin* did a series introducing the North American Team that year. Known for their humor, this was how Kehela introduced Murray to the world:

“The world’s greatest bridge player was born 37 years ago in Hamilton, Ontario, a small village on the outskirts of Toronto. He discovered bridge in his second year as a freshman when he happened upon four people seated at a table holding cards and screaming at each other at the top of their lungs. Eric Murray was – and is – the possessor of a stout pair of lungs and he was soon the outstanding player in his circle. As such he came to the attention of one Harry Bork, a patient man and the leading player in Hamilton, who attempted without any success whatsoever, to teach Eric some of the finer points of the game. (He did, however, cultivate in him a taste for cheap cigars.) Nevertheless, bolstering his modest ability by a fierce will to win, Eric was soon holding his own at the weekly duplicates, and by the time he accumulated his first masterpoint he felt that he was ready for the big city ...”



G. Robert (Bobby) Nail
(1925–1995)
Inducted 2001

A force in bridge for more than four decades, Nail was one of the game’s most colorful characters. Nail won four North American championships and had 11 seconds. He represented the United States twice in the Bermuda Bowl, finishing second in 1963. He was a Life Master in World Bridge Federation rankings and an ACBL Grand Life Master with more than 10,000 masterpoints.

A victim of a rare bone disease (osteogenesis imperfecta), Nail spent much of his youth in hospitals. Most people with his disease, he once said, didn’t live much past their twenties. The diminutive Nail – he was about five feet tall – made the most of his time.

Nail learned the game at 14 from his Kansas City neighbors, the Gunn brothers. He was hooked from then on. He played his first tournament in 1944, had considerable success as a rubber bridge player traveling the states, and at the urging of John Gerber, Nail eventually made his home in Houston in the mid-Sixties. In Houston, he owned and operated a bridge club with his wife, Betty, until his death.

There are probably more stories about Nail than almost any other player. Some of the tales are actually true.



Frank (Nick) Nickell (b. 1947)
Inducted 2008

Since the early Nineties, Frank (Nick) Nickell has been captain of one of the most successful and dominating teams in organized bridge. Nickell and company have won three Bermuda Bowls and earned the silver medal in two others.

The Nickell team practically owns the Spingold Knockout Teams, having won the event nine times since the squad was assembled. His regular partner on the team was Richard Freeman.

In nominating Nickell for the ACBL Honorary Member of the Year award for 2003, former ACBL President Joan Gerard said much of what Nickell does for bridge goes unnoticed because he doesn't seek publicity. "He gives and gives," Gerard said. "There isn't anything he won't do."



Aileen Osofsky (1926–2010)
Inducted 2009
Blackwood Award

The Blackwood Award is given to an individual who has contributed greatly to the game of bridge. Aileen Osofsky did just that. As the chair of the Goodwill Committee for

more than two decades, Aileen made the bridge world a better place.

Osofsky was asked to chair the ACBL Goodwill Committee in 1985 even though she was not a member of the committee. She had made a name for herself with the Greater New York Bridge Association and is one of only three life members of that organization. Aileen quickly took to the job and expanded the organization's goodwill efforts by extolling the use of bidding boxes to facilitate play for the hard of hearing, working to include youth players, and promoting "active ethics" to improve the quality of player conduct.

Fittingly, the surprise announcement that Osofsky had received the Blackwood Award came during the Goodwill Committee meeting at the 2009 Spring NABC in Houston. The normally loquacious Osofsky was left almost speechless when Steve Robinson told the assembly of the award. She may not have qualified as a world-class competitor, but those who knew her agree she had no peer as a Goodwill ambassador.



Mike Passell (b.1947)
Inducted 2008

Mike Passell has been one of North America's leading players for more than three decades. More than just a masterpoint machine, Passell has forged a reputation as one of top professionals in the world.

From childhood, Passell was good at games. Once when he was 10 and living in Florida, he attended a summer camp and became interested in chess when he watched a tournament. He spent the next two weeks studying the game, and then talked his father into taking him to a local chess club.

"I beat everyone in the club, Passell recalled. "It was bizarre and I sort of picked up bridge the same way."

Passell was visiting his older brother, Bill, in New York during the summer of 1963. Bill taught bridge and Mike sat in on one of the classes. His interest piqued, Mike insisted on playing. Bill fixed him up with a partner in a tough game at a club in Hartsville. Mike and his partner won both times they played.

During what Passell describes as his "Motel 6 zone" in the early seventies, Passell and partners drove 100,000 miles a year traveling from tournament to tournament.



Peter Pender (1936–1990)
Inducted 1998

There are those rare individuals who are talented at all that they do, whose every endeavor seems to meet with success. Peter Pender was such an individual. Bridge was just one of the many facets of Pender's

career, whose brilliance was undiminished by his untimely end.

Pender, of Forestville CA, attended Harvard and was an accomplished pianist. He was also a highly skilled figure skater who qualified to compete in national singles events four times and national pairs twice.

He was a gold medalist for both the United States and Canadian Figure Skating Associations.

Skating competitions took him frequently to Montreal, where he encountered the Canadian bridge elite of the late Fifties. It was there that Pender would meet future bridge partner, Hugh Ross.

Pender's talents also, of course, encompassed bridge. He became Life Master #1795 at the age of 22. He won the 1966 McKenney Trophy (now the Barry Crane Top 500) and in the same year helped England's Jeremy Flint become an ACBL Life Master in 11 weeks, a record at the time.



**George Rapée (1915–1999)
Inducted 1997**

In the fall of 1996, when the ACBL Bridge Bulletin published a list of the top 25 bridge players of all time based on their performances in major events, some readers may have been surprised to see the name of George Rapée in the No. 5 spot, ahead of such luminaries as Oswald Jacoby, Sam Stayman and Charles Goren.

Rapée, after all, was not well known to many of today’s tournament players. In later years he played bridge only three times a year – at the NABCs – and did not seek publicity.

Rapée’s record of success in major tournaments went beyond outstanding. In addition to three Bermuda Bowl victories, Rapée fashioned an amazing record in the three major ACBL team championships – the Vanderbilt, Spingold and Reisinger. Between 1942 and 1971, Rapée was on the winning team 21 times and placed second 15 times.

Hall of Famer Bobby Wolff said Rapée was the best of a strong group of players in the 1940s.

“George was by far the most consistent,” Wolff said. “He made very few mistakes, and he was usually playing with a partner who was hard to play with.”



**Steve Robinson (b. 1941)
Inducted 2003**

Though the nation’s capital boasts of many heroes, Steve Robinson has the distinction of being the first living player to be elected to the ACBL Hall of Fame from District 6 (which includes Washington, Virginia and most of Maryland).

Growing up and living in the DC area all of his life, he enjoyed the challenge of chess before learning bridge at the Student Union at the University of Maryland, where he matriculated in 1958. He became a Junior Master (the proud owner of one masterpoint) in April of 1963, and longtime friend Peter Boyd good-naturedly adds, “and he still has the certificate to prove it!”

“Stevie,” as he is referred to affectionately by all who know this bridge giant, was drafted into the U.S. Army in December 1963. While stationed at Fort Jackson SC for basic training, he occasionally traveled by bus to local sectional tournaments. Steve worked for the Army at the Pentagon as a computer programmer specialist until 1965, and he remained on the job in a civilian capacity until he retired in 1996.



**William (Bill) Root (1923–2002)
Inducted 1997**

You wouldn’t expect to see many 70-year-olds in the final of one of the toughest events on the ACBL calendar. Yet in the spring of 1995, the final of the Vanderbilt Knockout Teams was where you could find 71-year-old Bill Root – part of a four-man team.

After his squad had won the championships in a walk after more than a week of play and 448 deals, Root was ready for more. “I never got tired,” he said.

That spirit, plus lots of talent and hard work, put Root among the top players of his time.

Bill Root was a bridge champion for five decades and one of the best known bridge teachers in the world.

Born in New York and reared in Miami, Root was introduced to bridge in 1947. Prior to that, bowling was his main hobby. Ironically it was a bowling friend who introduced Bill to bridge. Root played and won his first duplicate and dropped bowling overnight.

By 1952, Root was Life Master #400. He realized he could earn more money playing bridge than working. He quit his job in the concession business and became a bridge bum.



**George Rosenkranz (b. 1916)
Inducted 2000
Blackwood Award**

“Bridge is a hobby for me,” says George Rosenkranz, causing one to wonder what heights he would have attained had he taken the game seriously.

Such an understatement seems unjustified from someone whose list of accomplishments in the game is impressive. An ACBL Grand Life Master with more than 17,000 masterpoints, Rosenkranz has 11 NABC titles.

Born in Hungary in 1916, Rosenkranz earned his Ph.D. in organic chemistry in Zurich, Switzerland. His plans of accepting a teaching position in Ecuador in 1941 were changed by the outbreak of World War II, stranding him en route in Havana, Cuba. There he worked as a research chemist and later as a scientific director of a large pharmaceutical company until 1945.

After the war, Rosenkranz accepted a position in Mexico City, where he founded Syntex Corporation. He led the company’s research team to important discoveries, namely the synthesis of cortisone and the development of birth control pills.



**Hugh Ross (b. 1937)
Inducted 2002**

During four decades of top-level bridge play, Hugh Ross has won three world titles – the Bermuda Bowl in 1976, 1985 and 1987 – and 18 North American championships.

His Bermuda Bowl wins came with three different partners. The 1976 squad was Ross playing with Erik Paulsen, Billy Eisenberg – Fred Hamilton and Ira Rubin – Paul Soloway. The 1985 squad was Ross – Peter Pender, Bob Hamman – Bobby Wolff and Chip Martel – Lew Stansby. The 1987 team was the same except that Ross played with Mike Lawrence.

Ross grew up in Montreal and honed his bridge in clubs run by Johnny Wiser and Sam Gold. He moved to California in 1962 and won his first North American championship – the Reisinger – in 1968. His team: Paulsen, Pender, Kyle Larsen and Howard Schenken.

Other wins – all team victories – followed until Ross claimed his first pairs title, playing with Zia in the Life Master Open Pairs in 1990. The irrepressible Zia commented, “It was a great night. We went to dinner and drank as much wine as we could, and we came back to have as good a time as possible in the evening. And we had a very good time. It’s much easier to have a good time when you win.”



Alvin (Al) Roth (1914–2007)
Inducted 1995

Alvin Roth, known to everyone as Al, was one of the most influential bridge players of all time.

Al Roth was a player who fell in love with “the beauty of bidding.” Roth was an innovative theoretician who wrote numerous books about the game and invented many concepts and conventions that are standard fare today, including Five-Card Majors, Negative Doubles, Weak Two Bids, and the Unusual Notrump.

Roth was born in 1914 in the Bronx. He discovered bridge while studying mathematics at City College, New York. There, his family remembered that “he became a great bridge player and a bad college student.”

Roth became a sound bidder because poor results bothered him. Besides, he was “a poor boy from the Bronx” who couldn’t afford to lose at rubber bridge.

There’s a story that Roth once misbid a hand. He endured the teasing of fellow experts and finally retorted, “Well, Babe Ruth struck out, too.” Afterwards, he was known as Babe Roth.



Jeff Rubens (b. 1941)
Inducted 2004
Blackwood Award

Jeff Rubens’ current claim to fame is as the editor and owner of the bridge experts’ bible, *The Bridge World*, on which he worked side by side with Edgar Kaplan

for over four decades until Kaplan’s death in 1997.

Jeff’s other far-reaching contributions to the game were his advocacy of the popular Swiss teams, a major force on the tournament scene today; his fastidious dedication to defining Bridge World Standard and Standard American; his brilliant Bridge World magazine editorials, enabling a more understandable presentation of the laws; opening the doors and educating the public to the inner workings of the appeals system; and perfecting the already-established Master Solvers’ Club by guiding the panelists and stressing the importance of a simple network – resulting in more meaningful comments by the experts.

Although Jeff’s comprehensive contributions to the game were brought to the public primarily via his prolific pen, as a player he enjoyed respected partnerships with Ronnie Blau, Bob Mosher and B. Jay Becker, winning seven North American championships in the Sixties and Seventies and participating in the Bermuda Bowl in 1973.



Ira Rubin (b. 1930)
Inducted 2000

Ira Rubin is one of the great theorists of the game. Rubin invented two-way two-bids, Gladiator responses to notrump, Gladiator and extended Landy.

Rubin began achieving tournament prominence in 1954 and accumulating a number of national titles, including a victory on a Spingold team that went to Turin for the 1960 World Team Olympiad.

From 1961-1962, Rubin played with Phil Feldesman, and their results were remarkable. They won the Men’s Pairs (now the Wernher Open Pairs) twice, the von Zedtwitz Life Master’s Pairs, and the Open Pairs for the Cavendish trophy. Yet it was not long after these successes that the word was out: the Rubin-Feldesman partnership was through – a victim of its own explosive tensions.

This may have contributed to Rubin’s earning the nickname “The Beast.” In *The Bridge Bum*, Alan Sontag wrote, “... The Beast, a title he knew, appreciated, and lived up to. He was a terror to play against: when his partner made a mistake, he rattled the windows with his screams, yet he was most generous when a hand was played well.”



Kerri Sanborn (b. 1946)
Inducted 2007

Sanborn, of Stony Point NY, is a retired stock trader who is actively involved in thoroughbred breeding and racing. One of the leading women players in the world, she is a six-time world champion with 19 North American titles.

She is the last woman to win the Barry Crane Top 500, having done so in 1974 with a then-record 1619 masterpoints. At the time, she was the youngest woman to have her name engraved on the McKenney Trophy, as it was known until 1981, when it was changed to the Top 500. It was renamed after Crane in 1986.

Sanborn’s career was influenced significantly by Crane, with whom she won the World Mixed Pairs in 1978. Sanborn, then Kerri Shuman, flew to the World Championships in New Orleans only for that one event. It was the first world championship either had ever played in. The two devastated a tough field and won the championship by more than five boards.



Carol Sanders (b. 1932)
Inducted 2002
von Zedtwitz Award

In 2002, Carol Sanders and her husband, Tommy, were co-recipients of the von Zedtwitz Award, which recognizes contributions to bridge through bridge-playing expertise or contributions to the game outside their area of bridge expertise.

The Sanders, affectionately known by their friends as Mama and Papa Bear, were married in 1956. They have six

children and 15 grandchildren.

Carol and Tommy are longtime ACBL Grand Life Masters. Carol is a World Bridge Federation Grand Master. She won the Venice Cup in 1974 and 1976, the World Women's Pairs in 1982 and the Women's Team Olympiad in 1984. In addition, she was the non-playing captain of the winning Venice Cup team in 1987. She has won numerous North American championships.



Tommy Sanders (b. 1932)
Inducted 2002
Von Zedtwitz Award

Tommy Sanders and his wife, Carol, were co-recipients of the von Zedtwitz Award in 2002, which recognizes contributions to bridge through bridge-playing expertise or contributions to the game outside their area of bridge expertise.

He is a traditional jazz buff and has co-produced Dixieland jazz albums as a labor of love.

Tommy represented District 10 on the ACBL Board of Directors from 1980 to 1989. He served as ACBL president in 1986 and as chairman of the Board in 1987.

Tommy was instrumental in establishing the ACBL Educational Foundation – he was president for the first five years of its existence. Tommy is often given credit for the idea of the foundation but he set the record straight. “Buddy Spiegel, who was then working at ACBL headquarters, told me about his idea back in January of 1986. I had enough sense to listen to him and I became the moving force to get the foundation going.”



Howard Schenken (1904–1979)
Inducted 1966

In a poll taken among leading Life Masters in the early Forties, the question was asked: “If you were playing for money or your life, whom would you choose as your partner?”

The vote was overwhelming for Howard Schenken.

Schenken, the bridge player's bridge player and one of the all-time greats, was an original member of the Bridge Hall of Fame and a major player for more than five decades.

When the rank of Life Master was created in 1936, selection was based solely on success in national events. Schenken was named Life Master #3.

He was a formidably difficult opponent but a remarkably easy partner. On the Four Aces, for example, he was the only one who could and did play with every other member of the team (David Bruce, Michael Gottlieb, Oswald Jacoby and Dick Frey). Schenken was also a member of the Raymond Club team, the Bid-Rite team, and the Four Horsemen.

A bridge author and columnist, Schenken produced only a few books, but his writings included some important ideas. He is credited with the discovery and introduction to the tournament world of several play techniques and examples of deceptive play that are now considered standard.



Meyer Schleifer (1908–1994)
Inducted 2000

Meyer Schleifer is considered by Bob Hamman and Eddie Kantar as one of the all-time bridge greats. “Meyer was probably the greatest card player who ever lived,” says Hamman. “He was an extraordinary defender but he was absolutely incredible at dummy play – a true artist and a wizard when he got his mitts on the dummy.”

Kantar agrees. “He played rubber bridge all his life and he was always the best player at the table. He played effortlessly. Meyer was the player.”

Hamman remembers the 1983 Summer NABC in New Orleans. He and Kantar were playing in the six-session Life Master Pairs. “Eddie and I had 10 kibitzers when Meyer came to our table. When the round was over, the kibitzers followed Meyer. We even won the event but we lost our kibitzers.”

Hamman continues, “There have been three players in my career that I'd call really intimidating – if you could see some obscure way declarer could work it out (to make his contract), you had to be afraid he would work it out.” The three: Schleifer, Harry Harkavy and Billy Rosen.



Percy Sheardown (1911–1993)
Inducted 2005
von Zedtwitz Award

Percy (Shorty) Sheardown was a graduate in classics from the University of Toronto with a natural affinity for languages. He served overseas in World War II and, declining a commission, became one of the top interrogators of prisoners of war.

Stationed in London, he continued his bridge partnership with the late Brigadier Donald Farquharson at Crockford's. It was an odd spectacle for the English to see a lowly NCO explain to the brigadier how the superior officer had erred.

In fact, the Sheardown – Farquharson partnership was so effective that complaints of cheating at Crockford's rained down upon them. The complaints eventually died a natural death when other players realized that the pair had an extremely effective partnership and was honest beyond reproach.

Shorty was a superb declarer and defender and unquestionably one of the greatest matchpoint and board-a-match players of his generation. Being a rubber bridge player, he was hesitant to bid slams; the predilection encouraged his partners to overbid, which in turn was justified by Shorty's card play.



Alfred Sheinwold (1912–1997)
Inducted 1996

One of the world’s foremost bridge columnists, authors and analysts, Alfred (Freddy) Sheinwold is best known for a writing career that spanned nearly seven decades. But the champion player and

famed international team captain had many other credits inside and outside the world of bridge.

Sheinwold was a Laws expert who served as chairman of the ACBL Laws Commission and of the Appeals Committee at North American Championships.

He was chairman of the ACBL Board of Governors in the early Seventies and was named ACBL Honorary Member in 1983.

Sheinwold wrote more than a dozen books as well as a series titled *Pocket Book of Bridge Quizzes*.

He achieved fame as a lecturer and speaker with acclaim from many groups, including bridge teachers’ associations and the ACBL Intermediate/Novice program.

Of Sheinwold’s many popular books, the most successful, *5 Weeks to Winning Bridge*, has gone through many editions and sold more than a million copies.



Sidney Silodor (1906–1963)
Inducted 1966

An explosion of bridge talent came from the Philadelphia area in the Thirties and Forties: Charles Goren, Sally Young, Norman Kay and Charles Solomon just to name a few. Another member of this

impressive class was Sidney Silodor of nearby Havertown PA.

Silodor trained as a lawyer, but happily for the game of bridge he was also a lecturer, writer and instructor in addition to being one of the world’s top players in that era.

Silodor was a member of the North American team that won the world championship in the first Bermuda Bowl in 1950. He got three more shots at the world championship by representing North America in the Bermuda Bowl in 1958 and 1961 and in the Olympiad in 1960.

Silodor wrote a newspaper column and many articles for *The Bridge World*. His books included *Silodor Says*, *Contract Bridge According to Silodor and Tierney* and *The Complete Book of Duplicate Bridge*.

At the time of his death in 1963, Silodor (who was also a member of the ACBL Board of Directors) was the holder of the Open Pairs title. The four-session national pairs event at the Spring NABC is known as the Silodor Open Pairs.



P. Hal Sims (1886–1949)
Inducted 1996

(hillip). Hal Sims, the “Shaggy Giant” whose system had the greatest expert following prior to 1935, was the first recipient of the von Zedtwitz Award, in 1996.

Sims (1886-1949), who stood six-foot-four and weighed more than 300 pounds, was born in Selma AL and represented U.S. banks in foreign countries from 1906 to 1916. While serving in the U.S. Army Air Corps in 1917, he met and married Dorothy Rice, one of the first U.S. aviatrixes and a noted sculptor and painter.

After World War I, Sims devoted himself chiefly to competitive sports – including bridge. He held a national trapshooting record and won the Artists’ and Writers’ Golf tournament in 1937.

In auction bridge, he was a member of the highest-ranked team – the Knickerbocker Whist Club team – that included Sydney Lenz, Winfield Liggett, George Reith and Ralph Leibenderfer.

Sims and Ely Culbertson, who “fought relentlessly at the bridge table and outside,” according to Culbertson, teamed up to record the largest score in the history of the pairs championship of the Auction Bridge League. They also played their first contract bridge together.



Alexander (Al) Sobel (1901–1972)
Inducted 1999

Alexander M. Sobel (the bridge world knew him fondly as Al, even as Uncle Al, but never Alexander the Great) was remembered by *The Bridge World* as “... a towering figure in the world of tournament

bridge (for 40 years) ... a key associate of Culbertson, he was one of the first tournament directors and for some 25 years was the ACBL’s National Tournament Manager. He was an editor of *The Bridge World*, an editor and a regular columnist (“30 Days” and “60 Days”) for the ACBL Bridge Bulletin and a member of the Laws Commission. He set the pattern for directors everywhere.”

Sobel, a graduate of Massachusetts Institute of Technology, turned to directing during the Great Depression. His other choice: selling apples. He began directing in 1934 and was named National Tournament Manager in 1942. He held that position until his retirement in 1969. During that time, he directed tournaments around the world and in every state – ending with Alaska in 1968.

Throughout his years of travel for bridge, Sobel was given many honors. He was the first Honorary Member of the Japan Contract Bridge League and ACBL Honorary Member in 1949. He was also an Honorary Canadian Mounted Policeman, an Honorary Texas Ranger, a Kentucky Colonel, an Honorary Sheriff of St. Paul MN, and the owner of a solid gold key to the city of New Orleans. In South Dakota, he was made a full blood brother of the Sioux tribe. His Indian name was Chief Alikoal-o-oah-mona-pou-hi, which translated simply means Chief Buttermilk-on-the-Rocks.



**Helen Sobel Smith (1910–1969)
Inducted 1995**

Helen Sobel Smith, the first woman elected to the Bridge Hall of Fame, is universally considered the best woman player of all time.

“In my lifetime,” said Edgar Kaplan, former editor and publisher of *The Bridge World*, “she is the only woman bridge player who was considered the best player in the world. She knows how to play a hand.”

Smith learned to play bridge while a chorus girl in the Marx Brothers’ *Animal Crackers* and won her first national title, the Women’s Pairs, in 1934. She became Life Master #25 in 1941.

Smith’s style was frisky and aggressive – so aggressive that “some of her male partners were intimidated,” Kaplan said. “These guys felt they were playing in the Mixed Pairs and they were the girl.”

1944 was a banner year for Smith – she won the Vanderbilt, the Spingold, the Women’s teams and the Master Mixed Teams and placed second in the Reisinger. By 1948, she had amassed the greatest number of masterpoints of any woman, taking over the top spot from Sally Young, and holding it until 1964.

She won 35 national titles – the Vanderbilt twice, the Spingold five times, the Reisinger four times – and the McKenney Trophy (now the Barry Crane Top 500) three times: in 1941, 1942 and 1944.



**Charles Solomon (1906–1975)
Inducted 2000**

Charles Solomon’s bridge career spanned four decades. Not only was Solomon in the top rank as a player, administrator, writer and teacher, but he was also widely known as a cheerful and kindly man, a friend to bridge and bridge players.

As a player and competitor, Solomon had few peers. He became Life Master #16 in 1939 and amassed a lifetime total of 6594 masterpoints. His favorite partners were his wife, Peggy, and Harry Fishbein, both of whom aided him in winning some of his 13 national titles. These titles include four Reisingers, three Master Mixed Teams (now the Freeman Mixed BAM), one Spingold, and the von Zedtwitz Life Master Pairs.

In 1956, Solomon was a member of the U.S. International team. He served as non-playing captain of the open team in 1959 and the U.S. women’s team in 1960. He donated the Charles J. Solomon Trophy to the World Bridge Federation. This trophy is awarded every four years to the country with the best overall performance at the World Pair Olympiad.



**Paul Soloway (1941–2007)
Inducted 2002**

Paul Soloway began playing duplicate bridge in 1962. He kept his ACBL Junior Master card – which he earned for winning his first masterpoint – as a reminder of where he started.

Soloway had just graduated from San Fernando Valley State College when he made his first big splash in the tournament world. He and Gerald Hallee won the four-session Senior/Advanced Senior Master Pairs at the Los Angeles NABC in 1963. Paul went on to become a Life Master at that tournament. He was 21 at the time.

In 1964, Soloway set a personal goal – to make the U.S. team that would compete for the world championship. By 1971 he had achieved that goal and in 1976 he won his first world title. 1976 was the year that the U.S. finally defeated the famous Italian Blue Team in Monte Carlo. Soloway found himself atop the all-time ACBL masterpoint winners list in 1985 and held that position until three years after his death. His lifetime total of 65,511 masterpoints was surpassed by Jeff Meckstroth in 2010.

Paul Soloway was probably the only bridge player who wasn’t impressed with his masterpoint total.

“I wouldn’t say that masterpoints are meaningless,” he said in a 1998 interview, “but for me, they’re just a by-product of doing my job. They’re part of how I make my living. For me personally, masterpoints have become an attendance award.”



**Alan Sontag (b. 1946)
Inducted 2007**

In his book, *The Bridge Bum*, Sontag wrote the following: “Thirty million people play the game in this country alone, but few of them have any idea what life – and bridge – is for the ‘internationalists,’ those rare few who have achieved world-class status in a sport that is one of the most intellectually demanding and rewarding on earth. The champion’s way of life, and especially his expertise, is vastly different from that of the suburbanite who plays social bridge with friends on Saturday night. It can be exciting and lucrative, but there is no security.”

That book was published more than 30 years ago, and Sontag must have made a lot of right moves over the years because he is still one of the top bridge players in the world and successful, full-time player.

Sontag has a trophy chest filled with honors and championships, most recently the Rosenblum Cup, which he earned as part of the Rose Meltzer team at the World Bridge Championships in Verona, Italy, in 2006.

His bridge accomplishments are the stuff of legend.

In 1973, he and Steve Altman became the first Americans to win the Sunday Times Invitational, at the time the toughest and most esteemed invitational tournament in the world. Two years later, Sontag returned to London and won the tournament again, this time with Peter Weichsel, with whom he would have a long and successful run of bridge achievements.



Lew Stansby (b. 1940)
Inducted 2001

Lew Stansby, former commodities trader and current professional bridge player, lives in California with wife and fellow national champion JoAnna.

Stansby won his first national championship in 1965, the Reisinger, with teammates Eddie Kantar, Marshall Miles and Mike Lawrence. Stansby's next two titles came in 1967 (the Vanderbilt) and 1975 (the Spingold). These wins made Stansby a member of an elite group of players who have won all three major North American team events.

Clearly North American domination wasn't enough for him. Stansby and his longtime partner Chip Martel have also left their mark on many of the major world championships winning the World Open Pairs in 1982, the Bermuda Bowl in 1985, 1987, and 2001, the Rosenblum Teams in 1994, and the World Senior Teams in 2005 and 2007.

Stansby has also been successful in his bridge ventures with his wife. They have claimed three victories in the Freeman Mixed Board-a-Match and a bronze medal in the World Mixed Pairs.



Samuel Stayman (1909–1993)
Inducted 1996

Sam Stayman was a leading bridge administrator, an innovator, an author and a successful business man.

Stayman's name became a household word in bridge circles when he described a convention developed by his partner, George Rapée, in *The Bridge World*, June 1945. In response to a 1NT opening bid, 2♣ asks opener to bid a major suit. This became known as the Stayman Convention – familiar to bridge players throughout the world.

He contributed to *The Official Encyclopedia of Bridge* and wrote three books: *Expert Bidding*, *The Complete Stayman System of Contract Bridge* and *Do You Play Stayman?*

His contributions to bridge theory include Namyats (Stayman spelled backwards), which used an opening 4♣ bid to show a strong hand with a long hearts suit and 4♦ to show a strong hand with a long spade suit.

Stayman won his first major NABC titles in 1942 when he took both the Vanderbilt and the Spingold, and his last (the Reisinger) more than four decades later in 1984. In all he captured 20 North American championships and was runner-up 14 times.



Tom Stoddard (1896–1976)
Inducted 2010
Blackwood Award

Tom Stoddard of Laguna Hills CA, was known as the “Father of Bridge on the West Coast” – and for good reason.

He was one of the outstanding personalities of American bridge, a pioneer in bridge teaching and bridge-club management, founder of the Pacific Bridge League (PBL) and former ACBL executive.

In 1931, at age 35, Stoddard owned a Los Angeles hotel at a time when most hotels were going bankrupt. He conceived the idea of making his hostelry a center for bridge lessons and duplicate games. The project was a sensational success, at its peak employing 11 teachers and conducting games daily from 9:30 a.m. to midnight.

Stoddard founded the PBL in 1933 and was responsible for the wildfire growth of bridge on the West Coast. The PBL included the 11 far-western states, the territories of Hawaii and Alaska and the Canadian provinces of British Columbia and Alberta. Stoddard also founded the Contract Bridge Forum newsletter in the early Thirties. During more than 75 years of publication it has been the voice of the PBL and the Western Conference.



Tobias Stone (b. 1921)
Inducted 2003
von Zedtwitz Award

Tobias Stone, known to the bridge world for almost six decades as the one-and-only “Stoney,” departed his native Manhattan and retired to Las Vegas in 1986, leaving behind a wealth of bridge victories, brilliant bidding theories, humorous stories and tales of famous Broadway friends from his late-night sessions at P. J. Clarke's.

Stoney attended City College in 1935 where he met the late, great Harry Harkavy and his legendary longtime bridge partner, Alvin Roth, with whom he collaborated to create the world-famous Roth-Stone System, which enjoyed great popularity upon its publication in the Fifties.

He recalls winning his first event, the Metropolitan Pairs, at the Park Central Hotel in New York with the late Hall-of-Famer George Rapée more than 60 years ago. His sheepish grin, incorrigible sense of humor and astonishing capacity for accurate and total recall of names, dates, places and incidents delight both old and new friends, who never miss an opportunity to pay homage to him and savor his entertaining repartee while passing through Vegas.



Dave Treadwell (1912–2010)
Inducted 1998
Blackwood Award

When you saw Dave Treadwell at a tournament, it was wise to prepare yourself to suffer through – or enjoy, depending on your taste – a bad joke.

The tournament veteran was notorious for his seemingly endless store of puns and gags that he managed to relate in perfectly deadpan fashion. Despite Treadwell’s reputation, you often don’t know you’ve been had until you hear the punch line.

There are, however, a couple of serious sides to Treadwell, a retired chemical engineer.

First, as an expert bridge player, the Wilmington DE resident maintained the solemn view that it was his obligation to take as many tricks as possible when at the bridge table. In so doing, he earned the rank of Grand Life Master (with more than 20,000 masterpoints) and represented the U.S. in international competition on several occasions.

Second, Treadwell was quite serious when it came to serving the bridge community. His dedication earned him accolades as ACBL Honorary Member of the Year in 1985. He also has a place in the Hall of Fame as the 1998 winner of the Blackwood Award as an ACBL member who has contributed to bridge outside of bridge-playing expertise.



Alan Truscott (1925–2005)
Inducted 2001
Blackwood Award

Alan Truscott was for many decades one of the most influential personalities in the world of bridge. Columnist of *The New York Times* for 41 years, Truscott was most

famous for his involvement in the famous cheating scandal in the world championships in Buenos Aires in 1965.

The British players Terence Reese and Boris Schapiro were accused by the American pair, B. Jay Becker and Dorothy Hayden, of signifying how many hearts they held by how many fingers they used to hold their cards. As a close friend – and husband-to-be – of Mrs Hayden, Truscott, present in a *New York Times* capacity, was soon drawn into the affair.

After watching Reese/Schapiro in action, he too became convinced of their guilt, and outlined his case in his book *The Great Bridge Scandal*, a book that was not published in Britain (for fear of legal action) until 2003, after the death of Schapiro. Reese died in 1996.

Alan Truscott was born in Brixton in 1925. He was a childhood chess prodigy, adding bridge to his repertoire at 15. It was at Oxford University that Truscott broke through to the international bridge stage (he also represented Oxford at chess), in partnership with Robert D’Unienville.



Dorothy Truscott (d. 2006)
Inducted 1998

As a 5-year-old kibitzing the family bridge game, Dorothy Hayden Truscott never dreamed that bridge would lead her to world travel, four international championships and election to the ACBL

Bridge Hall of Fame.

The election “pleases me no end,” said Truscott. “I’m very grateful to bridge in general. I’d like to give back to bridge what it has given to me.” For Truscott, bridge has been a life-long love affair. “I can’t remember when I didn’t know the game,” she said. “My parents played bridge and when I was little, there were always bridge games going.” Truscott was permitted to kibitz “if I would stay very quiet.”

She played her first bridge hand at about age 7. A guest was late, “so I was allowed to play for one hour. From then on, I was hooked. I couldn’t wait for the next guest to be late.”

More than six decades later, Truscott was one of the world’s leading players and the only person who has competed in all four forms of major world championship competition.

She won the Venice Cup three times and the World Olympiad Women’s Teams. One of her teammates was Mary Jane Farrell, also a 1998 inductee into the ACBL Bridge Hall of Fame.



Harold Vanderbilt (1884–1970)
Inducted 1964

The modern version of our game – contract bridge – occurred as a refinement to the rules of an older version called auction bridge. Harold S. Vanderbilt of Newport RI is the person responsible for this improvement.

How did Vanderbilt come to be the father of the game we enjoy today? Aboard the cruise ship *Finland* in late October of 1925, Vanderbilt – who was traveling with three friends, all of whom were auction bridge enthusiasts – tested an idea he had for making the auction bridge version of the game more interesting.

In auction bridge, players scored points for taking a certain number of tricks as in the modern game. The problem, however, was that players received game and slam bonuses even if they didn’t actually bid a game or slam. For example, if you were in 1NT making three, you got the game bonus anyway.

Vanderbilt decided to make it more challenging by requiring a partnership to actually bid to the game or slam level in order to receive the bonus. The refinement made slams too risky to attempt, so he also increased the slam bonuses.

The rapid spread of contract bridge from 1926 to 1929 is largely attributable to Vanderbilt’s espousal of it; his social standing made the game fashionable. Vanderbilt’s technical contribution was even greater. He devised the first unified system of bidding, and was solely responsible for the artificial 1♣ bid to show a strong hand, the negative 1♦ response, the strong (16-to-18 point) notrump on balanced hands only, and the weak two-bid opening.



**Waldemar von Zedtwitz
(1896–1984)
Inducted 1964**

A bridge champion in six consecutive decades, Waldemar von Zedtwitz capped his career by winning the World Mixed Pairs in 1970 when he was 74 years old and legally

blind.

Von Zedtwitz, linguist and lexicographer, was one of the great players and personalities of all time. He was president of the ACBL in 1948 and of its parent organization, the American Bridge League, in 1932. When dissension threatened to break up the ACBL in 1948, the contesting factions agreed to von Zedtwitz as president and chairman with *carte blanche* authority. In these positions, he was credited with saving the League. In 1949, upon the League's rehabilitation, he immediately returned power to the ACBL Board of Directors.

He was a charter member of the ACBL Laws Commission and helped found the World Bridge Federation. He also played a major role in the formation of the ACBL Charity Foundation.

As a player of auction and contract bridge, von Zedtwitz was noted for his versatility in playing with exponents of different bidding systems. He was an early contributor to the Culbertson system and is credited with invention of the forcing two-bid and also of the negative 2NT response to a forcing two-bid. He was also a contributor and consultant in connection with the Four Aces System. Von Zedtwitz was a member of *The Bridge World* team that won the first international matches in 1930 in England and France.



**Margaret Wagar (1902–1990)
Inducted 1999**

Margaret Wagar, a woman who distinguished herself as a player and as an administrator, was one of the all-time great players. She became Life Master #37 in 1943, the fifth woman to earn the

ranking. She and Kay Rhodes share one of the most remarkable achievements in ACBL history – they won the Women's Pairs four consecutive years: 1955 through 1958.

Wagar and Rhodes share another record, one of frustration. They were second in the Women's Teams for seven consecutive years, 1952 through 1958.

Wagar served on the ACBL Board of Directors from 1960 to 1972 and was named ACBL Honorary Member in 1979. She was non-playing captain of the U.S. World Women's Teams in 1968 and 1972.

Former world champion Carol Sanders considers Wagar one of her role models. "She gave me such opportunities when I first started playing bridge. She was so dear to me."

There are many Margaret Wagar stories, most of them priceless.



**Peter Weichsel (b. 1943)
Inducted 2004**

Peter Weichsel first appeared on the tournament scene in the mid-Sixties. Few conjectured then that this young renegade, sporting pony tail, beads and bell-bottoms, would soar to prominence as one of

America's brightest stars and attain overwhelming popularity.

Peter's early fame in the bridge community came as an original member of the Precision Team, the brainchild of the late C. C. Wei, emanating in Manhattan in the early Seventies. Wei's unheralded team captured three national knockout titles from the summer of 1970 through the spring of 1972, propelling Peter and his partner, Alan Sontag, into full-time professional careers.

After the Precision Team disbanded in 1973, Weichsel-Sontag continued their stellar career, becoming a dominant pair on the national and international bridge scene. They had a string of successes during the late Seventies and early Eighties, culminating with their first Bermuda Bowl win in 1983. After a 15-year break, Weichsel and Sontag re-formed their partnership in 1998 and again became a dominant pair, winning a string of North American and world championships, including their second Bermuda Bowl in 2001.



**Kathie Wei-Sender (b. 1930)
Inducted 1999
Blackwood Award**

Kathie Wei-Sender, a three-time world champion and a tireless promoter of bridge, was the 1999 recipient of the Blackwood Award for service to the game outside of

contributions as a player. The award was made on the vote of the ACBL Bridge Hall of Fame committee.

Born in Beijing (then Peking), China, Wei-Sender is a graduate of the Shanghai University School of Nursing. She arrived in the U.S. in 1949 and worked as a medical facility administrator for 15 years before retiring in 1972.

Although a U.S. citizen, Wei-Sender still visits China regularly and is the only American to hold minister rank in China. She is the official adviser to the Chinese Bridge League. She often leads trips to China for tournaments.

Wei-Sender took up bridge while she was married to the late C.C. Wei, a shipping magnate who invented the Precision bidding system. In 1971, she was co-captain and manager of the bridge team from Taiwan that surprised the bridge world by making it to the final of the Bermuda Bowl. She assumed the same role for Taiwan's team in the 1972 Olympiad. C.C. Wei died in 1987. Kathie married Henry Sender of Nashville in 1992.

The official Ambassador of Bridge for the World Bridge Federation, Wei-Sender was named ACBL's Honorary Member in 1987. She was named Bridge Personality of the Year by the International Bridge Press Association in 1986.



**Bobby Wolff (b. 1932)
Inducted 1995**

At the age of 12, Bobby Wolff watched his parents playing bridge on a four-day train trip to Chicago from their home in San Antonio TX. He was fascinated. Soon the youngster was an avid player himself. At the time, he had no aspirations in bridge beyond the next game.

More than 60 years later, Wolff can look back on a career in which he has reached the top as a player and as an administrator.

Wolff has won numerous North American Championships and nine world titles – including six Bermuda Bowls. He is the only player to have won world championships at four different levels – Open Pairs, Bermuda Bowl, Team Olympiad and Mixed Teams.

An original member of the Aces – the first professional team to win a world championship – Wolff is a Grand Life Master with both the ACBL and the World Bridge Federation. He is also the author of a syndicated bridge column carried by hundreds of newspapers.

His record as an administrator has been just as spectacular. Wolff, intimately involved in bridge politics for more than 25 years, has served as an ACBL Board member, as president of the ACBL and as president of the World Bridge Federation.

Wolff is the creator of the ACBL's Active Ethics program, and he originated the idea of the recorder system in bridge.



**Kit Woolsey (b. 1943)
Inducted 2005**

Kit Woolsey was born in 1943 in Washington DC. He earned a B.A. in mathematics from Oberlin College in 1964 and a master's degree from the University of Illinois in 1965. Kit lives in California with his wife, Sally, a leading player in her own right, and their two cats.

His parents taught Kit the rules of bridge when he was 9 or 10, but he had no other formal training. His first victory at the national level came in 1967, when he won the Mixed Pairs with Trudy Machlin, wife of Tournament Director Jerry Machlin.

He has since formed long-term partnerships with three experts – Steve Robinson, Ed Manfield and Fred Stewart.

In the late Seventies, Kit began a successful career as a bridge writer, producing *Partnership Defense at Bridge*, *Matchpoints* and *Modern Defensive Signals*. He was co-author of *Clobber Their Artificial Club* and won the IBPA award in 1977 for the best article or series on a system or convention. He also wrote *Play the Vanderbilt*, available as a CD.



**Milton Work (1864–1934)
Inducted 1965**

In the world of whist and auction bridge, which were predecessors to contract bridge, the game we enjoy today, Milton Work was a giant. These games were in their heyday at the turn of the 20th century, and Work was recognized as the outstanding American authority on them.

Work's best known contribution to the modern game was the popularization of the Work point-count method of hand evaluation in which aces are worth 4 points each, kings 3, queens 2 and jacks 1. This method, first proposed by Bryant McCampbell in 1915, became widely known through Work's lectures and writings.

Although Ely Culbertson's honor-trick method of evaluation dominated the bridge world for much of the Thirties and early Forties, Work's point-count method became the rage when Charles Goren made it the cornerstone of his Standard American system. This method, with some modifications, is still used today by players everywhere.

After a 30-year career as an attorney in Philadelphia, Work took a leave of absence in 1917 to tour the U.S. with Wilbur C. Whitehead, organizing bridge competitions and lecturing on bridge, to promote the sale of Liberty bonds. The success of the tour induced him to quit the practice of law and adopt bridge as a career.



**Sally Young (1906–1970)
Inducted 2001**

Sally Young was Life Master #17, the first woman to earn Life Master status and a top competitor in open and women's events. She is the only woman to win the Reisinger Board-a-Match Teams three consecutive years. Young teamed with John Crawford, Charles Goren and Charles Solomon to win the event in 1937 and 1938. The quartet added B. Jay Becker and won again in 1939.

Young also won the Reisinger in 1947 with teammates Jane Jaeger, Kay Rhodes and Paula Ribner – they remain the only all-women's team ever to win a major open team championship.

Young – short, freckle-faced, her blue eyes usually hidden by her trademark sunglasses – and Helen Sobel Smith won the Women's Pairs in 1938 and 1939. The two led the 1938 field by such a large margin that Oswald Jacoby commented they had nearly come over into the Men's Pairs section and walked off with that, too.

Young set a record between 1937 and 1958 by winning the Women's Teams seven times – including four consecutive years: 1943, 1944, 1945 and 1946 with teammates Emily Folline, Smith and Margaret Wagar – and finishing second three times.



Mary Jane Farell.



Sam Stayman.



Edgar Kaplan, Norman Kay, B. Jay Becker and Dorothy Truscott.



Bob Hamman and Bobby Wolff.



Bobby Goldman.



Bobby Nail.



Al Sobel and Tom Stoddard.



Hugh Ross.



Paul Soloway and Eddie Kantar.



T.A. Lightner.



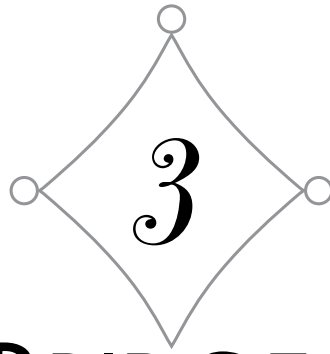
Carol Sanders and Betty Ann Kennedy.



Vic Mitchell.



Ira Rubin, Peter Weichsel, Alan Sontag, Bobby Wolff and Fred Hamilton.



CANADIAN BRIDGE FEDERATION HALL OF FAME

In 2009, the Canadian Bridge Federation voted to create a Canadian Bridge Hall of Fame to recognize individuals for outstanding achievements as players and/or builders – teachers, writers, administrators and others. The new Hall of Fame is entirely online at the CBF web site: www.cbf.ca. The induction of the first class – Bruce Elliott, Sam Gold, Sami Kehela, Eric Murray and Percy Sheardown – took place at the Canadian Bridge Championships in Markham ON in May 2010.

Joining the CBF Hall of Fame in 2011 were Ralph Cohen, Doug Drew, Diana Gordon, Eric Kokish and George Mittelman.

The following are capsule biographies. Full bios can be found on the CD accompanying this book.

Four members of the CBF Hall of Fame – Kehela, Murray, Kokish and Sheardown – are also members of the ACBL Bridge Hall of Fame.

Ralph Cohen (1926-2006)



Ralph Cohen was one of Sam Gold's protégés in his early days of bridge in Montréal. He played with Gold in the 1964 Olympiad, and Sami Kehela noted, "Gold and Cohen played at least as well as did Murray and Kehela." Cohen also won two Inter-City Challenges for Montréal (1967 and 1968) playing with Gold. He was already one of Canada's top players when the opportunity arose to make bridge his career – with the ACBL. When ACBL headquarters moved from Greenwich CT to Memphis TN in 1972, Cohen moved with the organization and lived in the city until he died in 2006, serving the ACBL in various capacities.

In 1972, Cohen became assistant executive secretary to Richard Goldberg when the position of executive secretary was the highest administrative position in the League. Cohen succeeded Goldberg in 1984, and the position was renamed

executive director. Cohen held that position for two and a half years until 1986, when he was named consultant to the League, a position he held until his retirement in 1991. During his stint in Memphis, Cohen was also a member of the ACBL Laws Commission, eventually becoming co-chairman.

From 1996, Cohen was also vice-chairman of the World Bridge Federation's Laws Committee. Cohen was awarded the Sidney H. Lazard Jr. Sportsmanship Award in 2006.

Doug Drew



Doug Drew and Canadian bridge administration were synonymous for 30 years. It was because of Drew that there is a Canadian Bridge Federation. He was one of the six founding members in the Sixties. From 1969 until 1993, Drew continuously held elected office, serving as the District 2 representative (with a three-year hiatus) on the ACBL Board of Directors, always watching out for Canadian interests. Drew was the driving force behind the creation of two all-Canadian ACBL districts (1 and 2). He served as ACBL president in 1984 and chairman of the Board of Directors in 1985. He also served as unit and district president during many of those years.

Drew has superb organizational and problem-solving abilities, evidenced in the tournaments he chaired and co-chaired over the years, including the Canadian Nationals Regional Tournament in Toronto, the Niagara Falls Regional and the 1997 World Junior Bridge Team Championships in Hamilton ON. The regionals he ran for District 2 in Toronto and Niagara Falls always made a profit, and it was mostly because of Drew that the World Junior Championship came in under budget. Drew initiated the action required to create the ACBL Educational Foundation, the non-profit teaching arm of the League.



Bruce Elliott

Bruce Elliott has won four major North American titles and came very close to winning a fifth. Elliott won the 1948 and 1951 Chicago Trophy (which is now the Reisinger Board-a-Match Teams) and the 1964 and 1965 Spingold Knockout Teams.

He came second in the Life Master Pairs in 1964 at the Summer NABC in Toronto. Elliott twice represented Canada in the World Team Olympiad, in Torino, Italy in 1960, coming seventh, and in Deauville, France, in 1968, bringing home the bronze medal.

Elliott was born in 1922 and has lived all his life in the Toronto area. His partnership with Percy Sheardown was one of the best in North America in the Fifties and Sixties. Most of his major successes, with the exception of the 1948 Chicago, came in partnership with Sheardown.



Sam Gold (1908-1982)

Sam Gold of Montréal was “Mr. Bridge” to generations of Québécois. He was a superb player, representing Canada in the 1964 World Team Olympiad, where Canada came fourth, losing in the semifinals to the USA. Gold was the second

Canadian player to achieve the status of Life Master and was LM No. 1321. He was twice a member of Montréal’s Intercity Team which won the Congress Trophy in 1967 and 1968.

Gold was a top tournament director and a member of the National Laws Commission. He was a charter member of the Montréal Bridge League and was instrumental in affiliating the MBL with the ACBL in 1946. Gold contributed many new duplicate movements, including the Three-Quarter Howell. He was also a talented writer on bridge, contributing articles to, among others, *The Bridge World*.



Diana Gordon

Diana Gordon, Canada’s only World Grand Master, was the premier female player in Canada for about 30 years. Her record of playing in seven straight Olympiad Women’s Teams may never be broken. She has a complete set of medals from World Championship play: gold from

the 1982 World Mixed Pairs, silver from the 2000 Olympiad Women’s Teams and bronze from the 1989 Venice Cup and 1996 Olympiad Women’s Teams.

With regular partner Sharyn Reus, Gordon also won the Canadian Open Pairs Championship in 1982 – they remain the only women’s pair to have done so.

For about 30 years, Gordon never lost a knockout match in the Canadian Women’s Team Championship – not to mention winning it 15 times! She almost performed the same feat in the CNTC, but lost in the final in 1994 – the best result ever by a women’s team in the event. Other top tens in World Championships came in the Women’s Pairs, Mixed Pairs

and Women’s Teams. Gordon also won the North American Women’s Swiss Teams in 1985.



Sami Kehela

Sami Kehela is one of the best players ever to play the game of bridge. Kehela has won eight major North American titles, including the Spingold Knockout Teams three times and the Kaplan Blue Ribbon Pairs. Kehela has four second-place finishes in North American championships. In

partnership with Murray, Kehela won the CNTC in 1980 and 1981, the Canadian Olympiad Team Trials in 1968, and the International Pairs Trials for the North American Bermuda Bowl team in 1963 and 1966. Kehela also won the Lou Herman Trophy for best performance at the 1967 Fall Nationals.

Internationally, Sami Kehela was coach of the North American team in the Bermuda Bowl in 1962, 1963 and 1965 and played with Murray on the team in 1966, 1967 and 1974, finishing second to the Italian Blue Team on all six occasions. Kehela won bronze medals in the 1968 and 1972 Olympiads and the 1982 Rosenblum. Kehela played on every Canadian Olympiad team from 1960 to 1988 except 1984.

Kehela has also made significant contributions as a journalist, serving as editor of the Ontario Kibitzer, bridge columnist for Toronto Life and contributing editor to the *Official Encyclopedia of Bridge*. Kehela was born in Baghdad in 1934 and spent his early years in London, England, and Berkeley CA before settling in Toronto.

Eric Kokish



In 1978, Eric Kokish and Peter Nagy came second in the World Open Pairs; the winners were Marcelo Branco and Gabino Cintra of Brazil. The Canadians and the Brazilians became very good friends. A few years later, the Brazilians remembered the friendly Canadians and invited them to form a team and travel to Brazil and

Argentina on a bridge tour. The tour was a success, and in 1985, when Brazil was hosting the Bermuda Bowl, they again invited Kokish to visit and coach the host team in the weeks preceding the championship. Brazil lost in the semifinal to the U.S. when Bob Hamman bid and made a tricky 3NT contract on the last board, but a career was born.

In the 26 years since then, Kokish has become the top bridge coach in the world. His teams have won gold, silver and bronze medals in World Championship play – the list of winners includes Brazil, the Netherlands and the USA. His main gig these days is with the Nickell team, current holders of the Bermuda Bowl. In Women’s World Championships, his clients have included the USA and Russia, both recent winners.

Kokish became a member of the ACBL Bridge Hall of Fame in 2011.



George Mittelman

George Mittelman has won two world championships – the 1982 Mixed Pairs and the 2002 Senior Teams. Along with a silver medal in the 1995 Bermuda Bowl, Mittelman has also won two bronze medals in the Rosenblum Cup (1982 and 1990). On one of those occasions, in the now-infamous

Geneva Incident, the team was robbed of the chance to play for gold by a scoring error. He has won more CNTCs than any other player (eight) and has won four North American bridge titles: two Open Swiss Teams (1986, 1995), a Board-a-Match Teams (1998) and a Senior Teams (2006). He has also been non-playing captain of Canada’s Olympiad, Bermuda Bowl and Venice Cup Teams on numerous occasions.

Eric Murray



Eric Rutherford Murray is one of the all-time great players – and he is one of the true characters of the bridge world. A leading civil litigation lawyer in Toronto, Murray won one of the first \$1 million-plus civil-court judgments in Canada and is legendary as a raconteur and orator.

He was born in 1928 and lived his early life in Hamilton ON before leaving for Toronto to practice law and play bridge. Murray was president of the Ontario Bridge League in its early days, engineering its union with the ACBL, and was one of the founders of the Canadian Bridge Federation.

Murray is the most successful Canadian player ever. In addition to all his successes with Sami Kehela, Murray also won the Vanderbilt in 1961 with Charles Coon, the Men’s Pairs in

1954 and 1955 with Doug Drury and the Master Mixed Teams (1962) and Mixed Pairs (1963) with Agnes Gordon. He also won the Pairs Trials with Charles Coon for the 1962 North American Bermuda Bowl team, where they finished second to Italy. “I know the Italian National Anthem by heart,” says Murray. Murray won the Lou Herman Trophy for best performance at the 1963 Fall Nationals. He won CNTCs in 1980, 1981 and 1987 and the CSTC in 2007.

Percy Sheardown (1911-1993)



Percy (Shorty) Sheardown was the first great Canadian bridge player, the greatest ever according to Ralph Cohen. Shorty was a brilliant card player and won many titles in the Thirties and Forties, including the 1936 Chicago. Most of his wins in the Fifties and Sixties were in partnership with Bruce Elliott, including another win in the

Chicago in 1951. Their team with Murray and Kehela ranks as the best Canadian foursome of all time.

In addition to their two Spingold wins, the foursome also came third in the 1968 Olympiad Teams with Gerry Charney and Bill Crissey. Sheardown won the Fishbein Trophy as the top performer in the 1964 Summer NABC, winning the Spingold with Elliott, Murray and Kehela and finishing second in the Life Master Pairs with Elliott. They successfully defended their title the next year.

Sheardown spent most of his life in Toronto as proprietor of the St. Clair Bridge Club, which was presented to him by its members upon his return from combat in World War II. Shorty was the first Canadian Life Master.

*1964 and 1965
Spingold winners and
Canadian Hall of Fame
members:
Sami Kehela, Bruce Elliott,
Eric Murray and
Percy Sheardown.*





1968 Team Canada.



Sami Kehela at vugraph show.



Diana Gordon.



Ralph Cohen and Richard Goldberg.



Doug Drew.



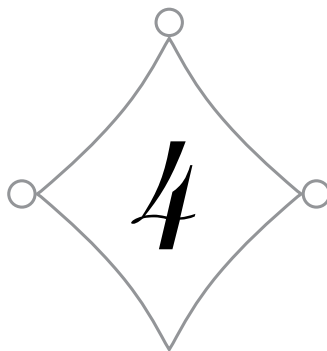
George Mittelman.



Canadian Innercity Winners.



Murray and Kehela at World Championships.



BRIDGE AT THE TOP

Many of the all-time great players are members of the ACBL Bridge Hall of Fame. For the superstars not yet elected, it's mostly because they haven't met the minimum age requirement (60) for consideration.

One measure of performance at the top levels of bridge is platinum masterpoints, available only in national events with no upper masterpoint restrictions. The players who follow make up most of the top platinum masterpoint winners.

Twenty-two players are not on this list because they are in the ACBL Bridge Hall of Fame or its Canadian counterpart

(see page 71). They are Zia Mahmood, David Berkowitz, Bob Hamman, Lew Stansby, Nick Nickell, Paul Soloway, Mike Passell, Richard Freeman, Alan Sontag, Kit Woolsey, Mike Becker, Steve Robinson, Peter Weichsel, Mark Lair, Kerri Sanborn, Bobby Wolff, Betty Ann Kennedy, Fred Hamilton, Billy Eisenberg, George Mittelman, George Rosenkranz and Sidney Lazard.

Leading this list is Jeff Meckstroth, followed by his regular partner, Eric Rodwell. Players are presented in order of their masterpoint holdings as of June 2011.



Jeff Meckstroth

One of the top players of all time, 49 North American and eight world titles



Robert Levin

All-time great player, youngest world champ at 23 with 1981 Bermuda Bowl victory



Eric Rodwell

All-time great, renowned bidding theorist, 50 North American and seven world titles



Larry Cohen

Known for total tricks books and multiple North American titles



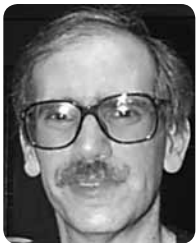
Ralph Katz

Bermuda Bowl champion 2009, one of ACBL's top players



George Jacobs

ACBL Bridge Bulletin humor columnist and 11-time national champion

**Chip Martel**

College professor with five world titles,
Laws Commission chair

**Björn Fallenius**

Top Swedish player before moving to U.S.,
winner of 11 North American titles

**Steve Weinstein**

Seven-time winner of the Cavendish,
World Open Pairs title in 2010

**Fred Gitelman**

Founder of Bridge Base, former
Canadian Junior star, world champ in 2010

**Geoff Hampson**

Former Canadian Junior star, won
Rosenblum Cup in 2010

**Roy Welland**

New York City options trader, former ACBL
Rookie of the Year, six NABC titles

**Alfredo Versace**

Top Italian player, six-time
world champion, all in teams

**Cezary Balicki**

Three-time Spingold champ, 11 NABC
titles, won Transnational Open Teams
2000 and 2009

**Michael Rosenberg**

Top analyst, 1998 Par Contest winner at
world championships, won 1994 Rosenblum
Cup

**Adam Zmudzinski**

Two world titles, three Spingold victories,
11 NABC wins overall

**Eric Greco**

One of ACBL's best young players,
Rosenblum Cup winner in 2010

**Norberto Bocchi**

Italian star with three world championships,
eight NABC wins

**Michael Seamon**

Bridge teacher and professional player,
World IMP Pairs winner 1998

**Lorenzo Lauria**

Six world titles. With Alfredo Versace, half
of one of the world's top partnerships

**Giorgio Duboin**

Italian star with five world titles,
10 North American championships

**Howard Weinstein**

Retired options trader, silver medalist
in 2007 Bermuda Bowl, eight NABC wins

**Brad Moss**

Won Rosenblum Cup in 2010
Nine NABC titles

**Marc Jacobus**

Veteran professional player with seven
North American championships

**Rose Meltzer**

First woman to win the Bermuda Bowl
(2001), also first woman to win Rosenblum
Cup (2006)

**Eddie Wold**

Top player with one world title,
15 North American championships

**Jill Meyers**

Attorney specializing in the music business,
five world titles and 17 NABC wins

**Shawn Quinn**

Leading women's player with
three world championships

**Kyle Larsen**

At 18, youngest ever to win a major NABC
team title, the 1968 Reisinger.
Two-time world champ

**Peter Boyd**

Rosenblum Cup champion in 1986,
top ACBL player with a dozen major wins

**Steve Garner**

Eight-time North American champion,
silver medalist in 2007 Bermuda Bowl

**Sam Lev**

Former member of Israel's national team,
winner of seven major ACBL titles

**Geir Helgemo**

Norwegian superstar with three world
titles and eight NABC victories

**Richard Schwartz**

All-time great horse race handicapper,
winner of six North American titles

**Tobi Sokolow**

Three-time world champion, one of ACBL's top players with 14 NABC titles

**Russ Ekeblad**

Semi-retired businessman. Won World IMP Pairs in 2002. Four North American championships

**Drew Casen**

Expert golfer and bowler, former options trader, winner of four NABC championships

**Janice Seamon-Molson**

Non-practicing lawyer and part of one of America's top bridge families; two world titles, 12 NABC wins

**James Cayne**

Former chief of Bear Stearnes investment firm, five-time Reisinger winner (14 NABC titles)

**Mike Kamil**

Six-time North American champion, represented USA in 2011 Bermuda Bowl titles

**Bart Bramley**

Several medals in international competition, 13 North American championships

**Curtis Cheek**

Former aerospace engineer, now professional player with three major championships

**Fred Stewart**

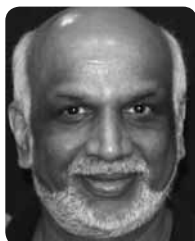
ACBL Player of the Year (with Steve Weinstein) in 1995, winner of six NABC championships

**Fulvio Fantoni**

No. 1 in World Bridge Federation player rankings, six-time world champion

**Mildred Breed**

Veteran player with two gold medals, one silver and two bronze medals at the world level

**Hemant Lall**

Systems analyst, native of India, five-time North American champion

**Lynn Deas**

Six-time world champion with 22 wins in major ACBL events

**Jill Levin**

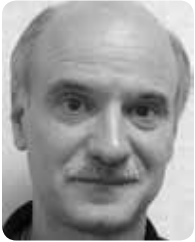
Non-practicing attorney, novelist and top player with four world titles, 10 NABC wins

**Roger Bates**

Professional player, five-time world champion (two Rosenblum Cups, three Senior Teams)

**Adam Wildavsky**

New Yorker living in Switzerland working for Google. Bronze medalist in the Bermuda Bowl.

**Jim Krekorian**

Options trader, bridge pro and teacher, former college track letterman, four NABC titles

**John Mohan**

ACBL Player of the Year for 1999. Won World Senior Teams and World Mixed Teams in 2000

**Gary Cohler**

Won Reisinger Board-a-Match Teams 2006, two-time winner of Freeman Mixed Teams

**Dan Morse**

Longtime member of the ACBL Board of Directors, bronze medalist in 2003 Bermuda Bowl, many NABC titles

**Claudio Nunes**

No. 2 in WBF player rankings, with five world championships

**Steve Landen**

Bridge pro and computer expert, bronze medalist in 2003 Bermuda Bowl, six NABC victories

**Doug Doub**

Bronze medalist, 2003 Bermuda Bowl six-time North American champion

**Ron Smith**

Bridge pro and former concert pianist, silver medalist in World Mixed Teams 2010, bronze in 2007 World Senior Teams

**JoAnna Stansby**

Won Women's Teams 2007, bronze medalist in World Mixed Pairs 2006

**Martin Fleisher**

Captain of USA 1 team competing in 2011 Bermuda Bowl, four-time North American champion

**Chris Willenken**

Five-time North American champion, including two victories in NABC+ Fast Open Pairs

**Debbie Rosenberg**

Bridge teacher and pro player, won World Women's Pairs 2002 and Venice Cup 2007.

**Pratap Rajadhyaksha**

Bridge pro and three-time North American champion.

**Michael Polowan**

Bridge pro living in New York City, won 1995 Vanderbilt as part of a four-man team, three other titles

**Steve Beatty**

President and CEO of a biotech company, two-time North American champion.

**Garey Hayden**

Four-time winner of World Senior Teams (2001, 2003, 2005, 2010), nine North American titles

**Boye Brogeland**

Former Junior champ, editor of Bridge magazine in Norway, Bermuda Bowl champion 2007

**Fredrik Nystrom**

Swedish star with three North American titles, second in Rosenblum Cup 2006

**Peter Bertheau**

Swedish star, silver medalist in 2006 Rosenblum Cup in Verona, Italy, three-time NABC champion

**Joe Grue**

Former Junior star, member of USA 2, qualified to play in 2011 Bermuda Bowl

**Joel Wooldridge**

Former Youngest Life Master, set masterpoint record for Spring NABC in 2011

**Christal Henner-Welland**

Five major championships, including 2007 Vanderbilt, second in Rosenblum Cup 2006

**Irina Levitina**

Former Russian chess champion, No. 3 in WBF women's player rankings, five world titles

**Mike Moss**

Six North American titles, second in Mixed Teams 1972 and Open Teams 1990

**Beth Palmer**

Administrative law judge, four-time world champion with two dozen North American championships

**John Sutherlin**

Honorary Member (with wife, Peggy) in 2008, won World Senior Teams 2000, 11 NABC victories

**Peter Fredin**

Swedish star, silver medalist in World Open Pairs 2010, bronze medalist in World Open Pairs 1998

**Chris Compton**

Former attorney, now full-time player with two NABC wins – 1989 Reisinger, 2008 Jacoby Open Swiss

**Walid Elahmady**

One of Egypt's top stars, winner of three North American titles, including 2004 Kaplan Blue Ribbon Pairs

**Tarek Sadek**

Egyptian star, winner of 2009 Vanderbilt Knockout Teams and 2004 Kaplan Blue Ribbon Pairs

**Tor Helness**

One of Norway's top players with wins in Bermuda Bowl (2007), Rosenblum Cup (2006) and Transnational Open Teams (2010)

**Rita Shugart**

Successful businesswoman in California, three NABC victories – all in open events – two Reisingers and an Open BAM

**Lou Ann O'Rourke**

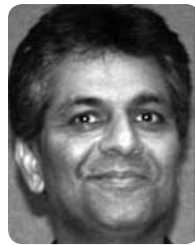
Winner of the Roth Open Swiss Teams in 2007, multiple seconds in NABC+ events

**Petra Hamman**

Winner of Women's Teams at World Championships in Netherlands 2000, eight NABC victories

**Lynn Baker**

Law professor at the University of Texas, winner of 14 North American championships

**Jaggy Shivdasani**

Formerly of Mumbai, India, first non-American to win Spingold (1987), Fourth in World Open Teams 1988, also won Reisinger (1987)

**Hjördis Eythorsdottir**

Originally from Iceland, more commonly known as Disa, winner of eight North American titles

**Nikolay Demirev**

Five-time North American champion, all in pairs, including two wins in Lebar IMP Pairs

**Judi Radin**

One of top women's players with four world titles, 16 North American championships. Avid sports fan

**John Hurd**

Former Junior champion, four-time NABC winner, including 2011 Norman Kay Platinum Pairs

**Gavin Wolpert**

Co-founder of Bridge Winners web site, one of the youngest-ever winners of the Kaplan Blue Ribbon Pairs (2005)

**Jan Jansma**

One of the top players in the Netherlands with three NABC wins – Spingold, Kaplan Blue Ribbon Pairs, von Zedtwitz LM Pairs

**Winthrop Allegaert**

Won North American Swiss Teams in 2002

**Jacek Pszczola**

Polish expert often called “Pepsi.” World Open Pairs champ in 1998, four NABC titles, including Reisinger

**Sabine Auken**

German star living in Denmark, one of the world’s top players, three world titles (two Venice Cups) and numerous medals

**Peggy Sutherlin**

Former flight attendant. Won Women’s Teams 2000, placed second in World Mixed Pairs, nine NABC championships

**Renee Mancuso**

CPA in Los Angeles CA, six-time North American champion, Earned silver medal in World Women’s Teams 2000

**Karen McCallum**

Five-time world champion, including two Women’s Pairs, one Mixed Pairs, 14 North American titles

**Barnet Shenkin**

Former Scottish champion, now a U.S. citizen, three-time NABC winner, including GNT Championship Flight 2004

**Grant Baze**

Late superstar was one of all-time greats. Won World Senior Teams four times, second once

**Mike Cappelletti Jr.**

Full-time player with three wins in North American championships, including Jacoby Open Swiss 2000

**Bryan Maksymetz**

Top Canadian player from British Columbia with four seconds in North American championships

**John Onstott**

Brokerage firm owner in New Orleans, winner of the Keohane North American Swiss Teams 1998

**John Stiefel**

Veteran New England player (Connecticut) with two Senior Swiss Teams wins



Linda Lewis

Grand Life Master with five North American championships and nine seconds



John Diamond

Captain of winning Rosenblum Cup team in Philadelphia World Championships 2010



Dan Jacob

Grand Life Master from Canada. Two national pairs wins – Silodor Open and Fast Open



William Pollack

President of U.S. Bridge Federation, four-time NABC champ, including 1990 Vanderbilt



Dan Gerstman

Two-time North American champion, Grand Life Master from Buffalo NY



Mark Feldman

Grand Life Master, winner of Mitchell Board-a-Match Teams 1974



Rozanne Pollack

World champion (McConnell Cup 1994) with 11 North American titles



Chuck Burger

Top ACBL player with 11 North American championships, including three Spingolds



Richard DeMartino

World Senior Pairs winner in 2010, ACBL Grand Life Master with five NABC titles



Louk Verhees

Top player from the Netherlands, winner of the Spingold 2009



David Yang

Three-time North American champion, with two wins in North American Pairs Flight A



Daniela von Arnim

German champion, two world titles. With Sabine Auken, arguably the world's top women's pair



Andrew Robson

One of Great Britain's top players, three-time winner at NABCs, including two Reisingers



Carolyn Lynch

Three-time North American champion, all in open events

**Nagy Kamel**

Grand Life Master, winner of Keohane Open Swiss, Wernher Open Pairs and NABC Fast Open Pairs

**Gail Greenberg**

Grand Life Master with one world title and 17 North American championships

**Allan Siebert**

Grand Life Master, six-time North American champion, including Baze Senior KO 2001

**Jo Ann Sprung**

Won Transnational Mixed Teams 2010, second in World Women's Teams 1994

**Reese Milner**

Two-time North American champion, including Vanderbilt Knockout 2002

**Mark Itabashi**

Top professional player, won NABC Fast Open Pairs 2001, GNT A 1998

**Mitch Dunitz**

Real estate company owner, Grand Life Master with victory in Grand National Teams 2001

**Andrew Gromov**

Top Russian player. Silver medalist in Transnational Teams 2008, bronze 2005

**Valerie Westheimer**

Six-time North American champion, second in McConnell Cup 2002

**Brian Glubok**

Five-time North American champion, second in World Mixed Pairs 2010

**Brian Platnick**

Stock options trader, won Rosenblum Cup 2010 along with two NABC titles

**Joan Jackson**

Won World Women's Teams 2000, four NABC+ championships

**Antonio Sementa**

Italian star, part of Lavazza team. Won Bermuda Bowl, Open Teams at World Mind Sports Games 2008

**Matthew Granovetter**

Player, author, editor, four North American titles, second in World Senior Teams 2008

**Pat Wittes**

Won World Mixed Pairs 1986 with husband, Jon.
Six North American titles (four Wagar KOs)

**Ken Cohen**

Bridge teacher and pro with five NABC titles, fourth in World Senior Teams 2010

**Aleksander Dubinin**

Russian professional, silver medalist in Transnational Open Teams 2008, bronze 2005

**Connie Goldberg**

First in Transnational Mixed Teams 2010, two North American championships

**Aubrey Strul**

Won Mitchell Open Board-a-Match Teams in 2007, fifth Rosenblum Cup 2010

**Greg Hinze**

Texas bridge pro, won Transnational Mixed Teams 2010

**Cheri Bjerkan**

Former pension consultant, won Venice Cup 1987, winner of 13 North American titles

**Bruce Ferguson**

Bridge pro, three-time North American champion, including Baze Senior KO 2007

**Sylvia Moss**

Bank executive with seven North American titles, Bronze medalist in World Women's Teams 2008

**Terje Aa**

Norwegian expert, won Bermuda Bowl silver medal 2001, bronze 1997, bronze Open Teams 2008

**Ishmael Del'Monte**

Australian expert, won Lebhar IMP Pairs in 2007 with Boye Brogeland

**Wafik Abdou**

Anesthesiologist, chess player. Won the Rockwell Mixed Pairs 1992 and Mitchell BAM 1997

**Justin Lall**

Junior player qualified to play for U.S. in Bermuda Bowl 2011

**Billy Miller**

ACBL Bridge Bulletin columnist, bridge pro, fifth in World IMP Pairs 2010



Joann Glasson

Four-time North American champion with two wins in the Wagar Women's KO



Mark Gordon

Won Keohane North American Swiss 2002, fourth in World Transnational Open Teams 2007



Nick L'Ecuyer

Canadian player with wins in Lebhar IMP Pairs in 2009 and NABC Fast Open Pairs 2006



John Kranyak

Three-time Youth and Junior world champion, won Rockwell Mixed Pairs with mom, Laurie



Jim Robison

Late bridge and poker professional, won World Senior Teams 2004



Venkatrao Koneru

Native of India, U.S. Air Force Lt. Col., won Keohane North American Swiss Teams 2004



Aaron Silverstein

Grand Life Master won NABC Fast Open Pairs 2000



Kevin Bathurst

Captain of team that qualified as USA2 for 2011 Bermuda Bowl in the Netherlands



Pat McDevitt

Three-time North American champion won World Senior Pairs 2010



Peggy Kaplan

Player, writer, photographer and realtor. Three-time North American champion



Kay Schulle

New York bridge professional, won Venice Cup 1993, seven NABC titles



Bill Pettis

Three-time winner of the Freeman Mixed Board-a-Match Teams



Lisa Berkowitz

Won World Women's Teams 1997, owner of 17 North American championships



Tony Forrester

Top player from Great Britain, finished second in 1987 Bermuda Bowl, four NABC titles

**Edward Wojewoda**

Emerald Life Master placed third in World Senior Pairs 2010, second in Keohane NA Swiss 2004

**Migry Zur-Campanile**

Won World Mixed Teams 2000, 5th in World Women's Pairs 2010, four-time North American champion

**Simon Kantor**

Two-time winner of the Baze Senior Knockout Teams

**Xiaodong Shi**

Won Baldwin North American Pairs Flight A in 2008

**Jiang Gu**

New Jersey resident won Lebhar IMP Pairs in 2004

**Gaylor Kasle**

Pioneer professional player, won Rosenblum Cup 1994 Senior Teams silver 2003 and Senior Teams bronze 2007

**Jim Mahaffey**

Four-time North American champion, finished fifth in Rosenblum Cup 2006

**Tadashi Teramoto**

Japanese star and regular at NABCs. Placed fifth in Open Teams (formerly Olympiad) 2004

**Mel Colchamiro**

ACBL Bridge Bulletin columnist, Grand Life Master, won Keohane North American Swiss 2000

**Ron L. Smith**

Won Mitchell Open Board-a-Match Teams 1977 and Nail Life Master Pairs 1996

**Ron Rubin**

Bermuda Bowl champion 1983, won bronze in 2005, 12-time NABC champ, including five Spingolds

**Ed Schulte**

Florida bridge professional won the Levintritt Silver Ribbon Pairs 2004

**Linda Smith**

Finished second in Freeman Mixed Board-a-Match Teams in 2009

**Claude Vogel**

Grand Life Master won Grand National Teams For District 13 in 1979

**Arnold Fisher**

Seven-time NABC champ, including three Baze Senior KO, bronze medalist in World Senior Teams 2003

**Fu Zhong**

Top Chinese player, won World Open Pairs 2006, Vanderbilt Knockout Teams 2006

**Laurie Kranyak**

Won Rockwell Mixed Pairs with son John 2005, second in Kay Platinum Pairs with husband, Ken

**Chris Larsen**

Won World Senior Teams 2001, second in 2002, 6th in World Mixed Pairs with late wife Kay

**Richard Coren**

Won Kaplan Blue Ribbon Pairs 2000 and Keohane North American Swiss

**Sue Picus**

Computer scientist, World Grand Master, Four world championships, 10 in North America

**Gene Simpson**

Full-time player, two wins in Senior Swiss Won Keohane Swiss, Grand National Teams

**Lew Finkel**

Retired attorney, won Leventritt Silver Ribbon Pairs, two silver medals in World Senior Teams

**Robin Klar**

Won 2000 World Women's Teams in Netherlands, three wins in North American championships

**Sue Weinstein**

Retired teacher, six North American titles, including two Wagar KOs and two Women's Swiss Teams

**Barry Rigal**

Bridge journalist and commentator, two North American championships, 4th in World Mixed Pairs

**Bob Jones**

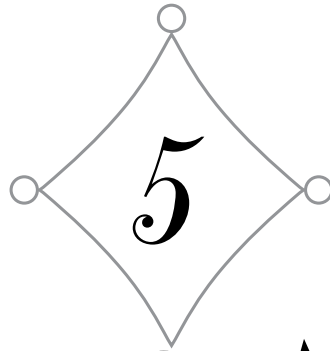
Full-time player with two seconds in North American championships

**Farid Assemi**

Winner of a bronze medal in World Senior Pairs, second in Keohane Swiss Teams

**Michal Kwiecien**

Top Polish player, winner of World Open Pairs 1998, won Life Master Pairs and Open Swiss Teams



ACBL BRIDGE MUSEUM

Through all its years in different locations, from New York City to Greenwich CT to Memphis TN, the American Contract Bridge League operated without a museum commemorating its rich history.

That all changed in 2010, when the ACBL moved from its location near the Memphis International Airport to a new facility in Horn Lake MS, about nine miles to the south.

Planning for the modern new building included construction of a museum to house a wide assortment of collectibles and memorabilia from the rich history of the game of bridge.

Tracey Yarbrow, ACBL's archivist, oversaw the ambitious project, which was completed in less



than a year. The grand opening took place in June 2010.

The Bridge Museum houses the largest collection of trump indicators in North America – donated by Joan Schepps – photos and videos of all members of the ACBL Bridge Hall of Fame, the Albert H. Morehead Memorial Library and much more.

Many of the displays in the museum are interactive, and there are



historical films and “mini-documentaries” from existing photos.

Visitors are treated to a display that chronicles the history of the game of bridge and its evolution.

The library houses more than 3000 bridge books, periodicals and pamphlets, and there are plans to digitize the entire collection. The library was dedicated by the ACBL in memory of Morehead, a bridge bibliophile. His excellent collection of bridge books provided the ACBL with an excellent basis for the library. In later years the ACBL acquired the personal libraries of Edgar Kaplan and Alfred Sheinwold.

In addition to rare books, the library houses a fine



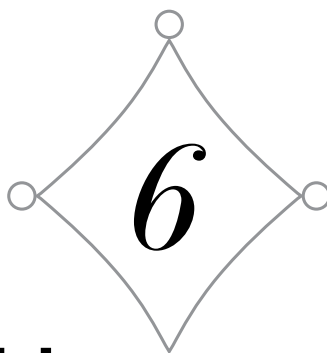
collection of games, teaching aids, cassettes, records and magazines. The memorabilia include five-suit decks of cards, score tallies of all kinds, top-score pins, many varieties of duplicate boards, Culbertson's Bridge Chips, dealing machines – even a copy of the 1958 *Time Magazine* that featured Charles Goren on the cover as the King of the Bridge Aces.

There is no fee for visiting the museum and library.

The ACBL Bridge Museum is not the only such facility. There is another museum in Leerdam, in the western part of the Netherlands. The Dutch Bridge Museum was created 30 years ago by Gerard Hilde, who was 20 at the time. He kept a collection of bridge books and magazines in a barn near his house. The barn eventually was turned into a large house, where the museum remains.

The Dutch Bridge Museum has a large collection of trump indicators and many collections, such as ashtrays, scoring devices and playing cards. The Dutch museum has more than 1500 bridge books and thousands of bridge magazines, and visitors are welcome for a fee of 1.25 euros.

You can visit www.bridgemuseum.com for a virtual tour.



ACBL – HOW IT WORKS

There's more to the American Contract Bridge League – and related organizations – than running tournaments, publishing Bridge Bulletins and keeping track of masterpoints. Many entities are at work in pulling it all together – and lots of them are run by volunteers. This chapter provides a snapshot of some of the inner workings.

ACBL BOARD OF DIRECTORS. The body that manages and controls the business and activities of the ACBL. The Board is composed of one director elected by each district for a three-year term. Each year, the Board elects from among incumbent members a President of the ACBL. The Board meets three times a year, usually just before the Spring, Summer and Fall NABCs. As of 2011, these were the members of the ACBL Board of Directors by District:

<i>District / Director</i>	<i>Home town</i>
1 George Retek	Montreal PQ
2 Paul Janicki	Markham ON
3 Joan Levy Gerard	White Plains NY
4 Craig Robinson	Lansdale PA (2011 ACBL President)
5 Sharon Fairchild	Rocky River OH
6 Margot Hennings	Annandale VA
7 Bob Heller	Decatur GA
8 Georgia Heth	Morton IL
9 Shirley Seals	Ponte Vedra FL
10 Bill Cook Jr.	Madison MS
11 A. Beth Reid	Louisville KY
12 William Arlinghaus	Ann Arbor MI
13 Suzi Subeck	Glenview IL
14 Sharon Anderson	Eagan MN
15 Phyllis Harlan	Oklahoma City OK
16 Dan Morse	Houston TX
17 Bonnie Bagley	Colorado Springs CO
18 Claire Jones	Regina SK
19 Donald Mamula	Mill Creek WA
20 Merlin Vilhauer	Beaverton OR
21 Bruce Blakely	San Rafael CA
22 Ken Monzingo	San Diego CA
23 Rand Pinsky	Valencia CA
24 Alvin Levy	Commack NY
25 Richard DeMartino	Riverside CT (2011 Board Chairman)

ACBL BOARD OF GOVERNORS. A body that has the power to make recommendations to the Board of Directors, to propose amendments to the bylaws of the ACBL and to receive reports from and to ratify certain actions taken by that Board. The Board of Governors is composed of five members from each district and members at large. Two of the five representatives from each district are designated first alternate director and second alternate director from such district during their terms of office. The members at large, who have full voting rights, consist of past presidents of the ACBL and past chairmen of the Board of Governors. They are permanent members of the Board of Governors. Three regular meetings a year are held, usually during the North American Bridge Championships. Membership of the Board of Governors can be found at www.acbl.org

ACBL BRIDGE BULLETIN. A monthly magazine that is the official organ of the American Contract Bridge League. It has by far the largest circulation of any bridge periodical, distributed to all ACBL members, totaling approximately 150,000. It was published originally as The Bulletin of the American Bridge League in 1934. The word “Contract” was added when the name of the organization was changed in 1937. It became The Contract Bridge Bulletin in 1962. This was simplified to The Bulletin in the Seventies. To include the concept of bridge in the title, the name was changed to The ACBL Bridge Bulletin in 1993.

Earliest issues, edited by Geoffrey Mott-Smith and William Huske, consisted of a four-page tabloid newspaper that listed tournament results and facts concerning upcoming tournaments. In subsequent years, it was edited by George Beynon and then by Alfred Sheinwold.

In May 1958, editorship was assumed by Richard L. Frey, who instituted radical changes in format and content. In June 1958, the directory of bridge clubs was included for the first time. In June 1959, increasing circulation made possible a switch to offset printing. In 1960, the publication went from 10 issues a year to 12. Annual page count jumped from 408 in 1958 to 968 in 1969.

A Master Pointers section was begun in February 1964. Frey also instituted the insert plan by which an ACBL district or unit could have a publication inserted into the parent

magazine and mailed with it.

After Frey retired in 1970, his duties were assumed by three of his assistants. Steve Becker was appointed executive editor; Tannah Hirsch became the editor; Thomas Smith was named business manager. Major changes in the top editorial positions took place again in 1972, when the ACBL moved its headquarters from Greenwich CT to Memphis TN. Late in 1972, Henry Francis became executive editor. Sue Emery was appointed editor, and Richard Oshlag became business and advertising manager. Oshlag became head of the ACBL computer department in 1983 and Frank Stewart became managing editor. Stewart resigned in 1989, at which time Brent Manley took over as managing editor.

Under Francis, the ACBL Bridge Bulletin again made major strides. Extensive coverage of major events throughout the world became the rule. The Master Pointers section was expanded, and two new special areas were added – one for new players and one for intermediates. In-depth interviews of bridge stars, corporate giants who play bridge and tournament directors were introduced. The Mail Box became the springboard for discussions of a variety of topics, with controversial letters setting off interesting and informative debates. Book reviews were enhanced to include reviews of computer programs. A new feature, It's Your Call, quickly became one of the magazine's most popular features. Front covers highlighted important bridge happenings. The insert plan inaugurated by Frey was expanded. Each December issue featured a complete index of the year's articles. The index was later moved to the January issue of the following year.

When Francis retired as executive editor in 1997 after 25 years in that post, Manley was promoted to editor and Paul Linxwiler was hired as managing editor. Manley's first act was to give the magazine a new look. In line with the greatly increased interest in computer bridge, Manley also began an annual review of the products available along with pertinent comments concerning the performance of the products. He also added many features, including crossword puzzles, cartoons and humorous stories and anecdotes.

The ACBL Bridge Bulletin has continued its growth. In 1981, the page total climbed to 1304, and the record was set in 1994 when the page total was 1712. In 2000, the magazine consisted of 132 pages per issue, for an annual total of 1584 pages.

Starting in January 2003, the ACBL Bridge Bulletin adopted a new, standard-size format with full color throughout and glossy paper. Today, members' addresses are applied to the front cover by inkjet, the same process used to include each member's monthly masterpoint update on an inside page.

Initial resistance to the new format among some readers soon passed and the new format enjoyed wide approval.

The ACBL Bridge Bulletin is now available in PDF format for paid members who register with MyACBL on the ACBL home page: www.acbl.org. All issues starting with January 2005 are available, and the latest issue is posted virtually as soon as it is sent to the printer.

ACBL BRIDGE SERIES. A set of five books written by Audrey Grant and used by the ACBL for teaching. The books: *Bidding (The Club Series)*, *Play (The Diamond Series)*,

Defense (The Heart Series), *Commonly Used Conventions (The new Spade Series)*, *More Commonly Used Conventions (The Notrump Series)*. The original *Spade Series (Duplicate)* was reworked into two play courses. They are called *Play Course for the Advancing Student - I* and *Play Course for the Advancing Student - II*.

ACBL developed E-Z Deal, decks of cards for each basic course. These cards are coded so that a student can deal the lesson hands found at the end of each chapter. The E-Z Deal cards eliminate the need for a teacher to pre-duplicate hands used in the classroom. There are in addition E-Z Deal booklets for the series which offer the chapter summaries for each text in a format that students can use for easy reference.

ACBL also developed a television series, *The Bridge Class*, based on *The Club Series* text. This program contains 13 half-hour shows and is distributed by the Public Broadcasting System (PBS). ACBL has developed a second series for television known as *Play Bridge with Audrey Grant*. This program contains 13 half-hour shows based on *The Diamond Series* and 13 half-hour shows based on *The Heart Series*.

Foreign translations of the books into Spanish, French Canadian and Japanese have been authorized by the ACBL.

AMERICAN BRIDGE TEACHERS ASSOCIATION. A non-profit professional organization composed primarily of bridge teachers, but including tournament directors and bridge writers, dedicated to promoting higher standards of bridge teaching and playing.

The ABTA was founded in 1957 by a charter membership of 150. At the initial meeting, held in New York City, the 14 members attending, including Deborah N. Glover, the organizing secretary, and George S. Coffin, the organizing treasurer, proposed that the goal of the organization be "to provide and protect the standards of bridge teaching and its practitioners, to establish a code of ethics and minimal fees insofar as is practical, and to make known in the public and professional interest any information in the bridge profession."

The association is divided into 10 regions, each headed by a regional director. The regional directors, in collaboration with state chairmen, set up frequent meetings at which teachers discover new techniques that are made available and also examine the latest teaching equipment.

A general meeting is held once a year just prior to the ACBL Summer North American Bridge Championships at the site of the tournament. Outstanding speakers and teachers offer ideas and thoughts throughout the three-day meeting. Most of the game's leading personalities have addressed the organization at least once, and many have appeared several times.

Applicants for membership have to submit information to an ABTA committee regarding their professional bridge teaching experience, bridge affiliations, experience and knowledge for acceptance in the organization. After five years, a member can apply for designation as a Master Bridge Teacher.

Honorary members: Charles Goren (1960), Oswald Jacoby (1977), Harold Schenken, Richard Frey, Easley Blackwood (1978), Sam Stayman, Alfred Sheinwold (1980), Fred Karpin (1982), Max Hardy (2001).

ABTA officers as of 2011:
 President – Joyce Penn
 Vice President – Brenda Simpson
 Secretary-Treasurer – Kathy Rolfe
 Recording Secretary – Glenna Shannahan
 The ABTA home page is www.abtahome.com.

ACBL CHARITY FOUNDATION. The American Contract Bridge League Charity Foundation Corporation, more commonly known as the ACBL Charity Foundation, was incorporated in 1964 in the State of New York. The corporation now has headquarters at 6575 Windchase Blvd., Horn Lake MS. The foundation is managed by five trustees, all of whom

must be American Contract Bridge League (ACBL) members, and at least one of whom must not be a current member of the ACBL Board of Directors. Trustees as of 2011:

Sharon Fairchild, president
 James Sternberg MD, vice president
 Shirley Seals, secretary/treasurer
 Bonnie Bagley
 Phyllis Harlan

Money to fund donations made by the ACBL Charity Foundation is raised primarily from the charity games held in clubs and units. In addition, there are two ACBL-wide charity games held annually in clubs – one in March and the other in November. Occasionally, individual contributions are made.

The ACBL Charity Program has three main purposes: (1) to make important contributions to worthy charities; (2) to foster good public relations, and (3) to provide a promotional tool to clubs and units so they can stimulate interest and extend their activities. The program includes all kinds of games at the club, unit, district and national levels.

Bridge-related charity efforts began in 1934 on the initiative of William McKenney. The chief beneficiaries were children's charities such as the Children's Cancer Fund and the War Orphans Scholarship Fund. From 1951 to 1964, the ACBL designated one or two national charities per year as charity recipients.

Since 1964, ACBL Charity Foundation has made substantial contributions to a wide range of charitable organizations.

To make a donation or find out more, call 662-253-3129, or e-mail charityfdn@acbl.org.

In 2005, in an effort to respond to the needs of charities in local areas, the ACBL Charity Foundation began issuing grants to districts rather than granting one \$100,000

Each year, the ABTA selects a Book of the Year to acknowledge the best presented and written bridge-related publication in two categories: Beginner/Novice and Advanced.

<i>Year</i>	<i>Author/Category</i>	<i>Title</i>
1982	Caroline Sydnor, Beginner/Novice	<i>How to Win More Tricks</i>
1983	Easley Blackwood, Beginner/Novice	<i>Complete Book of Opening Leads</i>
1984	Henry Francis (a special award – all other candidates moved to the following year)	<i>Official Encyclopedia of Bridge</i>
1985	Harry Lampert, Beginner/Novice	<i>Fun Way to Advanced Bridge</i>
1986	Eddie Kantar, Beginner/Novice	<i>A New Approach to Play And Defense</i>
1987	William Root, Beginner/Novice	<i>Common Sense Bidding</i>
1988	Jude Goodwin/Don Ellison, Beginner/Novice	<i>Teach Me to Play</i>
1989	Frank Stewart/Randall Baron,	<i>Devyn Press Series</i>
1990	William Root, Beginner/Novice	<i>How to Play a Bridge Hand</i>
1991	Ron Klinger, Beginner/Novice	<i>Guide to Better Card Play</i>
	Michael Lawrence, Advanced	<i>Topics on Bridge Series</i>
1992	Jan Janitschke/Norma Sands, Beginner/Novice	<i>The Bridge Mini-Series</i>
	Larry Cohen, Advanced	<i>The Law of Total Tricks</i>
1993	Caroline Sydnor, Beginner/Novice	<i>How to Set Your Opponents</i>
	Zia Mahmood, Advanced	<i>Bridge My Way</i>
1994	William Root, Beginner/Novice	<i>How to Defend A Bridge Hand</i>
1995	Michael Lawrence, Beginner/Novice	<i>The Complete Book of Takeout Doubles</i>
1996	Eddie Kantar, Beginner/Novice	<i>Kantar Lessons III (Teaching Book)</i>
1997	Eddie Kantar, Beginner/Novice	<i>Bridge For Dummies</i>
	Burt Hall and Lynn Rose-Hall, Advanced	<i>How the Experts Win at Bridge</i>
1998	Edith McMullin, Beginner/Novice	<i>Easybridge!</i>
	Matthew and Pamela Granovetter, Advanced	<i>Forgive Me, Partner</i>
1999	Barbara Seagram and Marc Smith, Beginner/Novice	<i>25 Bridge Conventions You Should Know</i>
2000	Audrey Grant, Beginner/Novice	<i>Opening the Bidding</i>
	Eddie Kantar, Advanced	<i>Kantar Lessons, Volume 4</i>
2001	Audrey Grant, Beginner/Novice	<i>Commonly Used Conventions</i>
2002	David Bird and Marc Smith	<i>Bridge Technique Series</i>
2003	Audrey Grant, Beginner/Novice	<i>Bridge Basics I</i>
2004	David Bird, Beginner/Novice	<i>No Trump Contracts</i>
2005	Marty Bergen, Beginner/Novice	<i>Declarer Play the Bergen Way</i>
2006	Julian Laderman, Beginner/Novice	<i>A Bridge to Simple Squeezes</i>
2007	Gary Brown, Beginner/Novice	<i>Learn to Play Bridge</i>
2007	Pat Harrington, Intermediate	<i>Major Suit Raises I & II</i>
2008	Joan Anderson, Beginner/Novice	<i>Hands on Weak Two-Bids</i>
	Danny Roth, Intermediate	<i>How Good is Your Bridge?</i>
2009	Julian Laderman	<i>A Bridge to Inspired Declarer Play</i>
2010	Barbara Seagram and David Bird, Beginner/Novice	<i>Planning the Play of a Bridge Hand</i>
2010	Eddie Kantar, Intermediate	<i>Take All Your Chances</i>

contribution to a national Charity of the Year. The ACBL Charity Foundation is a 501(c)3 organization, and contributions are fully tax deductible.

ACBL districts are included in a four-year cycle with the exceptions of Districts 1 and 2, where charity funds are collected by the Canadian Bridge Federation. Districts 18 and 19 share one grant because their membership is split between Canada and the U.S.

More information on the Charity Foundation is available at www.acbl.org.

ACBL EDUCATIONAL FOUNDATION. A charitable trust fund established as a non-profit organization in 1987. The foundation provides grants to promote the education of bridge, separate from the day-to-day activities of the Education Department of ACBL.

The goal of the Educational Foundation is to make bridge a game played by people of all ages and walks of life. Contributions to the ACBL Educational Foundation are in the form of gifts from individuals, families and corporations. The trustees of the Educational Foundation feel that grants to be made in the future are as important as grants made today. Grant applications for all bridge educational projects and materials are encouraged.

Donations to the foundation are tax deductible. More information is available at educational.foundation@acbl.org.

The foundation is composed of many non-voting members who join by simply adding \$2 for the Foundation when ACBL membership dues or service fees are renewed. The business of the foundation is administered by a nine-member Board of Trustees, who serve without compensation and without reimbursement for food, travel or lodging.

Three of the nine trustees are elected each fall, with one member of the ACBL Board of Directors and two from the membership at large. Any member in good standing of the ACBL may be nominated. The deadline for nomination is Oct. 1 each year.

The 2010 Board of Trustees of the Educational Foundation:

Flo Belford, President
Howard Engle, Vice-president
Linda Mamula, Secretary
Rand Pinsky, Treasurer
Joan Anderson
Sharon Anderson
Michael Bandler
A. Beth Reid
Barbara Heller

Among the beneficiaries of Educational Foundation grants are the Junior Program (Junior team training for World Bridge Championships and Youth scholarships), the School Bridge Lesson Series, the Fifth Chair Foundation (promoting bridge on computers), the Learning Room computer lesson series and the League for the Hard of Hearing program.

AILEEN OSOFSKY ACBL GOODWILL COMMITTEE.

A group of ACBL members dedicated to promoting goodwill and good manners everywhere that bridge is played. The

committee was organized in 1955 with John E. Simon as chairman and Louise Durham as co-chairman. In 1957, the committee was made permanent, with two members, one man and one woman, being appointed from each district by the district director to hold permanent membership on the Committee. In 1963, three assistant chairmen were designated: Ethel Keohane (East), Louise Durham (Central) and Evelyn Piro (West).

In 1972, John T. Murphy was added as another assistant chairman. In 1975, Jerome Silverman was named chairman, succeeding Simon who became Honorary Chairman Emeritus. In 1977, Kay Moody became chairman. She was succeeded in 1979 by Dr. John Pratt. In 1985, Aileen Osofsky took the post. Under her tenure, the committee significantly expanded its endeavors, taking on promotion of Active Ethics, awareness of the hearing impaired, support of Junior, Youth and Charity programs, naming of a Goodwill Member of the Year and other projects.

Osofsky died in 2010, and the ACBL Board of Directors voted to rename the committee in Osofsky's honor. At the 2010 Fall NABC in Orlando, Rose Meltzer was appointed Goodwill Committee chair.

Each member of the ACBL Board of Directors is entitled to appoint two members from his or her district annually to the committee.

The Goodwill Committee meets on Monday between the afternoon and evening sessions during each NABC.

ACBL GOODWILL MEMBER OF THE YEAR. An award begun in 1990 by then Goodwill Committee Chairman Aileen Osofsky to honor the ACBL member whose actions and philosophy embody the principles of goodwill: a promoter of bridge, a courteous and friendly opponent and a gentle and considerate partner.

Recipients:

1990	Doris O'Grady
1991	Julian Slager
1992	Dorothy and Norman Edwardson
1993	Jack Boehne
1994	Gladys Hodge
1995	Kara Jarman
1996	Tom Gardner, Mayme Lawrence
1997	Dick Shaver
1998	Jay Brown
1999	Miriam Martin
2000	Joan Weinrott
2001	Louise Wiegman, John Keech
2002	Kay Afdahl, Sheena Rayner
2003	Bill Breeze
2004	Kay Teal
2005	Harold Jordan
2006	Cisse Horton
2007	Jennie Flynn Sauviac
2008	Richard Caser
2009	Chris Larsen
2010	Marsha J. Helton
2011	Patty Tucker

ACBL HEADQUARTERS. Now located in Horn Lake MS, about 10 miles south of Memphis, the former home of the Headquarters building.

The main office of the ACBL was established in New York City, moving to Greenwich CT before departing for the Mid-South in 1972, when the ACBL Board of Directors determined that the Headquarters should have a more central location in the U.S. because of all the shipping the company did at the time. This became less of a factor when the ACBL sold the Product Store to Baron Barclay Bridge Supply in 2006, effectively getting out of the bridge book/bridge supply business.

The first Memphis home was at 2200 Democrat Road, near the Memphis International Airport. In 1990, the ACBL moved to 2990 Airways Boulevard, only about three blocks away, into a four-story office building.

That property was sold around 2008, and ACBL became tenants of the new owners before purchasing the office building in Horn Lake. There was talk of moving Headquarters from Memphis to Dallas or Atlanta, but the decision was finally made to stay in the Memphis area.

The new Headquarters building was originally designed to be a medical office, but only minor development had taken place inside before the project was abandoned. The city of Horn Lake, by then owners of the property, made an aggressive proposal for the ACBL to take it over. It was renovated to accommodate ACBL staff, who moved to their new home in the spring of 2010. The grand opening occurred in June of that year.

The new facility houses about 70 employees, the Albert H. Morehead Memorial Library and the ACBL Bridge Museum, stocked with memorabilia, interactive displays and one of the world's largest collections of trump indicators (donated by Joan Schepps). Visits to the museum are free.

ACBL INSTANT MATCHPOINT GAME. A special game staged once a year, usually in September, and scored by "instant" (pre-assigned) matchpoints. After each deal, the traveling score sheet reveals the result in instant matchpoints for North-South and East-West. The scores are determined by an expert who reviews each deal and prepares an analysis booklet that every contestant receives at the end of the game.

Section-top winners in each direction receive one gold point as part of the masterpoint award for that game.

ACBL JUNIOR AND YOUTH AMBASSADORS. The ACBL established the Junior Corps as a part of its Junior program in 1990, but it has been replaced by the Junior and Youth Ambassador programs. The two programs are essentially the same except for age limitations. Junior ambassadors are ACBL members 20 to 25 years of age. Youth ambassadors are 19 and younger.

The general criteria for selection are as follows:

- ACBL member in good standing for more than one year.
- Willing to support promotional efforts to advertise and promote the ACBL Junior Division and the ACBL Youth Division.
- Approved by his or her district director

Candidates should exhibit many of the following traits.

- Encouraging and supportive of youth activities
- Inspiring to younger players
- Acting as mentor to other youth players
- Participating in ACBL-sanctioned events
- Working in their respective communities to expand awareness of bridge
- Creating learning opportunities in schools or communities
- Assisting adult teachers in bridge classes and camps
- Displaying ethical behavior and good sportsmanship

ACBL LAWS COMMISSION. A committee of the American Contract Bridge League charged with formulating and promulgating the official *Laws of Contract Bridge* and *Duplicate Contract Bridge*.

In the preparation of international codes, the commission collaborates with other bodies.

Former members of the commission who have made substantial contributions to the development of the laws include Walter Beinecke, B. Jay Becker, Easley Blackwood, John Gerber, Sam Gold, Charles H. Goren, Lee Hazen, Edward Hymes Jr., Oswald Jacoby, Albert Morehead, William E. McKenney, Geoffrey Mott-Smith, Donald Oakie, George Reith, Harold Richard, Harold Vanderbilt, Waldemar von Zedtwitz, Alfred Sheinwold, Ralph Cohen and Bobby Wolff.

The ACBL Laws Commission in 2011 was made up of Howard Weinstein, Robb Gordon, Allan Falk, Georgia Heth, Ron Gerard, Chip Martel (chairman), Peter Boyd, Jeffrey Polinsner, Chris Compton, Eric Rodwell, Matt Smith, John Solodar, Roger Stern, Gary Blaiss and Adam Wildavsky (vice-chairman).

ACBL NATIONAL APPEALS COMMITTEE.

Committee appointed at each of the North American Bridge Championships to hear appeals of tournament directors' rulings or complaints concerning conduct or ethics. A list of each National Appeals Committee is published in the Daily Bulletin at the tournament (usually issue No. 1).

ACBL TOURNAMENTS. ACBL sanctions approximately 1200 tournaments a year (regionals and sectionals) that are put on by ACBL districts and units. ACBL organizes and runs only three tournaments – the North American Bridge Championships that take place in the spring, summer and fall of each year.

The ACBL web site (www.acbl.org) has NABC Daily Bulletins in PDF format available for downloading starting with the 1996 Fall NABC in San Francisco. A full list of NABC winners and runners-up in all national events is also available on the ACBL home page.

Other special championships organized by the ACBL are the ACBL-wide Charity Games, the International Fund Games and the ACBL-wide Senior Games.

BRIDGE BUCKS. ACBL Prize Certificates (Bridge Bucks) are available in the amount of \$20. Most players acquire Bridge Bucks by credit card. They are valid for three years from the date of purchase.

Bridge Bucks may be redeemed at full face value for payment of sectional and regional tournament entry fees and

NABC entry fees. Many ACBL clubs accept Bridge Bucks for payment of entry fees. ACBL accepts Bridge Bucks for payment of membership dues. Some ACBL Bridge Bulletin advertisers accept Bridge Bucks for the purchase of their merchandise. In addition, Bridge Bucks are convenient for making donations to the ACBL charity groups.

BRIDGE EDUCATION PROGRAM. ACBL established a Bridge Education Program in 1986. The goal of this new program was ultimately to ensure the future of the organization. Faced with an aging membership and a general decline in the popularity of bridge, ACBL designed the Bridge Education Program (1) to teach new people to play the game, and (2) to lead these new players to ACBL membership.

ACBL's Bridge Education Program has grown into a strong arm of the organization. It supports many successful programs including: (1) The development of five textbooks and teacher manuals that compose the ACBL Teaching Series; (2) a bridge teaching program for schools (SBLs - School Bridge Lesson Series), which led to the development of the ACBL Junior Program and many new young ACBL members; (3) new-player membership programs such as the Reduced Price Membership program, which makes ACBL membership meaningful for the new player.

BRIDGE FOR BEGINNERS. There are many games for players new to bridge – and especially those who are new to duplicate.

Most newcomer games are limited to players with fewer than 20 masterpoints, although a club can set a lower maximum. Newcomer games are conducted to acquaint new players with duplicate and to encourage participation by inexperienced players. A newcomer game must consist of at least two and a half tables, but there are masterpoint awards for two-table games conducted as individuals or team games. Participants must be scheduled to play at least six boards.

A club may conduct an ACBL introductory game without first obtaining sanctions, but the game must have ACBL approval. The purpose of such a game is to acquaint non-affiliated groups or organizations with duplicate and the ACBL. Each game must have at least three tables, and each player must play at least six boards.

Easybridge! is a program and series of books created by Edith McMullin and designed to develop newcomer games in clubs. For more information, contact Marti Ronemus at mronemus@comcast.net or visit www.Easybridge.com.

Bridge Plus+ is a shorter, friendlier duplicate experience created for students who have taken one or more of the ACBL Bridge Series courses. The games are patterned after the students' classroom experiences. The games consist of at least six deals in a two-hour time frame by an ACBL-accredited teacher. Contact Club and Member Services at ACBL (club@acbl.org) for more information.

At all NABCs and many regionals, there are games for newer players with tournament directors who specialized in running beginner events. The newcomer games at NABCs also feature twice-daily lectures by established players every day except the first and last days. There is also usually a reception just for newer players, and on at least one day of the NABC, players with zero to five masterpoints can play free.

BYLAWS OF THE ACBL. ACBL Bylaws govern principally such matters as elections; meetings; powers of the Board of Directors, Board of Governors and officers; structure; membership; standing and special committees, and the Laws Commission. Full bylaws are available at <http://www.acbl.org/about/administration.html>

CLUBS. Organizations or groups of bridge players who form units acting as centers of interest for players in a particular community.

Clubs are so diversified today as to type of premises and rules of membership that a comprehensive description is impossible. Large cities all over the world have at least one and often many more such clubs. Those who prefer to play for stakes can usually be accommodated, providing they pass whatever standards are set up. Those who prefer duplicate can usually find an open-game club devoted to such purposes. In smaller towns throughout America, the emphasis has shifted to duplicate bridge, and a club for that purpose is almost always available to the players of the community. There are today about 3200 clubs affiliated with the ACBL. To find one, visit www.acbl.org.

COMMITTEE. In tournaments of the American Contract Bridge League of sectional or higher rating, a committee from the sponsoring organization is charged with the responsibility of making necessary arrangements. This is known as the tournament committee. The work of this committee is divided into two parts, before and during the tournament. Among the pre-tournament duties are arrangements for location, dates, securing of sanctions, arrangements for services to the players, prizes, obtaining the services of a director, publicity and financing.

During the course of a tournament, the director may be called on to make a ruling in which he is unable to secure agreement on the facts under question. In such cases, and in cases where the director uses his discretionary powers, a player may, through the director, appeal to the tournament committee. Such an appeal is based on questions of fact, not of law.

Appeals to the national authority on matters of conduct, deportment or ethics can be taken to the ACBL Conduct and Ethics Committee, and on questions of law to the ACBL Laws Commission. Occasionally, a tournament committee delegates to a subcommittee (known as an appeals committee) its duties at a particular tournament.

At world championships, a specially appointed appeals committee is on duty during and after every session of play.

DIRECTOR. (1) Tournament director, the person designated to supervise a bridge tournament and to apply and interpret the *Laws of Duplicate Bridge*. These duties and responsibilities are outlined in Laws 81-91. (2) A member of a board (including the ACBL Board of Directors) that is the governing body at the unit, district or national level. (3) Original scoring program developed by Merlin Vilhauer and Marvin Hamm, used by ACBL 1982-1991.

DISTINGUISHED MEMBER. A special award set up by the ACBL Board of Directors. No time schedule for awarding the honor is established, nor are there specific criteria set out for selecting the recipient. Only two members have been so

honored – Lou Bluhm, singled out for his personal attributes and contributions to bridge, particularly in the area of ethics and courtesy, and former ACBL President James Zimmerman for his contributions to the game in many areas.

DISTRICT, DISTRICT ORGANIZATION. One of 25 geographical sectors of the American Contract Bridge League. Each district is represented on the ACBL Board of Directors by a director, elected by the unit boards of the district. Each district also is allotted five representatives on the ACBL Board of Governors. Each district is governed by a district organization whose functions include the organization of regional tournaments, staging a district-wide contest to determine the district's representatives in the Grand National Teams (four flights), staging a district-wide contest to determine the district's representatives in the three flights of the Baldwin North American Pairs, staging a district-wide contest to determine the pair that will represent the district in the North American 49er Pairs, coordinating sectional tournaments with neighboring districts and handling special cases by means of an appointed district judiciary committee.

FIELD REPRESENTATIVE. An ACBL tournament director assigned to supervise bridge activity at the tournament and club level in one of the seven geographical areas to which field representatives are assigned.

FOUNDATION FOR THE PRESERVATION AND ADVANCEMENT OF BRIDGE (FPAB). Established in 2008, FPAB was created to support the preservation of bridge history, to recognize individuals for their excellence and service to the game of bridge and to inspire the participation of youth through scholarships and grants. Donations to FPAB are tax deductible.

GOLDEN AGE MASTER. A special category set up by ACBL to accommodate older players. There are two ways to qualify – (1) 70 years of age with 300 points of any color or (2) 80 years of age with 100 points of any color.

OUT OF HAND

BY BILL BUTLER



“ I don't believe ‘ Late for Duplicate ’ is on our list of life- threatening emergencies! ”

HONORARY MEMBER. The title of Honorary Member, awarded by the American Bridge League (1927-1936) and the American Contract Bridge League, is bestowed for long and meritorious service to the League.

ABL	1968	Frank T. Westcott
1927 Milton C. Work	1969	Samuel M. Stayman
1928 Wilbur C. Whitehead	1970	Julius L. Rosenblum
1929 Maurice Maschke	1971	Joseph J. Stedem
1930 Eberhard Faber	1972	Phyllis Smith
1931 Waldemar K. von Zedtwitz	1973	Kate Buckman
1932 E.J. Tobin	1974	Louise Durham
1933 A.E. Manning-Foster	1975	Kay Moody
1934 P. Hal Sims	1976	Charles S. Landau
1935 Nathan S. Kelly	1977	Fred B. Ensminger
1936 Nate B. Spingold	1978	William A. Baldwin
ACBL	1979	Margaret Wagar
1937 Philip Steiner	1980	Easley Blackwood
1938 Ely Culbertson	1981	Judge Carl B. Rubin
1939 Henry P. Jaeger	1982	Ethel Keohane
1940 Cmdr. W.A. Corley	1983	Alfred Sheinwold
1941 Harold S. Vanderbilt	1984	Sol Seidman
1942 Maj. Clarence Wyatt	1985	Dave Treadwell
1943 Russell J. Baldwin	1986	Ernie Rovere
1944 Gen. Alfred M. Gruenther	1987	Kathie Wei
1945 Gen. Robert J. Gill	1988	Vic Mitchell
1946 Albert H. Morehead	1989	Dan Morse
Maureen O'Brien Bailey	1990	George Rosenkranz
1947 Benjamin M. Golder	1991	Bob Hamman
Mrs. James C. Baird	1992	Percy and Anne Bean
1948 Shepard Barclay	1993	Edgar Kaplan
1949 Alexander M. Sobel	1994	Richard Goldberg
1950 Dr. Louis Mark	1995	Bobby Wolff
1951 James C. Baird	1996	Aileen Osofsky
1952 R.L. Miles Jr.	1997	Carol and Tommy Sanders
1953 Curt H. Reisinger		
1954 Fred Snite Jr.	1998	Henry Francis
1955 George W. Beynon	1999	Bobby Goldman
1956 George Alderton II	2000	Chip Martel
1957 Alvin Landy	2001	Norman Kay and
1958 Lee Hazen	2002	Eric Kokish
1959 Charles Goren	2003	Nick Nickell
Dr. A.M. Dye	2004	Sidney Lazard
1960 Tom Stoddard	2005	Fred Gitelman
1961 Charles J. Solomon	2006	Zia Mahmood
1962 John E. Simon	2007	Zeke Jabbour
1963 Max M. Manchester	2008	John and Peggy Sutherland
Bertram Lebharr Jr.		
1964 Jeff Glick	2009	Jeff Polisner
1965 Sidney B. Fink	2010	Warren Buffett and Bill Gates
1966 Harry J. Fishbein		
1967 Oswald Jacoby	2011	Larry Cohen

JACK BALL INSTITUTE. A whimsical organization created by Accounting Manager Natasha Brown to add levity to the serious job of keeping track of ACBL income and expenditures. The JBI has been featured in *Bridge Magazine* (Great Britain) and offers “scholarships” for deserving ACBL employees and their families. The campus was originally located in Memphis

TN but was transferred to Mississippi when the new ACBL Headquarters opened in Horn Lake in 2010.

JANE JOHNSON AWARD. Each year, an employee at ACBL Headquarters and a tournament director are recognized for outstanding service to the membership and to bridge. The award was established in 2001 in the memory of Jane Johnson, longtime manager of the Club and Member Services Department, who died in 2000.

Recipients:

<i>Year</i>	<i>Headquarters</i>	<i>TD</i>
2001	Jeff Johnston	Kathy Whidden
2002	Cindy Hill	Mike Flader
2003	Rosie Fairchild	Doug Grove
2004	Terry Norton	Ron Johnston
2005	Carol Robertson	Janet Case, Dave Smith
2006	Cindy Wages	Martin Ware
2007	Mose Reed	Harry Falk
2008	Dana Norton	Roger Putnam, Patty Taylor
2009	Wendy Sullivan	Priscilla Smith
2010	Ethel Eldridge	Jean Molnar

KING OR QUEEN OF BRIDGE. This honorary title is awarded annually to the graduating high school senior in ACBL (U.S., Canada, Mexico and Bermuda) with the best record in bridge. The winner is named by the ACBL Education Department. The title carries with it a \$1000 scholarship awarded by the Educational Foundation. Earmarked for continuing education or as a career award, the scholarship is paid directly to the institute of higher learning for the benefit of the King/Queen. Originally the winner was determined by total masterpoints, but over the years the winners have been cited for other bridge achievements and have been commended for deportment, demeanor and sportsmanship at the bridge table and for extra-curricular bridge activities such as teaching, directing, and unit/district participation.

Title holders:		Year	Name
		1992	Frederic Pollack
1973	J Merrill	1993	Eric Greco
1974	Jeff Meckstroth	1994	Sam Hirschman
1975	Robert Levin	1995	Tony Melucci
1976	Warren Spector	1996	Kent Mignocchi
1977	Marc Franklin	1997	Joel Wooldridge
1978	Matt Franklin	1998	Josh Heller
1979	Regina Barnes	1999	Ari Greenberg
1980	Tony Marks	2000	Gavin Wolpert
1981	Doug Levene and Steve Cochran	2001	Erin Anderson
		2002	John Kranyak
1982	Steve Weinstein	2003	Scott Waldron Jr.
1983	Billy Hsieh	2004	Robert Glickman
1984	James Munday	2005	David Banh
1985	Adair Gellman	2006	Sam Katz
1986	Martha Benson	2007	Andrew Dubay
1987	Richard Pavlicek Jr.	2008	Jeremy Koegel
1988	Holly Zulo	2009	Nicholas Flores
1989	Brad Moss	2010	Tom Walsh and Adam Grossack
1990	Eric Sutherland		
1991	Andrew Moss	2011	Blake Sanders

LIFE MASTER. Once the highest rank in the ACBL and in many other national contract bridge organizations. In the ACBL, the category was created in 1936. Selection of the early Life Masters was based strictly on successes in national events even though a masterpoint program had been in effect since 1934. Initially, the rank was conferred on a group of 10 players ranked in order according to the number and importance of their national victories. Life Master rankings are listed in the Masterpoint entry in this chapter. Related: Masterpoint History.

The first 100 players to achieve the rank of Life Master were:

1. David Bruce	1936	51. Emily Folline	1946
2. Oswald Jacoby	1936	52. Joseph Cain	1946
3. Howard Schenken	1936	53. Harry Feinberg	1946
4. Waldemar von Zedtwitz	1936	54. Ambrose Casner	1946
5. P. Hal Sims	1936	55. Samuel Katz	1946
6. B. Jay Becker	1936	56. Jack Ehrlenbach	1946
7. Theodore Lightner	1936	57. J. Van Brooks	1946
8. Richard Frey	1936	58. Simon Rossant	1946
9. Michael Gottlieb	1936	59. Edward Ellenbogen	1946
10. Sam Fry Jr.	1936	60. Sidney Fink	1946
11. Merwin Maier	1936	61. Bertram Lebharr Jr.	1946
12. Charles Lochridge	1937	62. Meyer Schleifer	1947
13. Charles Goren	1938	63. Louis Newman	1947
14. Mitchell Barnes	1938	64. Elinor Murdoch	1947
15. Harry Fishbein	1939	65. Paula Bacher	1947
16. Charles Solomon	1939	66. Florence Stratford	1947
17. Sally Young	1939	67. Jules Bank	1947
18. Fred Kaplan	1939	68. William McGhee	1947
19. John Crawford	1939	69. Maynard Adams	1947
20. Walter Jacobs	1939	70. Edith Kemp	1947
21. Morrie Elis	1939	71. David Carter	1947
22. Phil Abramssohn	1940	72. Jack Cushing	1947
23. Edward Hymes Jr.	1940	73. Dr. A. Steinberg	1947
24. Alvin Landy	1940	74. Jane Jaeger	1947
25. Helen Sobel Smith	1941	75. Cecil Head	1947
26. Sherman Stearns	1941	76. S. Garton Churchill	1947
27. Robert McPherran	1941	77. Edward Cohn	1947
28. Jeff Glick	1942	78. John Carlin	1947
29. Arthur Glatt	1942	79. Lawrence Welch	1947
30. Dr. Richard Ecker Jr.	1942	80. Frank Weisbach	1947
31. Albert Weiss	1942	81. Charlton Wallace	1947
32. Lee Hazen	1942	82. Dr. Louis Mark	1947
33. Peggy Solomon	1942	83. Edward Taylor	1947
34. Al Roth	1942	84. Dan Westerfield	1947
35. Sidney Silodor	1943	85. Tobias Stone	1947
36. Olive Peterson	1943	86. Mark Hodges	1947
37. Margaret Wagar	1943	87. Leo Roet	1947
38. Peter Leventritt	1943	88. Sol Mogal	1947
39. Edson Wood	1944	89. Herbert Gerst	1947
40. Ralph Kempner	1944	90. Lewis Mathe	1947
41. Arthur Goldsmith	1944	91. Ludwig Kabakjian	1947
42. Simon Becker	1944	92. Gratian Goldstein	1947
43. Stanley Fenkel	1944	93. Allen Harvey	1947
44. George Rapée	1944	94. Lewis Jaeger	1947
45. Ruth Sherman	1944	95. Mildred Cunningham	1947
46. Robert Appleyard	1945	96. Elmer Schwartz	1947
47. M. A. Lightman	1945	97. Linda Terry	1947
48. Samuel Stayman	1945	98. Maurice Levin	1948
49. Edward Marcus	1945	99. Dave Warner	1948
50. Charles Hall	1945	100. Ernest Rovere	1948

MASTERPOINT. The principal currency of the ACBL as the measure of achievement in duplicate bridge competition.

Masterpoints are essential to rank advancement.

Club points – 100 club masterpoints (formerly known as rating points) are the equivalent of one masterpoint.

Black points – Awarded for overall positions, section positions, and match awards in ACBL-sanctioned club games, in all unit events and in all other levels of tournament competition except those in which gold, red or silver points or net points are awarded.

Silver points – Awarded in all events at sectional tournaments and also at ACBL-sanctioned Sectional Tournaments at Clubs (STaCs).

Red points – Awarded for all regionally rated events at NABCs and for all events at a regional tournament when the masterpoints are not gold.

Gold points – Awarded at North American Bridge Championships (NABCs) in national-rated events that have an upper limit of at least 750 masterpoints. Gold points are awarded for overall positions and for section firsts in all two-session regional-rated events with an upper limit of at least 750 masterpoints at NABCs and regional tournaments. No more than two strats or flights of the same event may issue gold points, with the exception of bracketed knockout teams. Partial gold points awards are given for certain special events – e.g., the Non-Life Master Pairs.

Platinum points – Awarded for NABC+ events, including the national-rated Senior and women’s events with no upper masterpoint limit.

Online masterpoints are colorless and come with restrictions as far as rank advancement is concerned. No more than one-third of masterpoints earned online can be counted for advancement in rank. All online masterpoints count, however, in determining which flight or strat a player falls into at an ACBL-sanctioned tournament.

The following are ACBL rules regarding ranks and rank advancement as of 2011. This applies to ACBL members who joined prior to Jan. 1, 2010, and who maintained continuous membership.

<i>Rank</i>	<i>Masterpoint requirement</i>
Rookie	Fewer than 5
Junior Master	5
Club Master	20
Sectional Master	50 (5 must be silver)
Regional Master	100 (15 silver, 5 red or gold/platinum)
NABC Master	200 (5 gold/platinum, 15 red or gold/platinum and 25 silver)
Life Master	300 (50 silver, 25 gold/platinum and 25 red or gold/platinum)
Bronze Life Master	LM with 500 masterpoints
Silver Life Master	LM with 1000 masterpoints
Gold Life Master	LM with 2500 masterpoints
Diamond Life Master	LM with 5000 masterpoints
Emerald Life Master	LM with 7500 masterpoints
Platinum Life Master	LM with 10,000 masterpoints without a North American championship with no upper masterpoint restrictions (or the equivalent)
Grand Life Master	LM with 10,000 masterpoints (and see following Note 2).

Note 1: A member who had red masterpoints or a fraction thereof prior to Jan. 1, 1969, is required to possess at least 50 red or gold/platinum masterpoints in any combination. Any new member or player in an unpaid status for six months or more after Jan. 1, 1999, is required to earn 50 black points to become a Life Master.

Note 2: Grand LM is the highest rank in the ACBL. It requires 10,000 masterpoints and one victory in a North American Bridge Championship with no upper masterpoint restriction or an Open Team Trials or its equivalent or a Women’s Team Trials or its equivalent or any of the following WBF events: Bermuda Bowl, Venice Cup, Rosenblum Cup, McConnell Cup, Open Pairs, Women’s Pairs, Olympiad, Women’s Team Olympiad, WBF Senior Pairs event, WBF World Swiss Teams, WBF World Mixed Teams, and WBF Senior Teams.

Note 3: Online points count towards rank advancement, but no more than one-third of the requirements for a particular rank may come from online play. For example, to make Club Master requires 20 MPs – a player would need 13.33 (or more) points from face-to-face competition in addition to the 6.67 (or more) earned online – any online points in excess of 6.67 would not count towards earning the rank.

The following applies to ACBL members who joined on Jan. 1, 2010 or after or who joined prior to Jan. 1, 2010 but let their memberships lapse before attaining the rank of Life Master:

<i>Rank</i>	<i>Masterpoint requirement</i>
Rookie	Fewer than 5
Junior Master	5
Club Master	20 (5 black, no more than 15 from online play)
Sectional Master	50 (10 black, 5 silver, no more than 25 from online play)
Regional Master	100 (15 black, 15 silver, 5 red or gold/platinum, no more than 40 from online play)
NABC Master	200 (20 black, 25 silver, 15 red or gold/platinum, 5 gold/platinum, no more than 70 from online play)
Advanced NABC Master	300 (50 black, 50 silver, 25 red or gold/platinum, 25 gold/platinum, no more than 100 from online play)
Life Master	500 (75 black, 75 silver, 50 red or gold/platinum, 50 gold/platinum, no more than 165 from online play)
Silver Life Master	LM with 1000 masterpoints (no more than one-third from online play)
Gold Life Master	LM with 2500 masterpoints (no more than one-third from online play)
Diamond Life Master	LM with 5000 masterpoints (no more than one-third from online play)
Emerald Life Master	LM with 7500 masterpoints (no more than one-third from online play)
Platinum Life Master	LM with 10,000 masterpoints (no more than one-third from online play)
Grand Life Master	LM with 10,000 masterpoints (and see following note).

Note: Grand LM is the highest rank in ACBL. It requires

10,000 masterpoints and one victory in a North American Bridge Championship with no upper masterpoint restriction or an Open Team Trials or its equivalent or a Women's Team Trials or its equivalent or any of the following WBF events: Bermuda Bowl, Venice Cup, Rosenblum Cup, McConnell Cup, Open Pairs, Women's Pairs, Olympiad, Women's Team Olympiad, WBF Senior Pairs event, WBF World Swiss Teams, WBF World Mixed Teams, and WBF Senior Teams.

MASTERPOINT HISTORY. The term masterpoint first arose in North America when players eligible for the ABL's 1934 von Zedtwitz Master Pairs (later Life Master Pairs) were chosen from a list of players credited with masterpoints for winning tournaments run by the American Bridge League and the American Whist League, as well as the Vanderbilt and Eastern Championships, which at that time were independent events.

In the following year, winners of many smaller tournaments that had applied for ABL sanction became eligible. In 1936, to offset this rapid and somewhat haphazard inflation of masters, the League created the rank of Life Master, then awarded only to those who had won their points in national championships or the equivalent. The masterpoint awards at that time were tiny, certainly by comparison to today's awards. For example, winning the Spingold Knockout Teams today is good for 250 platinum masterpoints. In the early days of masterpoints, the award was about 10 masterpoints – and a scheme for deducting points each year made it necessary for Life Masters to continue successful competition in order to retain their status. Deductions were discontinued in 1944.

Meanwhile, the United States Bridge Association announced its own masterpoint program and appears to have been the first to extend the idea to the club level. Effective Sept. 1, 1935, City Masterpoints were awarded for duplicate games in USBA-affiliated clubs. These were convertible at 10 for 1 into State Masterpoints, awarded for citywide tournaments, which were in turn convertible at 10 for 1 into National Masterpoints, awarded for State tournaments.

A legal dispute over the ABL's claim of exclusive right to award masterpoints was not resolved until 1937, when the USBA was merged into the ABL, becoming the American Contract Bridge League. The ACBL introduced Rating Points (later called Fractional Masterpoints and even later Club Masterpoints), worth .01 of a masterpoint, into club games effective Jan. 1, 1938. The result was a rapid acceleration in the growth of ACBL membership, but it also led to the eventual need to distinguish among points won at local, regional and national levels.

Masterpoints are awarded at ACBL tournaments in amounts proportional to the size and classification of the event and the rating of the tournament.

The basic point structure is based on open pairs. Such events as mixed pairs, men's pairs, Senior pairs, women's pairs and unpaired pairs are restricted to some extent, so masterpoint awards for them are lower than for open pairs. Awards for team events are higher than for the same size and kind of pairs game. In general, awards at a sectional tournament are higher than those at a local, and awards at a regional tournament are higher than those at a sectional. Awards for most North American championships are fixed, and today they are substantially higher

than regional awards.

Masterpoint awards at local, sectional and regional tournaments are determined according to a formula in which the principal ingredients are the size of the event and the ratings of the eligible players. In general, awards climb arithmetically up through 60 tables, and thereafter they follow a logarithmic curve that very much slows down the rate of increase.

England adopted a masterpoint scheme in 1956, and many other countries followed suit. In most of these schemes, the award scale is less generous, and the achievement of high rank is usually slower. Masterpoints won in foreign bridge leagues may be converted to ACBL masterpoints under certain conditions. Many nations also convert ACBL points to the national scale.

The ACBL now adds "eligibility masterpoints" to the records of expert players from foreign countries, particularly those from Europe who are well known because of their regular participation in ACBL events at the North American Bridge Championships. For example, Boye Brogeland of Norway, Bermuda Bowl winner and North American champion, had 20,000 eligibility masterpoints added to his record.

MASTERPOINT PLAN. ACBL method of awarding masterpoints in bridge tournaments at club, local, sectional, regional and national levels. Creation of the Masterpoint Plan in 1936 is credited to William McKenney and Ray Eisenlord, with many others contributing to later developments. The details of the method by which the plan operates at the club level are set out in the ACBL Handbook. The ACBL publishes a directory of clubs, which enables members to find bridge activity in any city they may visit.

Any club or group in the United States, Canada, Bermuda or Mexico may apply for a sanction to issue masterpoints at regularly scheduled duplicate games. The clubs are of four types: open (to all comers); invitational (restricted to members of the group and invited guests or restricted by expertise), newcomer (restricted to players with not more than a certain number of masterpoints, usually 20) and Bridge Plus+ (restricted to new players with not more than 5 masterpoints).

Club masterpoints must be awarded at every duplicate game conducted by a sanctioned club. Club masterpoints are hundredths of a full point. The scale for invitational clubs is slightly lower. Newcomer and Bridge Plus+ clubs (or games) score at an even lower scale.

Once each calendar quarter, a weekly club is entitled to a club tournament game with increased awards. Clubs meeting less frequently are entitled to a Club Tournament for every 12 regularly scheduled sessions.

The scale of awards increases steadily through the various levels: club, local, sectional, regional and national.

MASTERPOINT RACES. Many members chase masterpoints as a way of achieving the ultimate goal of most duplicate players – becoming a Life Master.

Others become so involved in the chase that they find themselves in the running for national recognition in one of the ACBL's annual masterpoint races.

Barry Crane Top 500 – Once known as the contest for the McKenney Trophy, it was renamed after the 1985 death of Barry

Crane, considered by most to be the top matchpoint player of all time. It is now the top annual masterpoint race, dominated in the 21st Century by Jeff Meckstroth, who won the title eight times between 2000 and 2010. Meckstroth, the all-time masterpoints leader, has been Barry Crane champion a record 10 times. Full information on this and other masterpoint races, visit www.acbl.org. A list of previous winners and record totals can be found in Appendix II on the CD in the front of this encyclopedia.

Besides the Crane race, ACBL members can compete in the following:

The Ace of Clubs, which recognizes achievement at the club level. Only masterpoints won at clubs are counted for these races, which include categories from rookie to Grand Life Master. In 2011, the contest was renamed in honor of Helen Shanbrom, many-time winner of the Grand Life Master category of the race.

The Mini-McKenney, which counts all masterpoints won except for online points, in categories from rookie to Grand Life Master.

Masterpoint races, with several categories: Youth (19 and younger), Junior (25 and younger), Senior (55 and older), online, Richmond Trophy (for the Canadian Bridge Federation player earning the most masterpoints) and Sectional (masterpoints won only at sectional tournaments).

ACBL Player of the Year, awarded to the ACBL member who earns the most platinum masterpoints in a calendar year. The first winner was Bob Hamman in 1990.

Players of the Year

2010	Brad Moss	1999	John Mohan
2009	Jeff Meckstroth	1998	Paul Soloway
2008	Eric Rodwell	1997	Bart Bramley
2007	Roy Welland	1996	Zia Mahmood
2006	Bob Hamman	1995	Fred Stewart/ Steve Weinstein
2005	Zia Mahmood		
2004	Jeff Meckstroth	1994	Michael Rosenberg
2003	Michael Rosenberg	1993	Bob Hamman
2002	Larry Cohen	1992	Jeff Meckstroth
2001	Ralph Katz	1991	Zia Mahmood
2000	Zia Mahmood	1990	Bob Hamman

The Player of the Year race is an official competition. Unofficially, a Player of the Decade has been celebrated twice since the inception of the Player of the Year competition. The top player for the 10-year periods of 1990 through 1999 and 2000 through 2010 was Jeff Meckstroth, the all-time leader in platinum masterpoints (nearly 9000) and masterpoints of all pigments. He was expected to surpass 70,000 masterpoints during 2011.

PLAYER NUMBER. A number assigned to a player for identification purposes. This method is used by most NCBOs that have a reasonably large membership.

In the ACBL, a seven-digit number is assigned to each member. The last digit is a self-checking device by which the computer throws out incorrect numbers. The method by which the checking digit is computed is interesting. Multiply the first six digits by 7, 6, 5, 4, 3, and 2 respectively; then add these products. Divide the total of the products by 11, and note the

remainder. This remainder is then subtracted from the divisor, 11, and the resulting difference is the check digit. If the net result of this work is a remainder of 1, the number is not used.

When a player achieves Life Master status, this is indicated by a change in his player number by the substitution of a letter for the first digit, alphabetically from J for 1 to R for 9. Player numbers were instituted by the ACBL in July 1961.

PROFESSIONAL TOURNAMENT DIRECTORS ASSOCIATION (PTDA).

A professional organization of persons who work for ACBL as tournament directors at the hundreds of tournaments (as distinguished from club and local-rated events) conducted every year in North America. The principal objectives of PTDA are (1) the development and maintenance of the highest possible standards for conduct and operation of tournament bridge events, and (2) fair and reasonable working conditions for tournament directors.

The PTDA, officially organized in August 1968 at the Summer NABC in Minneapolis, has a membership of approximately 100. The PTDA is governed by an executive committee consisting of seven regional vice presidents (one of whom is elected president), an executive secretary and a treasurer.

The PTDA conducts general membership meetings three times each year. The PTDA sends, at its own expense, a representative to each of the three yearly meetings of the ACBL Board of Directors for the purpose of representing the interests and opinions of the PTDA, providing technical advice in the area of Tournament Regulations and Direction and continuing an active liaison with the ACBL Board and Management.

Major activities of the PTDA have included a joint venture with ACBL Management to standardize the interpretation and application of the *Laws of Duplicate Bridge*.

The Tom Weeks Memorial Award initially was presented to the PTDA member who demonstrated the greatest improvement in all facets of professional tournament direction. Weeks was an associate national director and first treasurer of PTDA. In recent times, the honor has been awarded for professionalism more than simply improvement. Recipients:

1972	Sol Weinstein	1992	Betty Bratcher
1973	Roger Putnam	1993	Rick Beye
1974	Brian Moran	1994	John Ashton
1975	Fran Miller	1995	Richard Strauss
1976	Jerry Shakofsky	1996	Matt Smith
1977	Bobbie Shipley	1997	Jack Mehrens
1978	Gary Blaiss	1998	Su Doe
1979	Tom Quinlan	1999	Patty Holmes
1980	Bob Kitchel	2000	Mike Flader
1981	Ellie Kipperman	2001	Susan Patricelli
1982	Jeff Alexander	2002	Carey Snider
1983	Peter Mollemet	2003	Ron Johnston
1984	Chris Patrias	2004	Gary Zeiger
1985	No award presented	2005	Candy Kuschner
1986	Steve Bates	2006	Bernie Gorkin
1987	Butch Campbell	2007	Ken Van Cleve
1988	Doug Grove	2008	Terry Lavender
1989	Patty Johnson	2009	Olin Hubert
1990	Millard Nachtwey	2010	Nancy Boyd
1991	Guillermo Poplawsky		

In 1986, the Fred Friendly Award was created to honor the director who best exemplified the spirit of the late Paul Stehly, an Associate National Director who was legendary for his warmth and good cheer. Stehly's nickname was Fred Friendly.

1986	Gus Duchene	1998	Charles MacCracken
1987	Doug Grove	1999	Carey Snider
1988	Margo Putnam	2000	Alice Kinningham
1989	Betty Bratcher	2001	Harry Falk
1990	Guillermo Poplawsky	2002	Kathy Whidden
1991	Karl Hicks	2003	Patty Johnson
1992	Jack Mehrens	2004	Jean Molnar
1993	Jackie Matthews	2005	Doris Allen
1994	Julie Harding	2006	NABC Set Up Crew
1995	Louise Sibble	2007	Roger Putnam
1996	Priscilla Smith and Nancy Hart	2008	Candy Kuschner
1997	Ron Johnston	2009	Scott Campbell
		2010	Matt Smith

Past presidents of PTDA include Maury Braunstein, Henry Francis, Dale Egholm, William Weyant, Roger Putnam, William Schoder, Nelson Rowe, Roberta Shipley, Chris Patrias and Peter Mollemet.

In recent times, the PTDA has adopted a more informal structure, and today does not have a president or other officers. Veteran TDs Patty Johnson and Terry Lavender have taken on the few administrative functions that remain.

Two longtime TDs were honored with lifetime PTDA memberships – Harry Goldwater and Phil Wood, both now deceased.

UNITS OF THE ACBL. Units of the ACBL have been formed at different times and under different conditions, and they differ widely in background, scope, and membership. Some limit their activity to a given town or city, others comprise states.

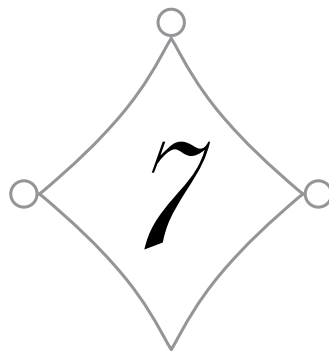
The jurisdiction of a unit consists of a geographical area, bounded in its application and charter, and each unit has jurisdiction over its own members while participating in the management of ACBL. A new unit may be formed in any area where no unit exists, provided there are 100 or more members in the area to be organized. In the process of formation, a provisional charter may be granted with more than 50 members if a reasonable prospect of reaching the 100-member status exists.

The unit is expected to perform certain functions:

- (1) Establish and maintain a membership of at least 100.
- (2) Promote and stimulate interest in duplicate bridge among members and prospective members by providing an attractive program of bridge events.
- (3) Expand and increase membership.
- (4) Conduct or supervise tournament events at which masterpoints and rating points are awarded under ACBL regulations.
- (5) Establish and maintain contact with neighboring units, supporting each other's activities.
- (6) Conduct annual elections by popular vote for officers and/or directors.
- (7) Elect, in collaboration with other units in the district, a member of the National Board of Directors, a first and a second alternate director, and three representatives to the ACBL Board of Governors.
- (8) Adopt bylaws consistent with those of the ACBL, which must be filed with ACBL.
- (9) Assume fiscal responsibility for funds collected on behalf of ACBL and membership dues collected from its members; submit semi-annual financial reports to its officers; maintain accurate records.



The American Contract Bridge League Headquarters, Horn Lake MS.



TOURNAMENTS

Keen players are always eager to pit their skills against others, which is why the ACBL sanctions more than 1200 tournaments a year. Throughout the world, there are more than 100 national bridge organizations whose duties include scheduling and running tournaments. Additionally, there are events such as the Cavendish Invitational Pairs and the Warren Buffett Bridge Cup, a biennial event pitting the stars of Europe and the U.S. against each other ala golf's Ryder Cup. If you want to play in a tournament, chances are good that you can find one just about any week of the year.

APPEAL. An action taken in an effort to overturn a tournament director's ruling at the table. Laws 92 and 93, and Law 79C deal with the expiration period. Any ruling by a director may be appealed, but an appeals committee does not have the authority to overrule the director on a point of law. In team events, the captain must concur in the appeal.

APPEALS COMMITTEE. A committee appointed to hear and rule on appeals by contestants and other disputed matters that may arise during the course of a tournament. The committee usually is appointed in advance at major tournaments such as world championships and zonal championships. Such committees are usually named as necessary at lesser tournaments.

When a pair or team appeals a tournament director's ruling, the committee listens to and asks questions of the tournament director who gave the ruling being appealed. The director is then dismissed and the committee listens to and asks questions of the players involved in the situation causing the appeal. After gaining as much relevant information as possible, the players are dismissed. The committee then deliberates and makes a decision, which is then transmitted to the tournament director, the appellants and the side appealed against. An appeals committee also may hear cases involving conduct and ethics.

ASCHERMAN. A method of calculation of pairs tournaments. One extra scoring unit is awarded to every pair. This makes the formula for fouled boards far easier and the final percentages of every tournament significant and unbiased by the number of tables. As an example, a sole top in a tournament of 10

tables will score 100% in the classical method, but only 95% in Ascherman. A sole top in a tournament of 100 tables is also 100% in the classical method, but 99.5% in the Ascherman method. Thus, the Ascherman method reflects more truly the accomplishment of the players. It was developed in 1987 by Herman De Wael but named after Ir. Wim Ascherman (Netherlands), who had developed something similar in the Fifties.

ASSIGNMENT OF SEATS. Methods of assigning seats vary from country to country. In ACBL events, the assignments are on the entry blanks that contestants purchase. In many other areas of the world, entries must be purchased early. The tournament personnel gather all the entries and assign seats. A sheet is posted indicating the seating assignment of each pair or team. The process of determining seat assignments is called seeding.

BAROMETER PAIRS. Differentiated from other pairs games by the method of distributing the boards and by the scoring. Sometimes also known as Simultaneous Play.

In the usual type of pairs event, all or most of the boards are in play every round. The boards are moved from table to table on a predetermined schedule so that eventually all pairs play most of the boards. In a barometer game, the boards do not move from table to table after each round. All pairs play the same boards at the same time throughout the event. The director and his staff will have pre-duplicated many sets of boards prior to the game. Quite often each table will have its own set of boards. Equally often, two or three tables will share one set of boards. Each set of boards goes out of play after one round.

Most pre-duplication is done using the Duplimate dealing machines produced by Jannersten Forlag, a Swedish company. The Duplimate software creates deals on demand, and the machine distributes the cards to special boards automatically. It is used by the dealing staff at world championships and at the ACBL in preparing deals for major championships at the three NABCs each year.

The barometer format – all boards played at the same time by all players – provides for virtually instant scoring on each

board as soon as a round is over. The director retrieves the score tickets and enters them immediately. Typically, scores are posted for inspection by the players after each round, so standings are known from round to round. Any given pair's fortunes will rise and fall as the game goes on – hence the name barometer.

With the advent of wireless scoring at tournaments and at many clubs, scores are produced even faster. It is not unusual in some tournaments – particularly those run by the World Bridge Federation and the European Bridge League – for players to receive sheets with scores and standings regularly throughout a pairs championship.

In some tournaments, organizers discontinue posting standings of the pairs late in the session. This may be to preclude the skewing of scores that can occur when pairs take wild actions or engage in psychic bidding to try to improve their standings.

BASTILLE. Method of calculation for pairs tournaments, similar to Butler. The average is not rounded, and the difference of every table's score with this average is converted into IMPs by means of a linear extrapolation of the IMP scale (15 points = 0.5 IMPs, 45 points = 1.5 IMPs, etc.) Utilization of this method would have prevented the strange occurrences in The Hague in 1994. The very nature of duplicate means that every good thing one pair does also helps those playing at other tables in the opposite direction. In the Butler system it is possible that these "assists" can be greater than your benefit. In the Bastille method, that is impossible. The system was developed in 1989 by Herman De Wael and was first used in Antwerp on July 14 of that year, hence the name (after Bastille Day in France). Subsequently, some improvements have been added, mainly to the formula that is used for the calculation of the average.

BERMUDA BOWL. The premier team event at championships organized by the World Bridge Federation. The Bermuda Bowl is contested every other year in odd-numbered years.

The first postwar world contract bridge team championship was played in Bermuda in 1950 on the initiative of Norman M. Bach. The contest was a three-cornered match among teams representing the United States, Great Britain (the European champion) and Europe (a combined Sweden-Iceland team).

The next six Bermuda Bowl contests were two-team events between the United States and the winners of the European Championships.

In 1958, the contest became a three-cornered event with the inclusion of the South American champions.

In 1960, 1964, 1968 and 1972, which were Team Olympiad years, there was no Bermuda Bowl competition. In 1974, the WBF voted to conduct the Bermuda Bowl in odd-number years only. To provide a transition, the Bermuda Bowl and the World Team Olympiad (now renamed and part of the World Mind Sports Games, contested in Olympiad years) were played consecutively in Monte Carlo in 1976.

Starting in 1961, the defending champion was invited to compete. This practice was discontinued after the 1977 Bermuda Bowl, when two teams from the United States met in the final. One was the team that qualified through a trials

method, the other was the defending champion.

From 1950 to 1963 inclusive, the Bermuda Bowl was organized under the auspices of the ACBL and the EBL, with the collaboration of the South American Bridge Confederation starting in 1958. Since 1963, the Bermuda Bowl has been conducted by the WBF. In 1965, the WBF voted to expand the event to a five-team contest by including the Far East champions, who became eligible for the first time in 1966.

The Bermuda Bowl became a six-sided affair for the first time in 1971, when Australia exercised its right to represent the South Pacific Zone. The Central American-Caribbean Zone was represented for the first time in the 1979 championship. And the Bridge Federation of Asia and the Middle East fielded a representative in the Bermuda Bowl for the first time in 1981. The European Zone was allotted a second spot in the competition in 1981.

The pattern for Bermuda Bowl competition was changed radically, starting with the 1983 competition. The winners of the North American team trials and the European champions advanced automatically to the semifinals. The North American runner-up and the second-place European team also qualified for Bermuda Bowl play, but they had to take part in a round-robin with the winners of the other zones to determine the other two semifinalists. Also eligible to play in the round-robin were the victors from South America, Far East, Central America-Caribbean, Australia-New Zealand and Asia-Middle East. In addition, the host country had the right to enter a team if that country had not already qualified as a Zonal representative.

In order to insure that two teams from the same zone did not meet in the final, the WBF stipulated that if two teams from the same zone reached the semifinals, they had to oppose each other in that round.

The WBF also decided in 1981 that future Bermuda Bowls, starting in 1985, would not be held in either Europe or North America. World Team Olympiads and World Pair Championships would be held in even years in either North America or Europe, while Bermuda Bowls would be held elsewhere in odd years.

The pattern changed again in Yokohama, Japan, in 1991. The number of teams was enlarged to permit the inclusion of four teams from Europe, three from North America, one from the South Pacific, two from all other zones plus one from the host country. The policy of exempting one European team and one North American team from the qualifying stage was abandoned, as was the restriction that required the final to be between two teams from different zones. However, a final between two teams from the same country was not permitted, a restriction affecting only ACBL. Teams were in two qualifying groups, with four from each advancing to quarterfinal playoffs.

The same format was followed in Santiago, Chile, in 1993, but the method of setting up the quarterfinal round was changed. In earlier Bermuda Bowls with double round-robins, the winner of one would play the fourth-place finisher in the other, and the second-place finishers would oppose the third-placers. Starting in 1993, the winner in each of the round-robins could select their opponent from the teams that finished second, third and fourth in the other round-robin. Carryover was involved, so this gave a considerable edge to the teams

finishing first in the round-robin.

China proved to be an outstanding host in 1995, with many outstanding electronic advances. A major first was the live broadcasting of some match segments over nationwide television on a major TV network. Chinese officials estimated that more than a million viewers watched the bridge show.

Once again the size of the field was increased for the 33rd Bermuda Bowl in Hammamet, Tunisia, in 1997. Eighteen teams were in play, and they competed in a complete round-robin instead of two small round-robins as in earlier contests. The WBF zones were represented as follows: Europe 5, North America 3, South America 2, Far East 2, Oceania 2, Middle East-Africa 2, Central America-Caribbean 1, host country 1. Pairings for the quarterfinals were set up as follows: The round-robin winner could choose its opponent from among those teams that finished fifth through eighth. The second-place team could take its choice from those remaining from the 5-8 pool. The same was true for the third-place teams, and the fourth-place teams got whoever was left.

1999 was an unusual year for the Bermuda Bowl – it didn't take place. Bermuda, which hosted the opening and the silver anniversary Bermuda Bowls, also wanted to be the host for the golden anniversary, which was in 2000, not 1999. The Bermuda committee successfully petitioned the WBF to allow the Bermuda Bowl to be played in January 2000, so that it would be a true golden jubilee.

BESSE PAR CONTEST. Eight years after the Pamp Par Contest at the World Championships in Geneva, Switzerland in 1990, the WBF scheduled another such event, this one named after Jean Besse, the French player and writer who died in 1994.

The contest was swept by Americans Michael Rosenberg, the winner, followed by Bart Bramley and Eric Rodwell.

Related: Par Contest.

Here is a problem from that contest.

Dlr: South ♠ A J 6 5 2
 Vul: E-W ♥ J 10 9 8 7 6
 ♦ 9 6
 ♣ —

♠ K 7
 ♥ A K Q
 ♦ Q J
 ♣ J 8 7 5 4 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1NT
2♠	Dbl	Pass	Pass
2NT	4♦ (1)	Pass	4♥
All Pass			

(1) Transfer to hearts.

West leads the ♦ A, cashed the ♦ K, then exits with a low club. Contestants were on their own from there.

West's 2NT was an attempt to bail out of a desperate situation in the hope of finding a fit in one of the minor suits. Such tightrope walking, when vulnerable, can be justified only if his distribution was 5=0=4=4.

Had West exited with a spade at trick two, the contract would be easily won as follows: South wins with the king and continues with a spade to the jack, which must be ruffed by East, who exits with a trump. After declarer ruffs two clubs in dummy and two spades in hand, he still has enough trumps left (three) to draw East's two remaining trumps and cash the ♠ A for the 10th trick.

West's counterplay in clubs shortens dummy's trumps and thus foils the referenced line of play. It does, however, open the way to another winning line: setting up the club suit.

The solution is for declarer to ruff the club in dummy, enter his hand with the ♠ K, ruff a second club and play a low spade from dummy. East must ruff and return a trump or declarer cannot be prevented from making his nine trumps separately on a crossruff. Another club is ruffed to reach the following position:

♠ A J 6		♠ —			
♥ J 10		♥ 5 4			
♦ —		♦ 8 7 5			
♣ —		♣ —			
♠ Q 10 9					
♥ —					
♦ 10					
♣ A					
	<table border="1"> <tr><td>N</td></tr> <tr><td>W ◊ E</td></tr> <tr><td>S</td></tr> </table>	N	W ◊ E	S	
N					
W ◊ E					
S					
♠ —					
♥ A K					
♦ —					
♣ J 8 7					

The lead is in the North hand, and declarer must take the rest of the tricks. The ♠ A is played and East must ruff or South discards a club and makes the rest on a crossruff. South overruffs, ruffs a fourth club in dummy and returns to hand with a trump, drawing East's last heart to cash the remaining clubs. The full deal:

♠ A J 6 5 2		♠ 4			
♥ J 10 9 8 7 6		♥ 5 4 3 2			
♦ 9 6		♦ 8 7 5 3 2			
♣ —		♣ K 9 2			
♠ Q 10 9 8 3					
♥ —					
♦ A K 10 4					
♣ A Q 10 6					
	<table border="1"> <tr><td>N</td></tr> <tr><td>W ◊ E</td></tr> <tr><td>S</td></tr> </table>	N	W ◊ E	S	
N					
W ◊ E					
S					
♠ K 7					
♥ A K Q					
♦ Q J					
♣ J 8 7 5 4 3					

BIDDING BOX. A device that enables players to bid without speaking. It consists of a box that has one card for each possible bid plus additional cards for pass, double, redouble, Stop and Alert. The box sits on or is attached to the table. To make a call, the player removes the appropriate card from the box and places it on the table in front of him. For subsequent calls, the player removes the appropriate cards from the box and places them over earlier calls in such a manner that all calls are visible. All bidding cards remain on the table until the end

of the auction, thus avoiding most requests for reviews of the bidding. The possibility of mishearing a bid also is eliminated.

Bidding boxes were used for the first time in world championships during the World Pairs Championships in Sweden in 1970. Beginning with the 1974 World Championships in Las Palmas, Canary Islands, bidding boxes have been used exclusively in world championship competition. In recent years bidding boxes have been used in virtually all major championships throughout the world. They also are used almost exclusively at thousands of bridge clubs throughout the world. At North American Championships, bidding boxes are used in all events.

BOARD-A-MATCH TEAMS. Many experts consider this to be the toughest type of event in tournament bridge, which may account for its lack of popularity. A team plays a small number of boards against one opponent – usually two, three or four boards – then moves on to take on another opponent. The movement is set up in such a way that a team always plays any given board against two opposition pairs of the same team. Often the movement is similar to the Mitchell movement used in pairs games, but with some major differences that are always explained by the tournament director. At the end of a session, the members of a team gather to compare scores. Each board is scored separately as a win, a tie or a loss.

The reason the game is so tough is that every board is equally important. Some boards in Swiss and knockout events are not all that important – very little may be at stake. But every board in a board-a-match game is worth one full matchpoint, and a high degree of concentration is necessary throughout every board of a session.

The event's lack of adherents is owing to the fact, established through the years, that the winners are almost always among of the best teams in the field. This is not necessarily true in Swiss teams.

BRACKETED SWISS TEAMS. An event in which brackets of seven to nine teams are established based on average masterpoint holdings per team. The event is run as a complete round-robin for all but the bottom bracket, which may contain up to 15 teams. That bracket will run as a partial round-robin for the same number of rounds as the other brackets. The event is actually misnamed because it does not follow the Swiss format – teams with like records play each other round by round. It is actually a round-robin, a different format entirely.

BREAKING TIES. The breaking of ties in duplicate contests, when it is a question of the winner, is done for the purpose of awarding of trophies when it is not feasible to award duplicate prizes to the tying pairs or teams. Masterpoint awards in ACBL tournaments are awarded equally to each tying group, the amount being one-half the sum of the awards for first and second places. The main occasion for breaking of ties during the course of the competition is to determine which of two or more pairs, tied for the last qualifying position or positions, is entered into the final session. In either case, for pair events, the method is similar. All boards played by all tying groups are considered, and 1 point is awarded for an above average score and ½ point

for an average score if the board or boards were not played in direct comparison. If the tying pairs are in direct comparison on any board, 1 point is awarded to the pair with the better matchpoint result on that board, ½ point if their matchpoint result is a tie. In team events, the result of the match between the two tying teams is used with Board-a-Match scoring.

In head-to-head team competition, such as knockout events, additional boards are played. In Swiss Teams, ties usually are broken by means of Swiss Points. The total of scores of all opponents are tallied for the tied teams, and the winner is the team with the highest total. Sometimes only matches played in the second half of the event are used to compute Swiss Points. The use of victory points has substantially reduced the number of ties in Swiss Team events. The method of breaking ties should be approved by the Sponsoring Organization or announced in the Conditions of Contest before being used.

Ties are now much rarer in ACBL events. Until 1992, two pairs were considered tied if the difference in score was less than half a matchpoint; two teams in board-a-match events were considered tied if the difference in score was less than a quarter of a matchpoint. The Board of Directors passed a regulation changing this so that only an exact tie is considered a tie in board-a-match team events. In pair events pairs are not considered to be tied unless the difference between their scores is less than .01 matchpoints. The same is true in individual events.

BRIDGE GOLF. Many bridge players also play golf, so combining bridge and golf is popular in some areas. David G. Clowes of England conceived of the idea of matchpointing golf in the same way that a bridge event is scored (10 or more strokes on a hole counts as an automatic bottom or shared bottom). These scores are then divided by two, and the same players then engage in a bridge contest with a Howell movement or Scrambled Mitchell to determine a winner from the combined games.

BRIDGE OLYMPICS. A par contest developed by Ely Culbertson and first played in 1932. After 1934, the ACBL took over administration of the contest, which ended after 1941 because of World War II.

BRIDGE PLUS+. A special form of duplicate play devised for students. It is patterned after the students' classroom experience. The games usually last two hours, allowing the students to play 10-14 deals. The games are supervised by accredited teachers.

CAMROSE TROPHY. The Home International series competed for annually among England, Scotland, Wales, Ireland and Northern Ireland under the auspices of the British Bridge League. Ireland withdrew from the series in 1951 and rejoined in 1999. The trophy was presented by Lord Camrose in 1936 and play began in 1937, with a wartime break 1939-45. The 50th series was in 1993. As of 1999, England had won 41 times and Scotland 12 times. These two countries tied twice. Ireland won in 2000. The Junior Camrose (under 25) has been regularly won by England. The Peggy Bayer (under 20) has usually been won by England, but Scotland won in 1995 and 1997.

CANADIAN NATIONAL TEAMS. Until 1980, teams representing Canada competed in the Grand National Teams. In 1980, Canada separated from the Grand National Teams and staged its own national championship, a practice that has continued. The format calls for grass-roots contests at clubs in the fall, with succeeding qualifications leading to the national finals. The winning team qualifies to represent Canada in the Open Teams in the bridge competition of the World Mind Sports Games in Olympic years and in the tri-country playoffs for a berth in the Bermuda Bowl with Bermuda and Mexico in odd-numbered years. In the fourth year, the winners represent Canada in the Open Knockout Teams (Rosenblum Cup).

As a result of a controversial regulation passed by the World Bridge Federation Executive Council, there was no tri-country playoff for a berth in the 2001 Bermuda Bowl. To be eligible, a country had to finish in the top half of the standings in the 2000 World Team Olympiad (since renamed). Canada, Mexico and Bermuda all failed to finish in the top half. Related: Tri-Country Trials.

CAP GEMINI WORLD TOP TOURNAMENT. Played annually in The Hague, Netherlands, from 1987 to 2002, the invitational event routinely had one of the strongest fields in international competition.

The tournament debuted as the Staten Bank Invitational. It underwent two name changes before Cap Gemini, a computer company, took on sponsorship in 1991 after co-sponsoring the tournament with Staten Bank the year before. Before the tournament came to an end, it was also known as the Cap Volmac World Top Tournament. Cap Volmac and Cap Gemini are part of the same company.

In the tournament, 16 pairs played 15 head-to-head matches in round-robin style. Scoring originally was by IMPs converted to victory points. In later tournaments, scoring was by IMPs compared to a datum derived from scores across the field.

CARIBBEAN CHAMPIONSHIPS. Organized in 1964 as an informal international championship for countries in the Caribbean area. Renamed to Central American and Caribbean Championships.

CAVENDISH INVITATIONAL PAIRS. The biggest money bridge tournament in the world, with the total pool exceeding \$1.5 million. Now an annual event played in Las Vegas in May, the tournament was born in 1975, organized by Thomas M. Smith and Michael Moss and sponsored by the Cavendish Club in New York City.

The club closed in 1991, but before it went out of existence, World Bridge Productions was established to ensure continuation of the Cavendish Invitational Pairs. Shortly after the founding of the corporation, the tournament was moved to Las Vegas. World Bridge Productions is headed by Bob Hamman, Roy Welland, Bill Rosenbaum and Bob Blanchard.

The Cavendish is played every year in the week before Mother's Day, ending on that day. The tournament begins with the John Roberts Teams (named for one of the founders of the WBP), an invitational event, and two open events – the WBP Pairs and WBP Teams.

The heart of the Cavendish, the Invitational Pairs event, gets underway after the John Roberts Teams the following evening with a cocktail reception and calcutta-style auction. At the auction, 50 of the world's top pairs are auctioned off to the highest bidders. Each pair has the right to buy a portion of the pool bid on them. Auction money is pooled and paid out to the top finishers of the three-day event. Along with the auction is a players' pool comprised of entry fees from the players. Proceeds are distributed to the top-placed pairs.

For the main event, a scoring method called cross-IMPs – now used in many cash-prize tournaments – was employed from the beginning. Every result on every deal is IMPed against all other results for that deal. Although the IMP scale goes as high as 24, an upper limit of 17 IMPs has been set for the Cavendish Invitational Pairs.

The top pairs in the world are invited, and the schedule is set up in such a way that each pair plays a short match against every other pair.

Cavendish Invitational Pairs winners:

1975	James Jacoby, Gerald Westheimer
1976	Alan Sontag, Peter Weichsel
1977	Alan Sontag, Peter Weichsel
1978	Roy Fox, Paul Swanson
1979	Roger Bates, Daniel Mordecai
1980	Lou Bluhm, Thomas Sanders
1981	James Cayne, Fred Hamilton
1982	Ed Manfield, Kit Woolsey
1983	Robert Lipsitz, Neil Silverman
1984	Marty Bergen, Larry Cohen
1985	Irving Litvack, Joseph Silver
1986	Matt Granovetter, Michael Rosenberg
1987	Drew Casen, Jim Krekorian
1988	Björn Fallenius, Magnus Lindkvist
1989	Marty Bergen, Larry Cohen
1990	Piotr Gawrys, Elyakim Shoufel
1991	Johan Bennet, Anders Wirgren
1992	Amos Kaminski, Shmuel Lev
1993	Fred Stewart, Steve Weinstein
1994	Kit Woolsey, Neil Silverman
1995	Paul Soloway, Harry Tudor
1996	Fred Stewart, Steve Weinstein
1997	Michael Seamon, Harry Tudor
1998	Bob Hamman, Nick Nickell
1999	Bobby Levin, Steve Weinstein
2000	Marty Fleisher, Eric Rodwell
2001	Michael Kwiecien, Jacek Pszczola
2002	Bobby Levin, Steve Weinstein
2003	Fred Gitelman, Brad Moss
2004	Sam Lev, Jacek Pszczola
2005	Andrea Burotti, Massimo Lanzarotti
2006	Ton Bakkeren, Huub Bertens
2007	Steve Weinstein, Bobby Levin
2008	Geoff Hampson, Eric Rodwell
2009	Bobby Levin, Steve Weinstein
2010	Bobby Levin, Steve Weinstein
2011	Fred Stewart, Kit Woolsey

CHAMPIONSHIP TOURNAMENT. The principal function of a governing body in bridge is to provide interesting bridge competitions for its members, and to record accurately the achievements of each member in competitive play. Championship tournaments are staged at various levels in nations throughout the world. Some are cash-prize tournaments, such as the Cavendish Invitational. Others, such as the Bermuda Bowl, Venice Cup, World Team Olympiad, etc., determine world champions. The eight World Bridge Federation zones use zonal competitions to determine the teams that will compete in some of the major world championships.

Most nations hold tournaments to determine national champions. Championship tournaments also are held at several lower levels in most nations.

The ACBL sponsors and conducts more than 1200 tournaments a year at which masterpoints are awarded. These tournaments are divided into several classes depending on the importance of the event, the territory represented, the movement employed, the conditions of sponsorship and the number of entries. Classification of each event is published in advance, and masterpoints are awarded according to formulas that take into consideration various factors.

(1) North American Bridge Championships (NABC). These championships are conducted by the ACBL. Each major event is played only once a year, split among the three North American tournaments.

(2) Regional championships. ACBL membership is divided into 25 geographical districts, each strictly limited as to territory. Regional championships are conducted by ACBL districts under the supervision of a rated director appointed by the ACBL. These tournaments offer the players of the area an opportunity to earn a substantial number of gold and red points, awards that are necessary to achieve the rank of Life Master. In addition, at each NABC a large number of secondary events, most of which are flighted or stratified, are conducted, all with regional championship status.

(3) Sectional championships. These events are conducted by ACBL units under the supervision of a rated director appointed by the ACBL. Each unit is expected to conduct at least one sectional tournament a year. Additional tournaments are allocated on the basis of membership and history of previous sectional tournament scheduling. The masterpoints awarded at sectionals are silver, which is relevant to those who aspire to Life Master status. A would-be Life Master must win at least 50 silver points, and silver points are available only at sectionals and Sectional Tournaments at Clubs (STaCs).

(4) Unit Championships. Each unit may conduct 16 sessions of Unit Championship-rated events annually.

Further information is contained in the ACBL Handbook, latest copies of which are available from ACBL Headquarters.

Championship tournaments are staged in countries throughout the world. Many determine national championships, and many decide area or continental championships, such as the South American Championships, the European Championships, etc. Tournaments also are held at the world level: Bermuda Bowl, Venice Cup, Team Olympiad, etc.

CHINA CUP. An invitational championship offered by the China Bridge Association from 1996 to 1999. The event came about as a result of the tremendously successful Bermuda Bowl championship in Beijing in 1995. Four teams were invited each year – one from China, one from the European Bridge League, one from the ACBL and one to represent the World Bridge Federation. The team event consisted of two round-robins in the open and the women's event. The players also participated in a three-session pairs championship. The event was discontinued after 2000 for lack of sponsorship.

CONVENTION CARD. A printed card listing commonly used conventions. It is used by players in duplicate bridge to indicate to opponents the conventions and special understandings a pair has. Before beginning play, a pair must fill out a set of convention cards listing offensive style and conventions, defensive conventions and understandings and lead agreements.

The card used by the American Contract Bridge League lists offensive bids on the front, defensive bids and lead understandings on the back. The common conventions are printed on the card so that players merely have to make checkmarks. Open areas also are provided so that players can add information about conventions or understandings that are not in the printed matter.

The card used by the World Bridge Federation is more complicated than the ACBL card. Pairs planning to play in major world events must submit their cards in advance for WBF approval. Failure to do so can result in penalties. Pairs competing in world events often have to submit additional pages reflecting any unusual methods.

Sponsoring organizations have a right to regulate conventions under Law 40E. Refer to the chapter, At the Table.

COPENHAGEN CLUBS BRIDGE TOURNAMENT. The world's oldest regularly played event, founded in November 1927. It has been played every year since, even during World War II, on the second Monday of each winter month.

CORRECTION PERIOD. The time specified by the sponsoring organization during which corrections to the score may be sought.

A scoring error may be made by a director (as when he wrongly transcribes a score) or by a player at the table. The former must be corrected immediately if attention is drawn to it before the conclusion of the correction period. The latter requires evidence that an error was in fact made. The director will often check the private scorecards of the players involved before changing a score.

The correction period's expiration is specified in the conditions of contest. Before the advent of scoring by computer, it often appeared on the recap sheet or, in a knockout event, on the bracket sheet. Law 79C of the *Laws of Duplicate Bridge* states that, unless the sponsoring organization specifies a different time, the correction period expires a minimum of 30 minutes after the official score has been completed and made available for inspection.

Great latitude is allowed in handling scoring correction,

in part because of the varying nature of tournament events. For example, in the case of a club that meets once a week, the correction period may extend until the next weekly session. At a tournament, the correction period for a one-session event usually does not expire until 24 hours after the event (except on the last day of the tournament).

In a multi-session playthrough event, however, the correction period expires about an hour before the end of the next session. In an event with a qualifying stage, the correction period may be shorter. Although the scores in a qualifying session – and the masterpoint awards – may be changed until the end of the tournament, the qualifying field must be determined at least 15 minutes prior to the beginning of the next stage of the event.

In a Swiss teams, the result of each match must be reported quickly so assignments for the next match can be made. In case of an appeal of a director's ruling in a Swiss teams, pairings for the next match are made on the assumption that both sides win the appeal.

In an event such as the Vanderbilt Knockout Teams, the correction period may expire at the announced starting time of the next session of an ongoing match, or one hour before the announced starting time for the next match for the last two sessions of a completed match, or 30 minutes after the end of the match for the last two sessions of a final match.

In 1982 at the World Bridge Championships in Biarritz, France, score corrections played a major role in determining the winners of the Open Pairs.

Scoring was by computer, but there apparently was a gap in communication between the directing staff and the tournament directors.

At the end of play, a Dutch pair – Anton Maas and Max Rebattu – were proclaimed the winners. It wasn't long, however, before players began to report scoring errors. Two women insisted their scores were incorrect. Americans Chip Martel and Lew Stansby said their matchpoint total was 105 short of what it should have been.

It took more than two hours to sort things out, but when the results were recalculated Martel and Stansby did have the extra 105 matchpoints they said were owed to them. They also had the Open Pairs title, Maas and Rebattu dropping to second.

Another, more famous case of erroneous scoring occurred in the 1990 Rosenblum Cup (open knockout teams) in Geneva, Switzerland. In the third quarter of one semifinal match, a board was scored as down five doubled, minus 1100, when the actual result was down six. The error affected the result of the match, but was not brought before the tournament committee until the next day. Still, the losing team had a chance, because the conditions of contest permitted the committee to correct a manifestly incorrect score. The committee judged, however, that the error lay in what had been agreed to at the table. Had the deal been scored as down six, minus 1100, that would have been obviously – manifestly – incorrect. But the agreed result, though mistaken, had been scored correctly, so the outcome of the match stood. Related: Protest Period and Score Corrections.

CROSS-IMPs. The method of scoring in IMP pairs games.

DAILY BULLETIN. Up-to-date reports on tournament activities produced and published on a daily basis and distributed to the contestants and anyone else in attendance. Daily Bulletins were introduced at the European Championships in Amsterdam, Netherlands, in 1955. Today, such bulletins are produced at all major international tournaments, at all North American Bridge Championships, and at many lesser tournaments.

Until the middle Nineties, these bulletins were printed and distributed at the tournament site. After some experimentation, the bulletins began to appear in electronic form. As of this printing, bridge fans all over the world can follow the tournament action – the bulletins at all major championships go on the Internet almost immediately after being sent to a local printer. In most cases, fans in faraway places see the daily bulletins online before the contestants receive their printed version.

Bulletins at major events offer a wide variety of material – winners, other results, standings, breaking news, analyzed hands, interviews, personality stories, etc. Outstanding journalists frequently contribute articles. Most bulletins today also feature excellent photos, something that was thought impossible back in the days before computers, when every word in each bulletin had to be typed manually.

DATUM. A reference score from which the number of IMPs won or lost in an IMP pair game can be computed. Related: Average Score.

DOUBLE ELIMINATION. A method used in knockout team events by which a team is not eliminated until it has lost two matches. This differs from regular knockout teams, where one loss means elimination.

In a double-elimination event, the first set of matches results in a group of losers and a group of winners (usually termed winners' bracket and losers' bracket). Matches continue in the winners' bracket, with half the competing teams continuing in the winners' bracket in the next round, the balance joining the losers' bracket. Eventually there is one surviving team from the winners' bracket.

In the losers' bracket, head-on play continues between one-time losers. Winners of these matches continue play in the next round, with losers in this bracket being eliminated. In each round of the losers' bracket, the winners of the previous round are joined for the next round by the losers in the preceding round from the winners' bracket. This can lead to a rematch between two teams that have previously competed against each other. The conditions of contest are usually designed to provide as few as possible of such rematches.

Special provisions must usually be made in the conditions for the last few matches, depending on whether the losers' bracket ends up in a round of two, three, four, or five. Related: Repechage, Schapiro Spring Foursomes and von Zedtwitz Knockout Teams.

EPSON WORLDWIDE BRIDGE CONTEST. The first name of what is now the Worldwide Bridge Contest.

EUROPEAN COMMON MARKET CHAMPIONSHIPS.

Another name for the European Community Championships, a tournament that ran from 1967 to 1998.

FAST PAIRS. An event in which the speed of play is increased by a major factor. Instead of the usual seven to eight minutes allowed to play each board, the game is set up so that boards must be completed in five minutes. Sometimes this permits more boards to be played. More often, this type of game results in a game finishing at an earlier time. Such a game often is called Speedball Pairs.

FLIGHTED PAIRS. A format for pairs competition.

FLIGHTED TEAMS. An event that is broken down into two or three fields based on masterpoints. Each field competes as a separate event. The flight for which a team is eligible is determined by the masterpoint holding of the player with the most points. Teams may opt to play in a higher classification but not in a lower one. Often the breakdown in ACBL events is as follows: Flight A, 0 to infinity; B, 0-750; C, 0-300. All teams are eligible to compete in Flight A; only teams with fewer than 750 points for each player (Flight B limit) are eligible to play in Flight B; only teams with fewer than 300 points for each player (Flight C limit) are eligible to play in Flight C. Related: Handicap Teams, Stratified Teams, Stratiflighted Teams and Team Games.

FLOWER MOVEMENT. An adaptation of the Howell Movement so that the apparently haphazard movement of the players is replaced by an orderly progression. One pair (North-South at table 1) remains stationary throughout. All other pairs progress, East-West moving toward the higher-numbered table, until they reach the highest-numbered table. After that round they merely switch directions at that table and thereafter move to the next lower-numbered table. As the players reach table 2, North-South, their next progression is to table 1, where they will sit East-West, then to table 2, East-West.

The movement has simple player moves. There are two disadvantages, however. One is that the movement cannot be made as balanced as an ordinary Howell. The other is that board progression is irregular, which is why the movement is best played with a central table for all idle boards. Board movement should be by the director. With board duplication so much easier today, it is common for the same boards to be played at all tables each round. This method is used in many major events such as the Cavendish Pairs. Related: Three Tables for the six-pair movement.

FOULED BOARD. A board in which a card or cards or hands have been interchanged into incorrect pockets. Usually a fouled board occurs when the board is being discussed after the play and various hands are interchanged across the table.

Fouling a board is a major misdemeanor in bridge competition because the scores prior to and after the fouling cannot be compared. When a board has been reported as fouled, the director must determine at what point the fouling occurred. He then must matchpoint the results in some fair manner in the

two fields thus created.

The WBF formula for scoring fouled boards and those needing adjusted scores was adopted by the ACBL in 1990. It is:

$$M = \frac{(N \cdot S)}{n} + \frac{(N - n)}{2n}$$

M = Final matchpoints on the board

N = Number of scores on the board

S = Matchpoint score in the group

n = number of scores in the group

Specifications:

The formula applies to groups of 3 or more scores on a fouled board.

The formula applies to a group of 3 scores when it is the larger group, otherwise the scores in a group of 3 are awarded matchpoint scores of 70%, 60% and 50%.

The scores in a group of 2 are awarded matchpoint scores of 65% and 55%.

Equal scores in groups of 3 and 2 share the arbitrary matchpoint awards.

A single score is awarded a matchpoint score of 60% in each direction.

Matchpoint scores are rounded to the nearest 100th with .005 rounded up.

To guard against the possibility of fouling a board, no more than one hand should be removed from the board at a time during discussions. This is particularly true when the opponents are not at the table.

In board-a-match team play, the correct manner of handling a fouled board is a matter of regulation, which has been changed from time to time. Under 1976 regulations of the ACBL, the scores, both North-South and East-West, are divided into two fields, before and after the fouling, each field is matchpointed independently, and the percentage of possible match points for each pair then is determined. For each team that played the board in different positions, the percentages are added and the board is won if the total is 120 or more, halved from 80 to 120, and lost with 80 or less. Results for teams that played the board in identical form are computed in the usual way, since the fouling occurred either before both halves of the teams had played it, or after both halves of the teams had played it.

A board with two hands having an incorrect number of cards, for example 12 and 14, is not fouled because no result can be achieved on this deal. The Law: "Incorrect Number of Cards" applies and the pair(s) who looked at their incorrect hands should receive average minus.

ACBL policy provides that the players who created the fouled board and made it necessary to apply the formula should be penalized one full board. A foul in duplication that applies to one section only, and does not invoke the formula, is not so penalized.

FREQUENCY CHART. Informational sheets produced for the players when computer scoring is used on across-the-field tops. The charts tell the number of times each score is achieved on each deal and also list the matchpoints each score is worth. Players use these charts to check their scores, but one drawback is that a player cannot tell whether or not he was credited with

the correct result on any given board. These are more common at championships organized outside North America.

GENERALI WORLD MASTERS INDIVIDUAL. An invitational competition to determine individual champions in open (52 players), women's (28 players) and Junior (20 players) competitions. It was first held in 1992 and was played every two years through 2000. It is now played every four years.

GOLD CUP. The knockout team championship of Great Britain, organized by Bridge Great Britain, formed in 1999 after the devolution of the British Bridge League into individual unions.

HANDICAP KNOCKOUT TEAMS. An event in which a handicap is assigned to each team based on a formula that takes experience and ability into consideration. The handicap is in the form of International Matchpoints (IMPs) and is added to the IMP total of the less-experienced team. The winner is determined by the score after the handicap has been added in.

HANDICAP PAIRS. Conducted like an open pairs game, but the scoring method is different. The game produces two sets of winners: scratch and handicap. The scratch standings are the same as they would be in an open game. The handicap standings are based on the scratch score plus handicaps that are awarded to make the event more evenly contested. The handicap can be figured in either of two ways. First, it can be based on the players' ranks (a measure of expertise), with more matchpoints awarded the lower the rank. Second, it can be based on recent performance as compiled either by the director or the computer. A pair eligible for matchpoints both scratch and handicap receives the higher of the two awards, not both.

HOECHST TEAMS. An invitational event played in the Netherlands for 12 years into the mid-Nineties. It was succeeded by the Forbo-Krommenie Bridge Tournament (sponsored by Forbo, a flooring manufacturer). That tournament, organized by Elly Ducheyne and Jan van Cleeff, lasted 10 years. Five White House Teams tournaments (invitational) came next. As of 2011, the only invitational tournament in the Netherlands is the White House Juniors, played in Amsterdam in the spring of each year.

HOWELL MOVEMENT. A method of producing one winner from a field at duplicate in which all pairs play each of the boards in play, with comparison in direct competition with other pairs on approximately half of the boards, and adverse comparison on the other boards. Because of the requirement that all pairs meet in head-on competition, the movement is not practical for many of the possible numbers of tables.

The four-table, five-table, and seven-table movements (requiring seven rounds of four boards, nine rounds of three boards, and 13 rounds of two boards, respectively) provide excellent competition. Starting assignments for these movements are given nearby, and positions and boards for each round subsequent can be obtained by applying the following rules: the highest numbered pair remains stationary throughout; each other pair replaces the pair with the next lower number for

their next seat, with number 1 replacing the pair with the next to the highest number. Boards progress so that each table plays the boards in ascending order.

IMP PAIRS GAMES. Computer scoring makes it practical to employ IMP scoring for pairs contests on a regular basis. Before computers, scoring multiple comparisons manually was impractical and slow. There are three types:

(1) The datum method, usually called Butler scoring after Geoffrey Butler. The two extreme scores are put aside and the remainder averaged to produce a datum score – also norm or mean – against which all results are IMPed. This is unsuitable for a small number of tables. For a large number of tables, more than 12, it is wiser to eliminate two scores at each end of the spectrum.

(2) The full comparison method, used for example in the Cavendish. Each pair receives an IMP score by comparing with every other table, subject to a 17-IMP maximum. This is called cross-IMPs.

(3) Two expert pairs play all the deals against each other, and their results constitute the datum, or norm, against which others are IMPed. This produces two sets of winners, one North-South and one East-West.

INDIVIDUAL TOURNAMENT. The only form of duplicate in which you do not have a partner chosen by you. The game is set up in such a way that each player is a separate contestant, playing with a multitude of different partners. Sometimes you play only one board with each partner; other times you play two or three, rarely more.

The movement is more complicated than in a pairs event. In the Rainbow Movement – which nowadays is just about the only one used for games of seven tables or more – it is necessary for the players in each direction to have a different move each round (guide cards are usually used for smaller games). The idea is for each player to play with someone different each round against a brand new set of opponents.

Because each player is playing with so many different partners, it is impractical for partnerships to use complicated systems and conventions. Most players prefer to play some simple form of Standard American (Systems) or whatever is the most common method of bidding for the area. Related: Generali Masters Individual.

INTERCITY MATCH. Many intercity matches have been played in various parts of North America. A series of such matches played from 1960 to 1973, usually preceding the Summer NABC.

INTERNATIONAL MATCHPOINTS (IMPs). A method of scoring used frequently in team events and occasionally in pairs events.

The procedure appears to have been invented in Vienna, and was first used at the international level in the 1938 European Championship in Oslo. IMPs were first used in the Bermuda Bowl in 1951.

The original name was EMP, or European Match Points. The original scale provided for a maximum gain of 12 points, as follows:

Point Diff.	EMP	Point Diff.	EMP
10- 30	1	400-490	7
40- 60	2	500-590	8
70-100	3	600-740	9
110-180	4	750-1490	10
190-290	5	1500-1990	11
300-390	6	2000 and up	12

A revised scale was adopted for the 1948 European Championships in Copenhagen, with a maximum of 15 points. A further revision in 1961, devised by a subcommittee of the World Bridge Federation, brought the maximum to 25 points. This had the effect of increasing the relative award to large gains, and brought the scale slightly nearer to total-point scoring. A further revision was made effective Sept. 1, 1962. That scale is still in use.

1948 Scale		1961 Scale	
Point Diff.	IMPs	Point Diff.	IMPs
0- 10	0	0-10	0
20-60	1	20-40	1
70-130	2	50-80	2
140-210	3	90-120	3
220-260	4	130-160	4
270-310	5	170-210	5
500-740	6	220-260	6
750-990	7	270-310	7
1000-1240	8	320-360	8
1250-1490	9	370-420	9
1500-1990	10	430-490	10
2000-2490	11	500-590	11
2500-2990	12	600-690	12
3000-3490	13	700-790	13
3500-3990	14	800-890	14
4000 and up	15	900-1040	15
		1050-1190	16
		1200-1340	17
		1350-1490	18
		1500-1740	19
		1750-1990	20
		2000-2240	21
		2250-2490	22
		2500-2990	23
		3000-3490	24
		3500 and up	25

1962 Scale (still in use)

Total Points	IMPs	Total Points	IMPs
20-40	1	750-890	13
50-80	2	900-1090	14
90-120	3	1100-1290	15
130-160	4	1300-1490	16
170-210	5	1500-1740	17
220-260	6	1750-1990	18
270-310	7	2000-2240	19
320-360	8	2250-2490	20
370-420	9	2500-2990	21
430-490	10	3000-3490	22
500-590	11	3500-3990	23
600-740	12	4000-up	24

The purpose of introducing IMPs was to eliminate the inherent defects of other methods. Total-point scoring accentuated one or two big swing boards; board-a-match reduced all boards to equal status. The general effect of the graduated scale of IMPs is to flatten the value of high scores and to heighten the value of partscore contracts.

In team games, the IMPs are awarded after the net score of the team (North-South and East-West) has been computed. Positive points are awarded to the team with a positive net score, negative for the negative net score.

In IMP pairs events, each pair is compared with an average score, and the IMPs awarded may be positive (for a score better than average) or negative (for a score below the average). The average score is the arithmetic mean of all scores, except that the best and worst scores are usually omitted in computing the comparison value.

The purpose of this is to prevent one unusual result from influencing scores at other tables. The best and worst scores, however, are used in computing the difference for those pairs from the average. The net IMP scores on each match may be converted into Victory Points on a graduated scale.

This use of IMP scoring in pairs events was originated by the British Bridge League under the chairmanship of Geoffrey Butler. It is sometimes called the Butler Method.

The most logical use of IMP scoring in pairs competition is in connection with qualifying events for pairs to compete in team events, as it adapts pairs play to team-scoring results. However, this method of scoring has been used successfully at the club level.

IOC GRAND PRIX. An annual event played in Lausanne, Switzerland, headquarters of the International Olympic Committee. Adding this event to the bridge calendar was an important step on the road to possible inclusion of bridge in the Olympic Games, provisionally scheduled to take place at the Winter Games in Turin, Italy, in 2006. Although progress was made thanks to the efforts of Marc Hodler, vice president of the IOC; José Damiani, president of the World Bridge Federation, and Mazhar Jafri, WBF vice president, bridge was not part of the Olympic Games in 2006.

The first IOC Cup, in 1998, had a dramatic conclusion. In the final, there was an exact tie between Brazil and China. Earlier, they had tied their round-robin match and shared the lead in that stage. Rather than embark on the expected four-board playoff, the players demonstrated Olympic spirit by linking arms and agreeing to share the honors. "Bridge," said IOC President Juan Antonio Samaranch at the opening ceremony, "is a sport, and as such, your place is here with all other sports."

The IOC Grand Prix was played as a special exhibition in Salt Lake City UT in 2002 just prior to the Winter Olympic Games that year. It has since been discontinued.

JOHN ROBERTS TEAMS. An event formerly known as the Cavendish Invitational Teams. Named after one of the World Bridge Productions co-founders, the event is played prior to the Cavendish Invitational Pairs. Unlike the pairs event, the team event is not auction based. The teams compete for a prize pool based on entry fees from competing teams. This event has been

contested since 1995.

- 1995 Piotr Gawrys, Krzysztof Lasocki, Sam Lev, Michael Polowan
- 1996 Alfredo Versace, Lorenzo Lauria, Andrea Buratti, Massimo Lanzarotti
- 1997 Alfredo Versace, Lorenzo Lauria, Andrea Buratti, Massimo Lanzarotti
- 1998 Jan Van Cleeff, Jan Jansma, Bauke Muller, Wubbo de Boer
- 1999 Steve Weinstein, Bobby Levin, Chip Martel, Lew Stansby
- 2000 Geoff Hampson, Eric Greco, Eric Rodwell, Jeff Meckstroth, Perry Johnson
- 2001 Fred Gitelman, Brad Moss, Roy Welland, Björn Fallenius, Steve Garner, Howard Weinstein
- 2002 Bob Blanchard, Piotr Gawrys, Sam Lev, Krzysztof Jassem
- 2003 Perry Johnson, Eric Greco, Geoff Hampson, Eric Rodwell, Jeff Meckstroth
- 2004 Charles Wigoder, Gunner Halberg, Richard Jedrychowski, Michael Cornell
- 2005 Roy Welland, Björn Fallenius, Bobby Levin, Steve Weinstein
- 2006 Wafik Abdou, Connie Goldberg, Steve Landen, Pratap Rajadhyaksha
- 2007 John Diamond, Gaylor Kasle, Drew Casen, Jim Krekorian, John Schermer, Neil Chambers
- 2008 Lou Ann O'Rourke, Marc Jacobus, Geoff Hampson, Eric Rodwell, Bobby Levin, Steve Weinstein
- 2009 Jim Mahaffey, Mike Passell, Sam Lev, Jacek Pszczola, Jack Zhao, Fu Zhong
- 2010 Pierre Zimmerman, Franck Multon, Michel Bessis, Thomas Bessis, Geir Helgemo, Tor Helness
- 2011 Lou Ann O'Rourke, Marc Jacobus, Geoff Hampson, Bobby Levin, Steve Weinstein

KNOCKOUT TEAMS. An event with a descriptive name: Contestants play head-to-head matches scored by IMPs (International Matchpoints), and the loser is eliminated or “knocked out.” The major world championships are contested as knockouts (usually after a series of qualifying rounds) and three major North American championships are played in knockout format – the Vanderbilt, the Spingold and the Grand National Teams. Bracketed knockout teams are the most popular form of the contest and are featured at most regional tournaments today. Especially at large regionals and NABCs, losers in the KOs usually do not have to wait more than half a day to enter another knockout event.

Different formats include Compact Knockout Teams (teams play fewer boards, and the event concludes in one day) and Handicap KO (handicaps in IMPs are assigned based on masterpoint holdings).

The most popular format by far, especially at NABCs and large regionals, is the Bracketed KO. In that event, teams are separated into brackets, usually 16 teams per bracket, based on masterpoint holdings. The top one or two brackets at a large regional, for example, would be made up of teams with

multiple Grand Life Masters and teams with total masterpoint holdings in excess of 250,000. At a recent regional tournament in Gatlinburg TN (Mid-Atlantic Bridge Conference), there were 30 brackets in the Monday-Tuesday Bracketed KO. This format is popular because players can compete against their peers in a comfortable setting.

LANCIA TOURNAMENTS. A series of four challenge matches played in 1975, in which an Italian team sponsored by the Lancia division of Fiat opposed four American teams. The nucleus of the Italian team was Walter Avarelli, Giorgio Belladonna, Pietro Forquet, Benito Garozzo and Omar Sharif. They won in Chicago, but were defeated in New York, Los Angeles and Miami.

SUNDAY TIMES PAIRS. One of the most prestigious invitational tournaments in bridge history, it was first contested as the Sunday Times Invitational Pairs in 1963. Except for 1973, the event continued through 1983, when it went on a seven-year hiatus before resuming with the joint sponsorship of The Macallan (scotch whiskey). The event was still known as the Sunday Times Invitational through 1994. From 1995 through 1999, the tournament was known as The Macallan Invitational Pairs. It was discontinued after 1999.

MACCABIAH GAMES. Games that celebrate athletic achievement held quadrennially in Israel and sometimes called “Israel Olympics.” The Games were named after Judah Maccabaeus, a Hebrew religious zealot who fought against the encroaching Hellenization of Jewish life symbolized by the Greek Olympic-style games and the cult of the physical. The Games are open to amateur Jewish participants, all of whom must have Jewish mothers. Since its inception in 1932, the Games have included athletics, gymnastics, football, tennis and cricket. In 1977, for the first time, bridge and chess were accepted as competing sports.

MATCH. A session or event of head-to-head competition between two pairs or two teams.

The shortest matches in international competition were the 18-board qualifying round matches in the 1964 World Team Olympiad. The longest matches were played for the Bermuda Bowl from 1951 to 1957, when there were only two teams in competition, and 224 to 256 boards were played. Even longer matches (300 boards) have been played on semi-official occasions, such as the Anglo-American Match. The most famous of the non-official challenge pairs matches of the Thirties were longer still. The Culbertson-Lenz Match (December 1931 – January 1932) and the Culbertson-Sims Match (March – April 1935) were 150 rubbers. In the former, 879 deals (including 25 passouts) were played.

MATCHPOINT. A credit awarded to a contestant in a pairs or individual event for a score superior to that of another contestant in direct competition.

In an ACBL event, the number of matchpoints available to a contestant is normally one less than the number of contestants in direct competition. For example, in a game of 13 rounds,

there are 13 North-South scores in direct competition and 13 East-West scores in direct competition. The highest score in each group beats the other 12 scores in that group and receives 12 matchpoints, the greatest number available to it.

Other pairs receive 11, 10, 9 points, etc., according to the number of pairs beaten in direct competition. The lowest pair in each group beats no pair in direct competition and receives zero matchpoints.

When two or more pairs achieve identical scores, each pair receives $\frac{1}{2}$ matchpoint for each pair with which its score is tied.

When matchpoint scoring is used in team games (board-a-match or point-a-board), the score that is obtained by a team on a board is 1 matchpoint if the combined score is plus, 0 if the score is minus, and $\frac{1}{2}$ if the team score is neither plus nor minus. Each board is thus scored as a match in itself, hence “board-a-match” scoring.

In tournaments in other parts of the world and in World Bridge Federation play, matchpoints are doubled to eliminate halves. A pair receives two matchpoints for each pair it beats and one for each pair it ties. Effectively, both methods are the same. Related: Double Top and Scoring Across the Field.

MATCHPOINT SCORING. In duplicate tournaments matchpoint scoring makes each board of equal importance with any other board, whether the deal involved is a partscore competitive bidding situation or a grand slam. Most pairs tournaments are scored by matchpoints. Most team contests and, occasionally, important pairs events are scored by IMPs, which make larger swings possible on big hands, and approach the tactics of rubber bridge. Related: Duplicate Scoring, Matchpoint Bidding, Matchpoint Defense, Matchpoint Play and Shooting.

MATCHPOINT TEAMS. A team-of-four scoring method devised by Allen L. Tan, Philippines, and described in *The Bridge World* (August 1990). Players play a multiple team movement, and their net score on each board is calculated. The net scores are then matchpointed. If on a partscore deal a pair scores plus 1600 in one room and minus 800 in the other, their net of plus 800 will give them a top score. This removes some of the inequities in IMP scoring, but, unlike board-a-match, rewards a large swing more than a small one.

McKENNEY-BALDWIN MOVEMENT. One of a series of pairs movements planned by William E. McKenney and worked out by Russell J. Baldwin, who were, respectively, secretary and tournament director of the American Bridge League. The most widely used were two-session pairs movements for 16 to 32 pairs, in which each pair played against each of the others in the course of two sessions, with approximately balanced comparisons.

MIDNIGHT GAME. A contest staged after the main events of the day have concluded. Usually a midnight game is a Swiss teams or knockout teams with abbreviated matches. Usually much shorter time limits on play are imposed so that the game will be finished and scored before 3 a.m. At ACBL sectionals, the awards are in silver points. At ACBL regionals

and at NABCs, the awards are in red points. When the event is a knockout, it is often called a “lose and snooze” game because losers are through for the night and can go to bed. When the format is Swiss teams, the game consists of five matches of five boards played at a rapid-fire pace – only 25 minutes are allowed per round, so that the average time spent on a board is only five minutes instead of the usual seven.

MIRROR MOVEMENT. A movement used in board-a-match team games that enables teams to play full matches in the same round. The movement requires that the field be broken into an even number of sections. Each section is set up as a Mitchell. The East-West pairs from Section A move to the same table number in Section B, and the Section B pairs move to the same table number in Section A. The same is done in all paired sections. There are no relays. Duplicated boards are distributed in both sections (it is possible to have a duplicating round, but pre-duplicated boards are preferable). Odd number of tables – in one section the movement is the same as in a regular Mitchell – boards move down a table each round while the traveling pairs move up one table each round; in the other section, the pairs move to the next lower table and the boards move lower, skipping a table. Even number of tables – in one section the movement is the same as in a regular Mitchell with boards moving down one table and pairs moving up one table and with a skip at the appropriate time; in the other section the pairs move to the next lower table and the boards move lower skipping a table, except during the skip round when the boards skip an extra table. The regular movement resumes after the skip round.

MITCHELL MOVEMENT. A method of play for duplicate whist originated by John T. Mitchell that has been continued through auction and contract. It is the method used at most tournaments and at clubs where there is a sufficient number of tables.

In every pairs tournament, the movement has three basic components: boards, tables and pairs. In the Mitchell movement, pairs are in two groups, North-South and East-West, with the aim of having all of the North-South pairs meet all East-West pairs – or as many as feasible – and play all the boards. Except for slight modifications with an even number of tables – skip Mitchell or relay Mitchell - East-West pairs move to the next higher-numbered table, while boards move to the next lower-numbered table. North-South are always stationary. To produce one winning pair, the Scrambled Mitchell format is used.

For an even number of tables, there are two options: (1) The skip Mitchell, in which East-West pairs skip one table after the half-way round and (2) the relay Mitchell, normally used when it is desired to play as many rounds as there are tables. A set of boards is shared throughout between Table 1 and the highest-numbered table. A spare set of boards is left on a bye stand at the midpoint: between 4 and 5 for an eight-table game, 5 and 6 for a 10-table game and so on. Boards moving down after each round must include the bye stand, so in an eight-table game, they go from 5 to bye stand to 4. This method has the advantage that all players play all boards and meet all

opponents in the other line. It is not necessary that the relay and bye stand be located as listed above. The following is the requirement: The bye stand must be exactly halfway around the field from the relay. For example, if the relay in an eight-table game is between tables 1 and 2, then the bye stand must be between tables 5 and 6. In some movements, it is necessary for two tables, and perhaps more, to “share” by playing the same set of boards in a single round. Boards may be played out of numerical order.

MIXED PAIRS. An event in which all pairs must consist of one man and one woman.

MIXED TEAMS. A Mixed Team comprises at least two men and two women. The maximum number of team members is six. During play each pair must consist of one woman and one man.

MONITOR. A person assigned to handle specialized chores at the table during high-level team events, occasionally at high-level pairs events. Sometimes the monitor keeps track of how long each pair takes to make bids and plays so that the tournament committee can make an informed decision concerning penalties for slow play. At one time, the monitor was the liaison between players on either side of the screen. The monitor noted the bids made on his side of the table, then called them aloud for the benefit of the players and monitor on the other side of the screen. This use became obsolete when tournament organizers began using trays and bidding boxes.

The monitor also frequently is called upon to keep complete bidding and play records of the action at his table.

MORNING GAME. Contest played in the morning, usually set up so that it finishes by noon. All ACBL morning games used to be side games, but now many rated games are played in the morning. Some are still morning games, but even these usually are part of a Continuous Pairs (now known as Side Game Series), in which individuals are rated by their best two percentages over a series of games. Daily winners earn red points; overall winners receive gold points. Special pairs games also are set up for beginners at NABCs. In addition, most regional and all NABCs feature morning knockout teams contested over consecutive mornings. These are championship events awarding gold points for overalls and red points for matches won.

Nowadays, some two-session games start in the morning and finish in the afternoon. Regional tournaments often feature such Open Pairs games. At the North American level, Senior events usually start in mid-morning and finish in the afternoon, giving the players an evening of leisure. Some pairs games, such as Fast Open Pairs, also stage their first session in the morning.

MOVEMENT. A schedule of progression for players, indicating the seat to be occupied and the boards to be played by each player at each round. The tournament director announces the movement to be followed, which is usually arranged to provide each contestant with different opponents at each round.

Specific movements in common use include American

Whist, Howell, Mirror Mitchell, Mitchell, Relay Mitchell, Scrambled Mitchell, Short Howell, Shomate, Rainbow, Stanza Howell, Stanza Movement, Stagger Movement and Web.

MOVEMENT CARDS. (1) Plastic table cards used usually in individuals and Howells to indicate the table number, the players or pairs by round number, the boards by round number, and the instructions for the players or pairs to follow next. (2) Small cards issued to players to indicate their pair or player number, the movement they should follow round by round, and the board numbers they should be playing round by round. Such small movement cards are frequently distributed in events with unusual progressions, such as individuals, Howells, Baldwin-McKenneys and Rover Mitchells.

MR. AND MRS. An event at a bridge tournament in which entries are limited to married couples, playing together. In England, such a tournament has the name Flicht. When held, this event has been quite popular, particularly at tournaments held around Valentine’s Day.

NORTH AMERICAN BRIDGE CHAMPIONSHIPS

(NABC). One of three 11-day tournaments organized by the ACBL in the spring, summer and fall of each year and featuring the only nationally rated events on the tournament calendar. In recent years, the NABCs routinely attract the best players from around the world, mostly from Europe but also from the Far East, Australia and South America. The competition is so good that most observers believe it is more difficult to win a major ACBL team event – the Vanderbilt Knockout Teams, for example – than a world championship such as the Bermuda Bowl.

The first NABC – known at the time as the Winter Nationals – was contested in Chicago in 1927. The first summer tournament took place in 1929, the first fall tournament in 1958. Following are the three NABCs and their events.

SPRING NABC

VANDERBILT KNOCKOUT TEAMS. A NABC+ event, the Vanderbilt was originally a double elimination Open Team event scored by total points; usually nine or ten sessions. In 1956 and 1957, qualifying rounds were scored by IMPs (International Matchpoints) and the finals were scored by cumulative points. When the Vanderbilt Knockout Teams became part of the Spring NABC in 1958 all rounds were scored by IMPs. In 1966 the double elimination method was replaced by three qualifying sessions (subsequently reduced to two), followed by single elimination knockout matches. The preliminary qualifying sessions were dropped in 1970. The first Vanderbilt in 1928 was scored by Board-a-Match and ended in a tie.

SILODOR OPEN PAIRS. The four-session NABC+ event consisting of two qualifying sessions and two final sessions is contested for the Silodor Trophy. Known simply as the Open Pairs until 1992, this event was renamed the Open Pairs I and was referred to as such until 2003.

NORMAN KAY PLATINUM PAIRS. The NABC+ event, played over six sessions, was first contested in 2010. It is open to ACBL members in good standing that meet one of the following criteria: have earned 50 platinum masterpoints over the three calendar years prior; earned at least 200 platinum points lifetime or have attained Platinum Life Master or Grand Life Master rank.

LEVENTRITT SILVER RIBBON PAIRS. The NABC+ event, consisting of two qualifying and two final sessions, is open only to players 55 and older. Pre-qualification is required and may be earned by placing first or second in a regional or national-rated Senior event. Winners' names are inscribed on the Leventritt Trophy.

ROCKWELL MIXED PAIRS. The NABC+ event is contested for the Rockwell Trophy. It is a four-session event with two qualifying sessions and two final sessions. Originally contested at the Fall NABC, it was moved to the Spring NABC in 1986.

LEBHAR IMP PAIRS. The NABC+ event, consisting of two qualifying and two final sessions, is scored by International Match Points. This event formerly known as the IMP Pairs was contested at the Summer NABC until 2004. It was renamed in 2003 and moved to the Spring NABCs in 2005. Winners' names are inscribed on the Lebhar Trophy.

WHITEHEAD WOMEN'S PAIRS. The four-session NABC+ event consisting of two qualifying rounds and two final rounds is contested for the Whitehead Trophy. From 1969 through 1971 it was contested as a three-session championship. This event, formerly contested at the Summer NABC, was moved to the Spring NABC in 1963.

JACOBY OPEN SWISS TEAMS. Formerly North American Men's Swiss Teams and North American Open Swiss Teams. The four-session NABC+ event consists of two qualifying and two final sessions. Winners' names are inscribed on the Oswald and Jim Jacoby Trophy.

MACHLIN WOMEN'S SWISS TEAMS. Formerly Women's Swiss Teams. The four-session NABC+ event has two qualifying and two final sessions with victory point scoring. Winners' names are inscribed on the Sadie Machlin Trophy.

BALDWIN NORTH AMERICAN PAIRS FLIGHT A. This has been a major (NABC+) pairs championship since 1979. Originally known as the Grand National Pairs, the first stage of this grassroots event is conducted strictly at the club level. Qualifiers advance to the unit competition, and then unit qualifiers advance to the district final. Three pairs qualify at the district level for the North American final, which is held just prior to the Spring North American Bridge Championships. The Grand National Pairs became the North American Open Pairs in 1987. From 2004 to 2007 the event was known as the North American Pairs. In 2008 the event was renamed in memory of Col. Russell J. Baldwin. Winners' names are inscribed on the Baldwin Memorial Trophy.

GOLDER NORTH AMERICAN PAIRS FLIGHT B. Added to the spring schedule in 1992 and limited to players with fewer than 1500 masterpoints, the NABC event is conducted in the same way as Flight A. Originally known as the North American Open Pairs Flight B, this event was renamed in 2008 in memory of Benjamin Golder. Winners' names are inscribed on the Golder Trophy.

PRESIDENT'S CUP NORTH AMERICAN PAIRS FLIGHT C. Added in 1987 as a special form of the North American Open Pairs for non-Life Masters. In 1994, a masterpoint limit was placed on the Non-Life Master contest. This NABC event is conducted in the same way as Flight A, but limited to players with fewer than 500 masterpoints. Winners' names are inscribed on the President's Cup.

BEAN RED RIBBON PAIRS. The NABC event, with two qualifying and two final sessions, is open only to pairs who qualify by winning or placing second in two-session regional-rated events. Both members of the pair must have fewer than 2000 masterpoints. The Percy X. Bean Trophy is inscribed with the winners' names. Previously contested at the Summer NABC, it was moved to the Spring NABC in 2003.

SUMMER NABC

SPINGOLD MASTER KNOCKOUT TEAMS. Originally known as the Masters Teams-of-Four, the NABC+ event was first contested in September of 1934 as a separate event held in conjunction with the Masters Individual. Although not contested in 1935, it was again contested with the Masters Individual in 1936 and 1937. In 1938, the event became known as the Spingold Master Knockout Teams and was included in the summer schedule.

At one time, the Spingold was a double-elimination event scored by total points, usually lasting nine or 10 sessions, restricted to players of Senior Master rank (100+ masterpoints) and higher. Beginning in 1958, all matches were scored by IMPs. In 1965, the double-elimination method was replaced by three qualifying sessions (subsequently reduced to two), followed by single-elimination knockout matches. The preliminary qualifying sessions were dropped in 1970.

MINI SPINGOLD I (0-5000). First contested in 2001, the NABC event runs concurrently with the Spingold at the Summer NABC and continues for not more than five days. It is limited to players with fewer than 5000 masterpoints.

MINI-SPINGOLD II (0-1500). First contested in 2001, the NABC event runs concurrently with the Spingold at the Summer NABC and continues for not more than five days. It is limited to players with fewer than 1500 masterpoints.

GRAND NATIONAL TEAMS. A major NABC+ team championship. It is patterned in some respects after the USBA's event of the Thirties. The initial stages of the GNT are conducted over the course of several months in each

ACBL district in the United States, Mexico and Bermuda, for members of units within the district to produce a district championship team. Canada originally participated in this event, but in 1980 Canada began conducting its own national team championship parallel to the GNT. Through 1984, the district champions competed within eight Grand National Zones for the Zonal Championship.

The final playoffs were contested as knockouts by the eight zonal champions at the Summer North American Bridge Championships. In 1985, the zonal stage was eliminated and the non-Canadian district champions competed directly for the GNT title. Also in 1985, the event was subdivided into three separate events; Flight A, Flight B. and Flight C. A fourth Flight – the Championship Flight – was added in 2001.

GRAND NATIONAL TEAMS CHAMPIONSHIP FLIGHT.

The NABC+ event is a division of the Grand National Teams created in 2001 for players with 5000+ masterpoints. The names of all winners are engraved on the Morehead Trophy.

GRAND NATIONAL TEAMS FLIGHT A. An NABC+ event until the creation of the GNT Championship Flight in 2001. The NABC-rated event is contested in all 25 ACBL Districts and is restricted to players with fewer than 5000 masterpoints. Winners' names are engraved on the Bobby Goldman Trophy.

GRAND NATIONAL TEAMS, FLIGHT B. The NABC event contested for the Sheinwold Trophy is a grassroots competition, with games at various levels eventually leading to each of the 25 ACBL districts sending a champion to the Summer North American Bridge Championships to compete for the championship. It is open only to players with fewer than 2000 masterpoints.

GRAND NATIONAL TEAMS, FLIGHT C. The NABC event is a grassroots competition, with games at various levels eventually leading to each of the 25 ACBL districts sending a champion to the Summer North American Bridge Championships to compete for the championship. It is open only to non-Life Masters with fewer than 500 masterpoints. It is contested for the Mac Nab Trophy.

VON ZEDTWITZ LIFE MASTER PAIRS. The six-session event with two qualifying, two semifinal and two final rounds, restricted to Life Masters, is contested for the Gold Cup.

DAVID BRUCE LIFE MASTER PAIRS. The NABC six-session pairs event with two qualifying sessions, two semifinal sessions, and two final sessions is limited to Life Masters with fewer than 5000 masterpoints. This event was first contested in 2003. Winners' names are inscribed on the Bruce Trophy.

YOUNG LIFE MASTER PAIRS. The NABC six-session pairs event with two qualifying sessions, two semifinal sessions, and two final sessions is limited to Life Masters with fewer than 1500 masterpoints. First played in 2003, this event is contested for the Young Trophy.

WAGAR WOMEN'S KNOCKOUT TEAMS. The NABC+ event formerly contested for the Coffin Trophy and currently contested for the Wagar Trophy is, despite format and name changes, the longest-running women's team event on the ACBL calendar. It was a four-session board-a-match event until 1976, when scoring was changed to a knockout scored by IMPs. Previously on the Fall NABC schedule, it was moved to the Summer NABC in 1986.

TRUSCOTT/USPC SENIOR SWISS. The four-session NABC+ event with two qualifying sessions and two final sessions is limited to players 55 and older. Known as the Senior Swiss from its inception in 1997, the event was renamed in memory of Alan Truscott in 2006. Winners' names are engraved on the Truscott/USPC Trophy.

WERNHER OPEN PAIRS. Formerly Men's Pairs (1934-1991) and Open Pairs II (1992-2002). Renamed Wernher Open Pairs in 2003. The four-session NABC+ event consisting of two qualifying rounds and two final rounds is contested for the Wernher Trophy. From 1969 through 1971 it was contested as a three-session championship. The event was held at the Spring NABC for 40 years beginning in 1963. In 2005, the event was moved to the Summer NABC.

NABC+ FAST OPEN PAIRS. The NABC+ four-session pairs event with two qualifying sessions and two final sessions requires players to finish two-board rounds in 11 minutes. Penalties are assessed if a table exceeds the time limit. This event was first contested in 2000.

FREEMAN MIXED BOARD-A-MATCH TEAMS.

Formerly the Master Mixed Teams and the Mixed Board-a-Match Teams. It was renamed in 2010 to honor Hall of Famer Richard Freeman and is currently contested for the Richard Freeman Memorial Trophy.

In the past it has been contested for the Lebhar Trophy, the Barclay Trophy and the Chicago Trophy. This four-session event, with two qualifying rounds and two final rounds, is restricted to players who have won at least 100 masterpoints. Pairs in play must be one man and one woman. In 1969 the event was played in three sessions.

ROTH OPEN SWISS. An NABC+ four session open swiss team event first held in 2005. The event was renamed in 2010 to honor Hall of Famer Al Roth and is contested for the Roth Trophy.

NATIONAL 199ERS PAIRS. First contested in 1998, this two-session NABC event is limited to players with fewer than 200 masterpoints.

FALL NABC

REISINGER BOARD-A-MATCH TEAMS. The NABC+ event is contested for the Reisinger Trophy (the Chicago Trophy until 1965). It is a six-session open team-of-four event scored by board-a-match with two qualifying sessions, two semifinal sessions and two final sessions. It was contested as a four-session championship until 1966.

NAIL LIFE MASTER PAIRS. Formerly Life Master Men's Pairs and Life Master Open Pairs. The four-session NABC+ event with two qualifying sessions and two final sessions is restricted to Life Masters. This event is contested for the Nail Trophy. Before 1963, it was restricted to National Masters and players of higher rank. It was a men's event until 1990, when it became an open event.

SMITH LIFE MASTER WOMENS PAIRS. The NABC+ event is contested for the Helen Sobel Smith Trophy. It is a four-session event with two qualifying sessions and two final sessions, restricted to Life Masters. Prior to 1963, it was restricted to National Masters and players of higher rank.

KAPLAN BLUE RIBBON PAIRS. The NABC+ event is contested for the Cavendish Trophy. It is a six-session pairs event with two qualifying sessions. Entry is restricted to winners and runners-up in regional championships and high finishers in North American Championships, members of current Grand National District Championship teams, members of current official teams representing the ACBL or member countries of the ACBL, together with the top 100 lifetime masterpoint holders.

MINI-BLUE RIBBON PAIRS. The four-session NABC event is limited to players with fewer than 5000 masterpoints. The contest features a two-session qualifier and a two-session final. As with the Kaplan Blue Ribbon Pairs, pairs must pre-qualify to play.

BAZE SENIOR KNOCKOUT TEAMS. Formerly the Senior Knockout Teams. The NABC+ knockout event is limited to players 55 and older. The event was renamed in 2010 to honor Grant Baze.

MITCHELL OPEN BOARD-A-MATCH TEAMS. Formerly the Men's Board-a-Match Teams. The four-session NABC+ event consists of two qualifying and two final sessions. It was a men's event until 1990, when it became an open event. This event is contested for the Mitchell Trophy (Goren Trophy until 2004). It was contested as a three-session championship until 1972.

MARSHA MAY STERNBERG WOMEN'S BOARD-A-MATCH TEAMS. Formerly the Women's Board-a-Match Teams. The four-session NABC+ event has two qualifying and two final sessions. The event is contested for the Marsha May Sternberg Trophy.

KEOHANE NORTH AMERICAN SWISS TEAMS. Formerly the North American Swiss Teams. The six-session

NABC+ event has two qualifying sessions, two semifinal sessions and a two-session final with scoring by IMPs converted to victory points. It is contested for the Keohane Trophy.

MANFIELD NON-LIFE MASTER PAIRS. Formerly the Miles Non-Life Master Pairs. The four-session NABC event has two qualifying and two final sessions. Renamed in 2010 to honor Ed Manfield, it is contested for the Manfield Trophy.

NATIONAL 99ERS PAIRS. A two-session NABC event limited to players with fewer than 100 masterpoints.

Full results of all the NABCs are available on the ACBL home page: www.acbl.org.

NORDIC CHAMPIONSHIPS. Organized in 1946 by delegates from the bridge federations of Denmark, Norway, Sweden and Finland, meeting at Copenhagen. The Nordic Championships represented one of the first postwar efforts to revive international bridge competition in Europe. The initial tournament was staged later the same year in Oslo, and the championships were held on an annual basis until 1949. Iceland joined the competition in 1949 and has been a regular participant ever since along. The Faroe Islands also fields a team in the competition. After the revival of the European Championships, the importance of a separate Nordic competition lessened, so the event became a biennial competition, except for a three-year lapse from 1959-62. The championships rotate among the participating countries.

OLYMPIAD. A world championship team event that was renamed in 2008 when bridge was included among the sports in the first World Mind Sports Games in Beijing, China. The Olympiad was first contested in 1960 in the same year as the Olympic Games and continued every fourth year through 2004. The contest has open and women's divisions. Each member nation of the WBF sends one team to compete in the event, and all members of each team must be from the country represented. There is also a Seniors competition.

As part of the WMSG, the events are now known as the Open, Women's and Senior teams in the World Bridge Games.

OMAR SHARIF WORLD INDIVIDUAL. One of the largest total purses (\$200,000) up to that point in the history of bridge was at stake when the Omar Sharif World Individual bridge tournament took place in Atlantic City NJ May 7-10, 1990. It was the first time the ACBL sanctioned a cash-prize tournament.

The winner of the \$40,000 first-place prize in the championship division was Zia Mahmood, Pakistani star who makes his home in New York and London. Fred Hamilton was second (\$20,000) and P.O. Sundelin of Sweden was third (\$12,000).

A swing of \$28,000 occurred on this deal when Sundelin's partner pulled a wrong card, blowing a game contract and the

first-place prize for Sundelin. Zia was North, Sundelin West and Peter Pender, a former world champion, was East.

Dlr: North ♠ 9 8
 Vul: N-S ♥ K 9 7 5
 ♦ A 3 2
 ♣ A Q 10 2

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

♥ Q 6
 ♦ 10 7 6 5
 ♣ J 8 4 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♣	Pass	Pass
Dbl	Pass	2♣	Dbl
Pass	Pass	2♠	Pass
3♠	Pass	4♠	All Pass

South led a club, and Pender, expecting Zia to win the ace, followed with a low club before he looked down and realized that – to maintain a link with his partner’s hand – Zia had played the queen. Pender subsequently lost another club in addition to the expected heart and diamond tricks. Now the cold game, not bid by the majority of the field, was lost. Zia won the tournament and Sundelin, Pender’s good friend and partner in winning the national Life Master Men’s Pairs, dropped from first place to third.

OMNIUM. A nationwide French tournament with many novel features, first played in 1963. The organizer was Irene Bajos de Heredia. Special decks with perforated edges were distributed to all playing centers, so that the players themselves could select the 13 cards needed for each deal by inserting a metal pin in the appropriate hole. The deals were pre-played but not “prepared.” Scoring was on a basis similar to a par contest, with awards for good and bad results in bidding and play according to the decisions of an expert panel.

OLYMPIC PAR EVENTS. Refer to World Par Contests.

PAIRS GAMES. In this form of the game, you play with the same partner throughout the event (usually one or two sessions). You play a series of opponents, but your score is determined by how well you do compared to others who played the same deals in the same direction as you.

Over the years, changes to pairs formats have made it easier for less-experienced players to enjoy success.

First came *fighting*: Players were separated by masterpoint holdings, usually into Flights A, B and C. Flight A would be unlimited, Flight B perhaps 0-750 masterpoints and C 0-300. Each of the three events was contested separate from the others.

At small tournaments, *fighting* is often impractical because of a shortage of players. Making three flights would result in three very small events.

An alternative is known as *stratification*. The three flights – or strats – of players all compete in the same event, but players

in the different strats are ranked with their peers. The bonus for players who come through with big games is that even Strat C players can have a chance at the masterpoints for Strat A.

When play is complete, Strat C players are ranked only against other Strat C players. Then they are ranked against all Strat B and Strat C players. If they make the overall in Strat B, they get Strat B masterpoints. Then Strat C players are ranked against the entire field. Again, Strat A ranking for a Strat C pair means Strat A masterpoints. It works the same way for Strat B players, except that they are not ranked against the lower strat, only against their peers and against the whole field. Strat A pairs are compared only to the entire field.

A combination of *fighting* and *stratification* is seen in the stratified pairs: Flight A plays on its own, and Strats B and C play together, with the same scoring method as a stratified game.

The stratified and stratified formats can also be applied to Swiss teams.

Another method is known as *handicapping*, although this format does not have a great following.

In a handicap game, pairs are allotted additional matchpoints based on experience, and at the end of the game, scoring is done twice – without handicaps and with them. One reason the format has few adherents is that even with a handicap, the rankings often do not change when scoring is done a second time.

Some of the ACBL’s most prestigious events are pairs games – notably the Kaplan Blue Ribbon Pairs and the Norman Kay Platinum Pairs. For the differences in strategies between pairs play and teams, refer to the chapter Matchpoints vs. IMPs.


PAMP PAR CONTEST. A feature of the 1990 World Championships. The following is Alan Truscott’s account in The New York Times:

Until recently, an expert asked to name the toughest test of card-playing ability would have hesitated. But now the answer is clear: The Pamp Par Hands contest was the most difficult and challenging event in the history of bridge.

It was played during the World Championships in Geneva in October 1990. Twenty world-famous players were selected as the victims. The torture-master was Switzerland’s Pietro Bernasconi, who is highly skilled in bridge and computers, a rare combination.

The sufferers sat in front of a computer screen and were shown their own hand as declarer, the dummy, the bidding and the opening lead. There were only 12 deals to be played in two days, but such deals. Cover the East-West hands shown in the following diagram, and consider how you would tackle the play in 6♣, given that West has made a weak jump overcall in spades and then led the ♥Q.


(See next page)

<p>♠ 4 3 ♥ 10 7 4 ♦ 9 ♣ A J 10 9 8 7 4</p> <p>♠ K 10 9 7 6 2 ♥ Q J 9 ♦ K 7 5 4 ♣ —</p>		<p>♠ Q 8 ♥ 8 6 5 3 ♦ Q J 10 6 ♣ Q 6 5</p>	
<p>♠ A J 5 ♥ A K 2 ♦ A 8 3 2 ♣ K 3 2</p>	<p><i>West</i></p> <p>2♠</p> <p>All Pass</p>	<p><i>North</i></p> <p>5♣</p>	<p><i>East</i></p> <p>Pass</p>
	<p><i>South</i></p> <p>1♣</p> <p>6♣</p>		

The computer is keeping track of the time you take, so you are working against the clock. If you make an error, the computer will beep at you, charge you 250 points of an initial allowance of 1000, and allow you a second chance. And a third and even a fourth. Many world champions were unable to solve the deals even with four attempts.

South could look forward to an easy endplay against West if that player began with ♠K Q and ♥Q J, but with that hand West might well have led the ♠K. So the declarer must concentrate on finding a way to succeed if the ♠K and ♠Q are in different hands.

The first move after winning the ♥K should be to cash the ♦A and ruff a diamond. Then cash the ♣A – if anyone has a club void it is no doubt West. That proves to be right, for a spade is discarded. Now the ♣J is led for a marked finesse and the last trump is extracted. A second diamond is ruffed, and the closed hand is reentered with a spade to the ace to permit the final diamond ruff. The position then is:

<p>♠ 4 ♥ 10 7 ♦ — ♣ 10</p>		<p>♠ Q ♥ 8 5 3 ♦ — ♣ —</p>	
<p>♠ K 10 ♥ J 9 ♦ — ♣ —</p>	<p>♠ J 5 ♥ A 2 ♦ — ♣ —</p>		

As West has produced the ♦K, the chance that he began with ♠K Q and would be exposed to a normal squeeze-endplay in the major suits, has vanished. If he had begun with 11 high-card points and a void club, he would have been far too strong for his preemptive jump.

But the lead of the last trump from dummy succeeds in a more complex fashion. If East throws the ♠Q, West is in trouble as before, so East must throw a heart. South throws a heart, and if West throws a spade, South can develop his 12th trick in that suit.

So West throws a heart, and South cashes the ace,

establishing the 10 in the dummy. Now the ♠5 is led, and West can decide whether to win with the king and concede the last trick to the ♠J, or play low, in which case the ♥10 comes back to life.

The winner of the par contest was Benito Garozzo, who won many world titles for Italy and now resides in the United States. Following him in the final rankings were Bob Hamman, United States; Pierre Ghestem, France; Chip Martel, United States, and Andrew Robson, Britain. Related: Besse Par Contest and Par Contest.


PAN AMERICAN BRIDGE CHAMPIONSHIPS. The first and only Pan American Bridge Championships and Pan American Games, sponsored by the World Bridge Federation and Texas World Bridge, were held in June 1992, in Corpus Christi TX. Four premier events that required prior qualification were Open Teams, Women's Teams, Open Pairs and Women's Pairs. Every nation in North America, Central America and South America was entitled to field two teams and eight pairs, with the U.S., as host country, allowed a double quota. Five other Pan American events, each four sessions, were open to all comers. In addition, there was a full complement of regionally rated two-session games. ACBL and WBF masterpoints were awarded in most events of two or more sessions. United States competitors won the gold medals for first place in all four major Pan American championships.

PAN AMERICAN INVITATIONAL CHAMPIONSHIPS. An invitational pairs championship first held in 1974 in Mexico City, scored by IMPs. The competition was discontinued after 1977.

PAR CONTEST. A tournament using prepared hands, each of which embodies a pre-determined optimum (par) result. The players' results are compared with par, rather than with each other. You may not profit by an opponent's blunder if you have already erred. Your skill alone determines the result.

World Championships on a par basis were held in 1961 and 1963 by the World Bridge Federation. Until 1966, the Intercollegiate Bridge Tournament was the only par contest held annually in the United States. The National Industrial Recreational Association Tournament was conducted in 1963 and 1964 as a par contest but then adopted matchpoint scoring.

The following deal (from the 1963 National Industrial Recreation Association Par Tournament) illustrates the fundamental difference between a par contest and an ordinary duplicate contest:

<p>Dlr: North Vul: Both</p>	<p>♠ Q 3 ♥ A 10 7 ♦ J 10 8 7 5 ♣ A Q 10</p>		<p>♠ K J 8 7 6 5 ♥ J 6 ♦ A 4 3 ♣ 8 7</p>
	<p>♠ 4 2 ♥ K 9 5 3 ♦ Q 6 ♣ 9 6 4 3 2</p>	<p>♠ A 10 9 ♥ Q 8 4 2 ♦ K 9 2 ♣ K J 5</p>	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	1♠	2NT
Pass	3NT	All Pass	

Opening lead: ♠4.

To earn par, East must not play an honor on the first trick, no matter what dummy plays. If East plays an encouraging ♠8 on whatever card declarer plays from dummy, when West wins the ♦Q, he can play a spade, establishing East's suit while East still has the ♦A as an entry.

In a duplicate tournament, many defenders would defeat the contract after playing an honor on the first trick, because South would play incorrectly and win the trick. In a par contest, these defenders would not be awarded par.

In 1963, the World Bridge Federation adopted an International Par Point Contract Bridge Code, drafted by Michael Sullivan and Robert Williams of Australia. This code deals with irregularities and penalties. The basic decisions about the format of the contest are left to the organizers. Some of the factors to be considered are discussed below.

Par-point scoring may be used for an individual, pairs or team contest, but only pairs games are common. For a pairs game, the par-setters should strive to ensure that the North-South pairs and East-West pairs will meet problems of equal difficulty. Such judgments are necessarily subjective, however, and it is better to choose the North-South and East-West winners separately.

(1) The Bidding. The bidding problems should be arranged so as not to favor or penalize any common system or convention unduly. As a rule, par points are awarded on the basis of the final contract reached, not on the actual auction. Minor awards may be given to inferior contracts.

On some deals, players may be instructed (by a slip accompanying the board) to make specified preemptive bids, so that all pairs holding the other hands will be presented with uniform bidding problems. Furthermore, players are instructed to refrain from psychics or other unwarranted or misleading bids. Nevertheless, all the vagaries of competitive auctions cannot be anticipated. Some players will inevitably face more difficult opposition bidding than others, and the par-setters may be called on to adjudicate. Despite this opportunity for redress, it is here that luck or the skill of one's opponent is most likely to affect one's score.

(2) Before the Play. So that all competitors face the same play or defense problem, it is usual to specify both the contract to be played and the opening lead. A traveling slip, accompanying the board for this purpose, is consulted after the bidding is over. The official contract need not be the same as the contract-awarded maximum bidding par points, if a more interesting play problem is presented. The par-setters may also provide a guidance auction, from which the players can derive information needed during the play. They are instructed to ignore the actual bidding at their table (but there again, some luck enters).

(3) The Play. At the discretion of the par-setters, the traveling slip may inform the players before the play begins whether the par is for the declarer or the defenders. This saves time by eliminating long huddles by the non-involved side, but adds another artificial aspect to the event.

In addition to the opening lead, the play to one or more tricks may be directed, and declarer or defenders may receive public or private instructions. The primary purpose is to obviate the awarding of automatic pars, if the opponents should slip in advance of the anticipated problem. These instructions may also ensure the defeat of a misplaced contract or the fulfillment of a misdefended contract. This is of secondary importance, however, as the par would not be awarded in any case if the play at the table deviated from the prescribed line. Minor awards may be given for partially correct or slightly inferior lines of play or defense.

Note that an equitable two-way play par (that is, a separate par both for the declarer and the defenders on one deal) is almost impossible to arrange. For example, in the deal given earlier, South will not have a chance to make a par play (ducking the first trick) if East first makes his par play by ducking. South would then have to be awarded an unearned automatic par.

(4) Movements. Every player must play all the boards. No movement is necessary – a pair could well play the entire session against one pair of opponents, sharing the boards with the other tables. This arrangement also saves time, as the faster players need not wait for the slower ones to finish their boards each round. Nevertheless, for social and other reasons, some limited movement of the players is desirable.

It is recommended that a time limit for each group of boards be imposed. In important tournaments, the use of chess clocks should be considered. Related: Besse Par Contest and Pamp Par Contest.

PARLIAMENTARY MATCHES. An annual bridge contest between Britain's two Houses of Parliament, Lords and Commons. In 2011, the match was part of the celebration of the 75th anniversary of the establishment of the English Bridge Union. The contest for the Jack Perry Trophy is held at the Portland Club in London. The Sir Anthony Berry Memorial Trophy goes to the person who makes the best play of the match. Berry, a member of the Commons bridge team, was killed in the Brighton bombing, an assassination attempt on UK Prime Minister Margaret Thatcher.

PHILIP MORRIS CHAMPIONSHIPS. The Philip Morris Corp. sponsored European bridge competitions open pairs in odd-numbered years and mixed pairs and mixed teams in the even-numbered years. The competitions consist of several tournaments, and the overall performance of a pair or team determines its final standing.

POLITIKEN WORLD PAIRS. A world IMP-pairs event organized by the Danish Bridge Federation, Phoenix Hotel Copenhagen and the Copenhagen newspaper Politiken, won in 1995 by Zia Mahmood - Peter Weichsel, and in 1997 by Geir Helgemo - Krzysztof Martens. The 1999 edition actually was played in 2000.

PRIZE. Award presented to the winner of a bridge contest. The prize can range from a free game at the club to more than \$1 million at an event such as the Cavendish Invitational Pairs.

Trophies and small cash prizes are common club prizes as well. Most major events award a trophy to the winners, but the award stays with the winners only until the next time the event is held, usually the following year. The winners' names are engraved on the permanent trophy.

For many years, the ACBL banned cash prizes. The first time a cash prize was permitted occurred in the Omar Sharif Individual in Atlantic City in 1990. The first regional to award a cash prize was the Greater New York Bridge Association at its Green Points events.

Although the ACBL still does not award cash prizes to winners in major North American championships, many tournaments in other parts of the world do. Some of the cash awards are substantial. Most such tournaments are held in Europe, and such events draw competitors from all over the world.

In the late Nineties, the ACBL began offering cash prizes occasionally at one of the regionally rated open pairs events held during North American Championships. Pairs entering the event had the option of paying an additional fee to become eligible for the cash awards. Those who did not wish to compete for cash paid the usual entry fee and were eligible for the usual masterpoint awards. The general plan was to return in prize money all the cash taken in for prize eligibility. The games quickly died out for lack of interest.

In 2001, former tennis promoter Larry King announced a plan for a series of cash-prize events at ACBL regional tournaments. His hope was to attract sufficient interest from mainstream news media to "legitimize" bridge as a sport and increase interest in the game.

King is known as the brains behind the transformation of the women's professional tennis tour from an afterthought to a major sports event. His energy and vision did not, however, translate into success for his dreams of a cash-prize bridge tour. Although King had a presence at NABCs for a time, interest in the cash-prize games did not grow and the dreams of a major tour were not realized.

It is worth noting that the largest cash prizes are awarded at a tournament in North America – the Cavendish Invitational Pairs now held annually in Las Vegas during the second weekend in May. In 2011, the total auction pool was \$646,500. For the first-place pair – Fred Stewart and Kit Woolsey – the player pool amount was more than \$21,000.

At an auction preceding the event, individuals and groups bid for the pairs, and those who bid for the winners get the auction pool. The winners get the player pool amount. Each pair has the right to buy a percentage of the money bet on themselves, so the winners always get considerably more than the simple first prize.

PRO-AM PAIRS. One member of each pair must be an experienced player – the "pro," so to speak – and the other is a new or relatively new player – the amateur. The purpose is to enable the new player to meet and get to know some of the better players in the area. The new player also gets the benefit of good advice and tips from his or her pro. The game itself is run along the lines of an open pairs.

REPLAY DUPLICATE. A form of duplicate in which just two pairs play against each other, playing the same boards but first in one position (*i.e.* North-South and then the other, East-West). Although this form of duplicate attained some currency in the Twenties, it quickly became obsolete simply because a board could so easily be remembered by the players. Even the process of playing the boards one way one week and the other the next did not work well.

ROUND-ROBIN. A form of competition in which each of the contesting groups (usually teams, though occasionally pairs) plays against each of the other groups entered in head-on competition. "League" is used as an equivalent term in England.

Round-robin team contests are increasing in popularity, frequently requiring months to complete. Knockout tournaments occasionally end up in a round-robin of surviving teams, or start with one. Round-robins frequently are used to determine quarterfinalists, semifinalists and finalists in world team championships. Related: carryover.

When a round-robin fails to establish a winner, a tie-splitting device, such as quotient must be used.

Occasionally, the field is divided into equal pools – either for political reasons as in the Bermuda Bowl from 1991-1993 because of issues involving Israel, or because of large numbers in the field, as in the event formerly known as the World Bridge Olympiad (now part of the World Mind Sports Games, occurring every four years in Olympic years) and currently the European championships.

SCHAPIRO SPRING FOURSOMES. Also known informally as the Spring Fours. A double-elimination tournament named for the late Boris Schapiro, 1955 Bermuda Bowl champion and World Bridge Federation Grand Master. The format is nine rounds of 32 boards each, losers going into a bracket with a chance to return to the main event. The tournament continues until there is one undefeated team and three once-defeated teams, who contest the semifinal and final rounds.

SCORER, OFFICIAL. At many tournaments outside of the ACBL, a person or group is given control of scorekeeping. In the ACBL, keeping score is one of the duties of the tournament director. The advent of wireless electronic scoring has changed the duties of ACBL tournament directors somewhat. The TDs no longer enter scores into a computer using the written score tickets, but now they must sort out entry errors and track down players at game's end to be sure that all scores have been entered. Related: Tournament Director.

SCORING. Tallying the results of a game or event. At almost all tournaments throughout the world today, scoring is accomplished using wireless electronic devices. The two most common devices in use are Bridgemate and Bridge Pad. Scores are now available to the competitors within only a few minutes of the finish of the game. Whereas high tops on a board were extremely difficult to tally when scoring was done manually, high tops are now common because they are child's play for computers. Today's sophisticated computer programs even allow the director or scorer

to rearrange the movement if an irregularity forces changes.

Whether the scoring is done by computer or manually, the system of obtaining the results for each round is the same in general. In games where traveling score slips are used, the slips are picked up after the last time the board attached to that slip is played. In games where pickup slips are used, the slips are picked up after each round. With traveling slips, scoring is done during and after the last round. With pickup slips, the scores can be entered either on a recap sheet or in the computer after each round.

Some clubs still use manual scoring. As each board comes out of play, the traveling score slip is matchpointed by the director, the scorer or a volunteer. The scores from each board are posted on a recap sheet. When all the scores are posted, each board is matchpointed. When all the boards have been matchpointed, all the scores are added and crosschecked. If the score sheet is in balance, the rankings are assigned. Sometimes the starting positions for the next session also are placed on the score sheet if the event is a multiple-session event. When computers are used, the travelers are collected after the next-to-last round. The scores are entered during the last round, and final-round scores are tallied on pickup slips. If pickup slips are used, the scores can be entered round by round, but the matchpointing, adding and ranking still must be done after the last score ticket is entered.

If the game is scored by computer, the scorer merely enters all the scores as they become available. When all the scores are entered, the scorer keys the necessary command and the computer does the rest – matchpointing, adding and ranking. The program is set up so that the computer also can provide printouts of the scoring of the event, including individual scoresheets for the players.

SCORING ACROSS THE FIELD. A method of scoring a multi-section matchpoint event. The score on each board is matchpointed not just against other contestants in the same section but against the contestants in all sections playing in the same direction. Of course, this requires that the boards be duplicated across the field. This once was a laborious task, but computers have made it easy.

SCORING FORM. The most common scoring form, used at most clubs in North America and much of the rest of the world, is the traveling scoreslip. One such scoring form is inserted into each board during the first round of play. Each time the board is played, the North player enters the result and the pair numbers on the slip. At the conclusion of play, the slip is matchpointed in preparation for being copied onto the recap sheet or the computer.

The recapitulation sheet – more commonly known as the recap sheet – is used when manual scoring is done. It is a large sheet wide enough to permit the entry of all boards in play and long enough to permit the entry of all pairs – or teams – in play. The recap sheet when a computer is used is printed upon command by the computer.

Another common scoring form is the pickup slip or scoreslip used for entering the scores of a round at tournaments and some clubs. The pickup slip has spaces for the two or three board numbers for the round, the key pair numbers, the

contracts, the fate of the contracts and the scores. These are collected at the conclusion of each round and immediately copied on the recap sheet or keyed into the computer.

In team events of head-on competition, each pair keeps a running score of the results on the boards they play, and verification of these slips at each table makes it possible for each team to determine its own score, either in total point or IMP scoring.

No scoring form is needed when a club or tournament employs wireless electronic scoring devices, which debuted in the early part of this century and have increased in popularity since. All scoring at World Bridge Federation tournaments is done electronically.

SCORING VARIANTS. Several kinds of scoring variants have been introduced that are aimed at making tournament bridge or rubber bridge a better competition. Among the more significant in bridge history: (1) The now-obsolete French scoring, to make four of a major and 4NT of equal value, (2) penalty limits in total-point scoring and progressive bridge to limit the swing on one hand, (3) different tops in final competition of multi-session events or all sessions of important tournaments; (4) IMPs for pairs games to make conditions comparable to team play and (5) hybrid scoring to combine advantages of board-a-match aggregate scores in teams events.

SCRAMBLED MITCHELL. A modification of the Mitchell movement used to produce one winning pairs, as in a Howell movement. The movement has some features of a Howell in that some pairs, although stationary, play North-South and East-West according to written directions.

SCREEN. An opaque barrier placed diagonally across the bridge table so that no player can see his partner. Perforce, each player can see only one opponent. The screen has an opening in the center where the board in play is placed on a tray. Directly above the board is a curtain arrangement (most often made of wood) that can be lifted and attached to the side of the screen with a magnet once the bidding is complete and the opening lead has been made. This permits all players to see the cards being played, but the opening is shallow enough that a player still cannot see his partner's face. The screen extends to the floor, blocking partners' feet from each other, the result of a foot-tapping incident in the 1975 Bermuda Bowl. The bidding is done with bidding boxes.

Bids from one side of the table are revealed to the players on the opposite side by sliding the tray back and forth. Each time the tray moves to the other side of the table beneath the aperture, which is closed, the bids from both players on that side of the table are on the tray, making it more difficult to discern, in many cases, who huddled if the tray is slow in returning.

Screens were used for the first time by the ACBL during the Vanderbilt Knockout Teams in 1974. The first appearance of screens at a world championship took place at the 1975 Bermuda Bowl in Bermuda. At first there was a great deal of controversy about the use of screens. Those who opposed their use felt that screens would create the public impression that a lot of cheating takes place in high-level bridge. They also felt

that screens would be distracting and dehumanizing. Those in favor felt that screens would forestall charges of cheating. Related: Cheating Accusations.

However, screens received almost unanimous acclaim from the players who used them right from the outset. The players felt it made competing ethically much easier – they no longer had to worry about making facial expressions; they no longer had to bend over backward because of partner's huddle because they no longer knew when partner huddled. Certain rule violations, such as leads out of turn and bids out of turn became rare because only one side of the table was involved at a time and such violations could be adjusted without any improper information being transmitted to partner. Cheating accusations have been virtually nonexistent with screens in use. As a result of these benefits, screens are used in late rounds of almost all major teams and some pairs championships, and in all world and international championships.

SCREEN-MATE. When screens are in use, the opponent on your side of the screen.

SEATING ASSIGNMENTS. At duplicate tournaments in North America, the entries sold to the players carry a section designation, a table number and a compass direction. These are the seating assignments. For subsequent sessions of the same event, players either take their original seating assignments and await director's instructions, or pick up a new entry blank or guide card for the subsequent session. Sometimes the new assignment is printed on the recap sheet.

SECONDARY EVENT. An event at an NABC held concurrently with a championship event. Such events, which are open to players eliminated from the major events and to new players, are usually two sessions long and carry regional rating.

SECTION MARKERS. Signs at tournaments indicating the location of each group of tables forming a section.

SECTIONAL. An ACBL tournament run by a unit or by a club to which authority for the activity has been granted by ACBL. Silver points are awarded in all events at a sectional. Most sectionals run for three days, although some are longer and a few run for only two days. Sectionals draw their competitors mostly from the immediate area. Related: Sectional at Clubs.

SECTIONAL TOURNAMENT AT CLUBS (STaC). An ACBL tournament with sectional rating staged at many clubs in a geographical area over a period of up to seven days. Events are played at several clubs, and results are transmitted to a central office manned by the director in charge. The director combines the results to determine the winners and overall places for participants. Masterpoints awarded are silver.

SEED, SEEDING. The assignment of certain tables to particularly strong contestants when entries are sold so as to assure that there will be no preponderance of strong pairs in direct competition within any one section. It is desirable to seed weak pairs also to prevent an imbalance of weakness in a

particular section. In ACBL pairs events, tables 3, 9 and 13 are usually reserved for seeded players. At NABCs, tables 3, 6 and 9 usually are reserved. In board-a-match team competitions, adjacent pairs of tables such as 1 and 2, 9 and 10, 17 and 18, etc., are used for spotting the strongest teams through the field. In individual tournaments, an effort is made to assure that the North players, at least, are able to keep score. In a Swiss teams, pairings are random for the opening match.

Major ACBL knockout events (Vanderbilt and Spingold) utilize various formulas for seeding that include not only masterpoint holdings but recent performances by the players. These are called seeding points.

SEMIFINAL. (1) The round of four or six in a knockout teams tournament. (2) In a pairs, teams or individual tournament, the round immediately following the qualifying round or quarterfinal round and immediately preceding the final round.

SERIES GAMES. Formerly duplicate sessions in a club that counted as a unit for points or prizes. In January 1969, the ACBL discontinued sanctioned series games for masterpoint awards but reinstated such games in 1993. Four or more sessions of play are required. The masterpoint bonus to the winning player is equal to .02 times the total number of tables in which the winner participated to a maximum of 1.5 points.

SIDE GAME. An event held during a championship tournament that does not have championship rating. The game usually is a pairs event, but can be a team competition. Masterpoints awarded usually are one class lower than those given in championship games. At NABCs and regionals, side pair events are joined together in groups of three to six to provide events at one time designated as Continuous Pairs. They are now known as the Side Game Series.

The usual method to determine an overall winner is to give a player credit for his best two scores, and the overall ranking is calculated from these figures. However, occasionally different conditions of contest are set up. Each player may play with as many different partners as there are sessions since the overall standings are determined on an individual basis.

SIDE GAME SERIES. The name of the event formerly known as Continuous Pairs. One of a series of side games in which the person with the best total of two percentage scores is declared the winner.

SKIP, SKIP MOVEMENT. An irregularity in the progression of the traveling pairs (or the boards) in a Mitchell movement pairs game with an even number of tables, where it is not necessary that all contestants play every board in play. Skips also are used in certain forms of team movements, notably board-a-match events with an even number of tables. Skips also are employed in certain individual events, notably the 15-table movement.

SPEEDBALL. An event with an unusually fast time limit, often a Zip Swiss played at midnight or a daytime fast pairs game that leaves the evening open for the competitors. Only about five minutes per board is allowed instead of the usual seven minutes.

SPEEDBALL PAIRS. Another name for Fast Open Pairs.

SPEEDBALL SWISS TEAMS. Speed of play is a major factor. Each match consists of five boards, and an average of only five minutes per board is allowed for play – 25 minutes per round. Usually five rounds are played, and the event sometimes is called a five-five-five Swiss. This event frequently is a late-night game during an ACBL sectional, regional or NABC. It is sometimes flighted or stratified.

SPLIT REGIONAL. An ACBL tournament with regional rating held at two widely separated sites within an ACBL district. Scores are compared between the two sites to determine winners of regionally rated pairs games. Swiss teams and knockout teams are separate events with different winners at each site.

SPONSORING ORGANIZATION. The group that sponsors bridge tournaments conducted under the *Laws of Duplicate Bridge* (Law 80). Generally, this is one or more clubs for tournaments of local rating; an ACBL unit for sectionally rated tournaments; a conference of units, or a very large unit for regionally rated tournaments. The ACBL runs the three North American Bridge Championships each year. Outside North America, the sponsoring organization is usually a national contract bridge organization (e.g., the Dutch Bridge Federation) or a local organization delegated by the NCBO. In a wider sense, the sponsor may be a corporation or individual who is paying the expenses of the tournament in return for a public relations benefit.

STANZA HOWELL. A Howell-type movement for pairs or individuals that is split into several stanzas (or segments), usually played in several sessions with one stanza per session. When all sessions are played in a Stanza Howell for pairs, all pairs have met once. In a Stanza Howell for individuals, each player will have each other player as a partner once and an opponent twice.

STANZA MOVEMENT. A method of conducting a combined-section pairs game whereby the scoring of the first half of the game could be completed while the second half was taking place. The method, devised by Maury Braunstein, is now obsolete as a result of computer scoring.

STARTING TIME. (1) The time designated for the start of the session, (2) the time the session actually gets under way. At or near the end of each session, the director clearly announces the starting time for the next session. If it is a continuation of an event, the director may assess penalties for tardiness. After the scheduled starting time, late players may be added to the event if the director can do so without restarting or unduly delaying the game.

SWISS PAIRS. Similar to Swiss Teams. After each short match, pairs face those with similar scores.

SWISS TEAMS. For many years, Swiss teams was the most popular form of team event, but the advent of bracketed knockout teams in the Nineties pushed the Swiss teams to second

place in popularity among the majority of ACBL members.

A Swiss event is a partial round-robin set up in such a way that winners play winners and losers play losers. It is based on the Swiss concept that governs play in most chess tournaments. After each round, the game directors sort the team records and set up new matches between teams of approximately equal records. Sometimes matches are set from the previous round's results to speed up the game. In general, teams are not permitted to play against each other more than once. The length of matches is determined by the size of the field and the number of sessions. The most common match length is seven boards, but five, six, eight and nine are not uncommon.

ACBL's scoring program is designed to make matches automatically based on the number of victory points accumulated during each round.

At the end of a match, the East and West return to their home table to compare scores with their teammates. The event usually is scored by International Matchpoints (IMPs) – and in most cases nowadays the IMPs are converted to victory points for matchmaking purposes.

The IMP system is designed to translate totals into a method of scoring that gives fairer comparisons. To figure the score, the algebraic difference is taken on each board and then translated into IMPs. When all the boards have been scored, the pluses and minuses are added. If the total is a plus, that team is the winner; if the total is a minus, that team is the loser.

The event winner can be determined by wins and losses or by victory points. Most Swiss teams today are scored by VPs for individual matches. In this process, the IMP difference is converted to victory points on a scale of 20 or 30 VPs, depending on the preference of the organizers.

Swiss teams can also be scored in a board-a-match format. Whereas a difference of 10 points on a board in normal Swiss scoring is considered a push, in BAM scoring, any difference results in a win (one point) for the team with the better score, and a zero for the other team. In case of an exact tie, each team receives a half point.

In win-loss scoring, the event winners are the team with the highest total, although a team that wins by 1 or 2 IMPs receives only three-fourths of a win for ranking purposes. A team losing by 1 or 2 IMPs gets a one-quarter credit, but only for ranking purposes. These fractions can be important when multiple teams end up with the same number of victories.

Sometimes the field for a Swiss teams is very small. Quite often in such a situation, the game is changed into a full round-robin. Each team plays every other team in a short match. The winner is determined in the same manner as in a Swiss teams. The same types of scoring used in Swiss teams are used in a round-robin event.

TEAM-OF-FOUR MOVEMENTS FOR KNOCKOUT TEAMS. Knockout teams matches are usually head-to-head affairs, with the winner advancing to the next round and the loser eliminated. However, special arrangements have to be made when the number of teams entered is not a power of 2.

Three-team matches have become quite common, with

two outcomes possible. If the purpose is to eliminate one of the three, then the two with the better records advance. If each team wins one match, then the quotient method is used to determine which teams advance. If the purpose is to eliminate two of the three, then only the team with the best record advances. Again, the quotient method is used if each team wins one match.

Three-way matches provide a good way to reduce the field to a power of 2.

For example, if the field consists of 26 teams, the game could be set up with four head-to-head matches and six three-ways, with the top two advancing to the next round. The three-ways would provide 12 teams and the head-to-heads four – a total of 16, which is a power of 2.

Quotient works as follows: Each team adds all its IMPs for and against, then divides the IMPs won by the IMPs lost. This provides the quotient with which to compare with the other teams.

Frequently, when large fields enter a knockout event, the teams are bracketed. The top 16 teams, usually determined by masterpoints but sometimes by other seeding methods, are placed in the first bracket, the next 16 in the second, etc.

Head-to-head matches usually are staged in halves. In a 28-deal match, boards 1-7 are given to one table and boards 8-14 to the other. When these boards are finished, the two tables exchange boards. After both tables finish 14 boards, the teams compare scores. Then they return to the tables to play boards 15-28 in the same fashion.

In major matches, the boards often are pre-duplicated, with one full set for each table. This means there is no board exchange.

Three-way matches are somewhat more complicated. In a 28-board session, boards 1-7 are given to table 1, boards 8-14 to table 2 and boards 15-21 to table 3. Upon completion of these boards, the East-West pairs take the boards just played to their home table, then proceed to the table where they have not played. After 14 boards have been completed, the teams compare. They will have played seven boards against each of the other two teams. The same method is used for the second half, and at the end of the session, each team will have 14-board match results against each of the other teams.

TEAM-OF-FOUR MOVEMENTS FOR SWISS TEAMS.

The pairings for the first round usually are random. Various methods are used for subsequent pairings. The basic idea, however, is to set up matches between teams with approximately equal records.

The most commonly used method works like this: All the results are tabulated at the close of each round. Pairings are made based on team records, with the proviso that no team may play another a second time (some organizers, notably in the Cavendish Invitational Teams, do permit rematches within the event). This method provides the fairest pairings, but its major disadvantage is the time problem – in general, pairings cannot be made until just about all the results are tabulated.

Because of this factor, pairings for an upcoming round are sometimes based on the records for one less than the number of rounds played. For the second round, the pairings again would be random because the teams do not yet have a record.

For the third round, the pairings would be made based on the results from the first round. For the fourth round, the pairings would be based on the results of the first two rounds, etc. If there is a break during the event, up-to-date pairings can be made because the tournament staff would have the necessary time to tabulate results.

Sometimes all pairings are done two at a time. The first two pairings are random. The pairings for the third and fourth rounds are made based on the first-round results, etc.

TIME LIMIT ON RIGHT TO PLAY. This is usually at the discretion of the director. In some tournaments, the sponsoring organization sets a deadline beyond which purchase of additional entries depends on the need to fill in sections. In second and later sessions of multi-session events, the director must seek substitutes for pairs who are late to report.

TOTAL POINT SCORING. The British term is aggregate scoring. Computation of scores based on points earned minus points lost, from the scoring table of contract bridge. Refer to the *Laws of Contract Bridge* (Law 81) and *Laws of Duplicate* (Law 77). The scoring used at rubber bridge or Chicago. As a form of scoring in pairs tournaments, total point scoring was complicated by the imposition of penalty limits and the resulting excess points. It has been almost wholly eliminated, generally in favor of matchpoint scoring, but occasionally, in important matches, by IMPs for pairs games or scoring in team games by victory points. As a form of scoring in team games, it is adaptable particularly for match play in head-on contests. IMP scoring has largely replaced total-point scoring. The Reisinger Trophy Knockout Teams in the Eastern States Regional was the last important knockout event in the United States to replace total point scoring with IMP scoring, doing so in 1965.

In the UK, the Hubert Phillips Mixed Teams uses aggregate scoring.

TOURNAMENT COMMITTEE. One of many committees associated with tournament organization and play.

TOURNAMENT DIRECTOR. The official representative of the sponsoring organization responsible for the technical management of the tournament, subject to the *Laws of Duplicate Bridge* and to supplementary regulations announced by the sponsor.

Classification of directors. ACBL tournament directors are ACBL employees. As such, ACBL hires, trains and assigns TDs (as needed and required) to officiate at ACBL-sanctioned tournaments. Occasionally they will be assigned to direct at non-ACBL tournaments (such as World Bridge Federation championships). They are ranked according to ability and experience.

As of 2011, the ACBL listed 16 TDs with national rank, 13 with associate national rank.

National directors, listed alphabetically:

John Ashton, Portland OR
Steve Bates, Edmonton AB
Rick Beye, St. Louis MO
Betty Bratcher, Vista CA
Henry Cukoff, Montreal QC
Doug Grove, Silver Spring MD
Patty Johnson, Sebring FL
Charles MacCracken, Memphis T.
Millard Nachtwey, Silver Spring MD
Chris Patrias, St. Charles MO
Roger Putnam, Redmond WA
Bill Schoder, Tampa FL
Matt Smith, Victoria BC
Sol Weinstein, Yonkers NY
Tom Whitesides, Dallas TX
Gary Zeiger, Phoenix AZ

Associate national directors:

Jeff Alexander, Mentor OH
Nancy Boyd, San Ramon CA
Su Doe, Irving TX
Harry Falk, Palm City FL
Mike Flader, Eagan MN
Olin Hubert, Atlanta GA
Ron Johnston, Cedar Falls IA
Candace Kuschner, Reston VA
Terry Lavender, Arlington VA
Peter Marcus, Manchester CT
Tom Marsh, San Antonio TX
Guillermo Poplawsky, Cuernavaca, Mexico
Ken Van Cleve, Wyoming MI

Exclusive of club and local directors authorized to conduct games at affiliated duplicate clubs, there are approximately 200 lower-rated TDs.

ACBL directors are designated as follows in descending order of rank: national director, associate national director, tournament director (formerly regional director), associate tournament director (formerly sectional director) and local tournament director (formerly local director). Trainee is no longer a rank. As of 1995, only full-time or salaried directors are assigned as directors-in-charge at regional tournaments.

Field Representatives. There are six national tournament directors who supervise the tournament directors residing in their geographical areas. Each field representative is responsible for training and promotions of TDs, staffing of tournaments, communication with his area units and districts and members, and helping solve problems.

In 2011, the field representatives were Betty Bratcher, Patty Johnson, Charles MacCracken, Millard Nachtwey, Chris Patrias, Matt Smith, Sol Weinstein and Tom Whitesides.

TRIATHLON. A three-event tournament, usually conducted over three days. The first event is a team of four. Then the teams break down into pairs for a pairs contest. The final event is an individual. The winner is the player with the best aggregate score. Team events are scored differently from pairs and individual events, so the sponsoring organization has to set up a

conversion scale that gives each event a proportional weight in the final standings. This event is more or less obsolete, although the Warren Buffett Bridge Cup, inaugurated in 2006, has a format of three different events: pairs, teams and individual.

TRI-COUNTRY TRIALS. A contest that no longer exists among Canada, Mexico and Bermuda to determine a representative to the world championships in odd-numbered years (Bermuda Bowl, Venice Cup). The last Tri-Country Trials occurred in 1997. Canada and Mexico now play off for the right to represent Zone 2 in the world championships. Beginning in 2003, Bermuda participates in the Central American and Caribbean Bridge Federation qualifying tournament.

TRUSCOTT CARD. A card placed in the first board played in a session of team play. The players record their names, positions and table number. When the boards are exchanged, the new recipients can check, allowing for corrective action by the director if an error is discovered. Originated by Alan Truscott in 1976 following an episode at the World Team Olympiad: Because of an error in seating, a match between Brazil and Italy, the eventual gold and silver medal winners, was canceled and not replayed.

UNMIXED PAIRS. An event in which all pairs must consist of two women or two men.

UNMIXED TEAMS. An event in which each pair must consist of two men or two women.

VALIDATION. In duplicate bridge, certifying correctness of an auction by the director; approval by the opponents of a correction of the scoring of the results of a board of duplicate play; initialing a pair's score in team play by the opponents of the pair on a set of boards.

VENICE CUP. A world competition for women based on the same parameters as the Bermuda Bowl. It is staged every two years simultaneously with the Bermuda Bowl. The competition started as a challenge battle between Italy and the United States. Venice was the host to the 1974 Bermuda Bowl, and Italy invited the United States to send a women's team to play in an exhibition match for a new trophy – the Venice Cup. Ruth McConnell, an official of both the ACBL and the WBF, responded to the challenge by putting together a team of American all-stars. The United States won the match handily.

In 1976, Italy and the United States played another challenge match in Monte Carlo alongside the Bermuda Bowl. Once again the Americans won. McConnell, meanwhile, had convinced the WBF that there was considerable interest in this event, and plans were begun to set up a full-fledged women's competition involving zone champions in 1978. Five teams – United States, Italy, the Philippines, Argentina and Australia – competed, and the Americans won again. Similar events were staged in 1981, 1985, 1987 and 1989.

The WBF introduced a new format in 1991, radically increasing the size of the event. The field consisted of four teams from Europe, three from North America, one from the

South Pacific, one from Japan, the host country, and two from each of the other WBF zones. Two groups of eight played round-robins with four teams from each advancing to the quarterfinal round. Since that time a similar plan has been in effect, but the number of qualifying teams has been increased to 20. The Venice Cup is still played in odd-numbered years alongside the Bermuda Bowl.

VERIFY (a score). In pairs play, it is the duty of the North player to fill out the pickup slip or traveling score and of the traveling pair or one of its members to verify (by initialing in a box provided on pickup slips) that the score is correct. In match play at teams of four, both pairs keep a record of their scores at each table, and each pair must verify the score slip of their opponents, from which the results of the match can be determined.

With electronic scoring, a member of the East-West pair must inspect the contract and result entered in the wireless device by North when play on a board is concluded. If the contract and result are deemed to be correct (the device automatically provides a score), the player presses a button on the device to okay the score.

VICTORY POINTS. In a contest among a great number of teams with a limited number of sessions, each team plays a relatively small number of deals against each of the other teams, ranging from 32 in the round-robin of the world championships to as few as two deals in some smaller events. Various methods have been devised to counteract the excessive rewards to a 10- or 20-point swing in board-a-match scoring, and to the slam contract made at one table and defeated at the other in IMP or total-point scoring.

The scoring method favored by many experts awards the IMP score on each board. The total IMP score on the boards of the match are then converted to victory points in accordance with a predetermined scale. This is the method most used in major championships throughout the world. It is also used in the round-robin portions of the teams events organized by the World Bridge Federation.

The following scales have been used in recent world championships:

IMP DIFFERENCE	VICTORY POINTS
0-3	10-10
4-10	11-9
11-16	12-8
17-22	13-7
23-28	14-6
29-34	15-5
35-40	16-4
41-46	17-3
47-52	18-2
53-58	19-1
59-64	20-0
65-73	20-(-1)
74-82	20-(-2)
83-91	20-(-3)
92-100	20-(-4)
101 or more	20-(-5)

VPs are used frequently in Swiss teams and in round-robins with short matches. Here are the VP scales most often used in such competitions when matches consist of seven boards:

20-POINT VP SCALE

IMPs	VPs	IMPs	VPs
0	10-10	14-6	16-4
1-2	11-9	17-19	17-3
3-4	12-8	20-23	18-2
5-7	13-7	24-27	19-1
8-10	14-6	28 +	20-0

30-POINT VP SCALE

IMPs	VPs	IMPs	VPs
0	15-15	9-10	24-6
1	18-12	11-13	25-5
2	19-11	14-16	26-4
3	20-10	17-19	27-3
4	21-9	20-23	28-2
5-6	22-8	24-27	29-1
7-8	23-7	28 +	30-0

Even in win-loss type Swiss teams, a form of victory points often is used in the ACBL. To receive credit for a full win, a team must win by 3 or more IMPs. A win by 1 or 2 IMPs constitutes a 3/4 win, with the losing team getting the other quarter of a point. However, the team winning the match receives the entire match masterpoint award. Related: Zirinsky Formula.

VON ZEDTWITZ KNOCKOUT TEAMS. A double-elimination event organized by the Greater New York Bridge Association. One of the few double-elimination tournaments in North America. Related: Spring Foursomes.

WARREN BUFFETT BRIDGE CUP. An invitational event pitting top players from Europe and the U.S. (12 members of each team) and modeled after golf's Ryder Cup. The tournament was inaugurated in 2006 and played in even-numbered years since. It is named in honor of investment guru Warren Buffett, chairman of the holding company Berkshire Hathaway and an unabashed bridge enthusiast.

The following on the inception of the competition comes from the Buffett Cup web site:

"The original idea for a challenge match between the best players in North America and Europe was that of a well-known British player Paul Hackett, whose twin sons have been regular members of the English bridge team for several years. The organization of the event is down to a four-man organizing committee consisting of: Paul Hackett, Joe Moran, B.J.O'Brien and Paul Porteous. The event has the enthusiastic backing of the Contract Bridge Association of Ireland, which will host the inaugural event at its headquarters ..."

The 2006 Buffett Cup was played in Dublin, Ireland. In 2008, the venue was Louisville KY, and in 2010 it was Cardiff, Wales. In each case, the visiting team emerged victorious.

The Buffett Cup is played along the lines of the Ryder Cup, which features three forms of golf competition. The Buffett Cup features pairs, teams and an individual. All members of both teams play at all times.

WBP PAIRS. An open pairs event run in conjunction with the Cavendish Invitational Pairs. The auction features a minimum bid of \$1000 per pair, with the auction money pooled and paid out to the owners of the top finishers.

The WBP Pairs event starts shortly after the auction wraps up, with head-to-head matches that culminate in a final on Mother's Day. Along with the auction pool is a player's pool comprised of player entry fees that is paid directly to the top finishing pairs.

Past winners:

2011	Barry Schaffer – Colby Vernay
2010	Magy Mohan – Miriam Rosenberg
2009	Leo Bell – John Jones
2008	Joel Wooldridge – Tom Carmichael
2007	Hemant Lall – Ira Chorush
2006	Wafik Abdou – Connie Goldberg
2005	Blair Seidler – Kevin Wilson
2004	Ishmael Del'Monte – David Stern
2003	Shawn Samuel – Russell Samuel
2002	Colby Vernay – Barry Schaffer
2001	Colby Vernay – Barry Schaffer
2000	Larry (Las Vegas) Cohen – Jill Levin
1999	Dan Jacob – Rob Crawford
1998	Billy Miller – Joseph Jabon

WIN-LOSS SWISS TEAMS. The difference between this type of Swiss teams and others is the method of scoring. A team compiles its results and determines whether the total is plus or minus. If the total is plus 3 or more, the match is deemed won and the team receives one point. If the total is plus 1 or plus 2, the team receives three-quarters of a point – this result is termed a winning tie. If both teams score exactly the same number of IMPs, each team gets half a point. The team that loses by 1 or 2 is said to have suffered a losing tie and is awarded one-fourth of a matchpoint. A team that loses by 3 or more IMPs gets no matchpoints. No losing team receives masterpoints for the match, even if they lose by only 1 or 2 IMPs. Winning teams receive full match masterpoints even if they win by only 1 or 2 IMPs.

WORLD CHAMPIONSHIPS. In recent years, the World Bridge Federation has renamed and realigned certain world championships. For example, the team event once known as the World Bridge Team Olympiad is now one of the bridge events of the World Mind Sports Games first played in 2008 in Beijing, China, two months after Beijing hosted the 2008 Summer Olympic Games.

Some trophies are named for bridge personalities, all of whom are listed in the biographies.

Here are the lineups for the world championships.

Odd-numbered years

Bermuda Bowl, Venice Cup, Senior Bowl, World Transnational Open Teams.

Non-Leap even-numbered years

This tournament, which includes the greatest number of events at one WBF tournament, is now called the World Bridge Series.

It features the following events:

Open Knockout Teams for the Rosenblum Cup, named for former WBF President Julius Rosenblum). At one time,

the open teams featured a repechage. Teams were divided into three groups, the winners of which advanced to the knockout phase (semifinal round). The losing squads competed in a Swiss teams, the winner joining the three other teams in the semifinals.

In 1978, the first time the event was played, Poland lost in its division but won the repechage to get back in, then defeated Brazil in final to win the championship despite losing earlier. The repechage was eliminated in the Eighties.

The event now draws a very large field of strong teams. It starts with a Swiss teams format, the top 64 finishers advancing to the knockout stage. Many observers now consider the Rosenblum the key event of what used to be primarily a pairs tournament.

Women's Knockout Teams for the McConnell Cup, named for Ruth McConnell, ACBL's first woman President and the person who was instrumental in the inauguration of a women's knockout event – the Venice Cup – in 1974. The women's KO is played opposite the Rosenblum Cup, as the Venice Cup is played opposite the Bermuda Bowl.

The Senior Knockout Teams for the Rand Cup, named for Nissan Rand, late chair of the WBF Seniors Committee and two-time winner of the event (1994 and 1998).

The Senior Pairs for the Hiron Cup, named for Alan Hiron, first winner of the event (1990).

Open Pairs, Women's Pairs, Mixed Pairs and Mixed Swiss Teams.

Leap years

World Mind Sports Games, featuring bridge (World Bridge Games), chess, go and draughts (checkers). Bridge events for which each member country is entitled to one team: Open Teams, Women's Teams and Senior Teams. The Transnational Mixed Teams – moved from the World Bridge Series – is open to all players and has no quotas.

The tournament also features Youth Teams, Youth Pairs and a Youth Individual.

Youth Cycle

In odd-numbered years, the WBF schedules a World Youth Congress, featuring World Youth Teams, Pairs and Individual.

In even-numbered years, the World Youth Championship will include World Junior Teams (Ortiz-Patiño Cup – for WBF President Emeritus Jaime Ortiz-Patiño) and the Youngsters Teams (Damiani Cup – for former WBF President José Damiani).

WRITTEN BIDDING. A variation in the bidding technique such that each bidder writes his bid on a sheet (designed to facilitate the placing of each bid in a proper box) that is passed from player to player as the auction progresses. The theory is that any extra time a player might take in a huddle can be construed as a review of previous bidding, as shown on the sheet, and no information can be conveyed to the partner by mannerism, gesture or inflection, and the need for a review of the bidding at any time is removed. Another advantage is that it provides a written record for directors, journalists or others involved.

Written bidding is standard in Australia, New Zealand and China, has been used in Far East Championships and some other international events. Related: bidding boxes.

YEH BROS CUP. An invitational bridge tournament sponsored by Mr. Chen Yeh of Taiwan. The official name of the competition is the Yeh Bros Cup Bridge Invitational Championships. Chen Yeh is a World Bridge Federation World Life Master. He was playing captain of the winning squad in the World Transnational Mixed Teams in Beijing, China.

Yeh sponsored a domestic Yeh Bros Cup between 2000-2002 and invited neighboring countries to participate with significant cash prizes (\$100,000 to the winners, \$200,000 overall prize money in 2011). Participants have universally praised the tournament for excellent organization, promoting a players-first atmosphere with a strong field and a relatively short duration (one week, including travel). Starting in 2004, the scope was enhanced to include many world-class teams. From 2009, it became a biennial event.

<i>Year</i>	<i>Venue</i>	<i>Winner</i>
2003	Shanghai, China	China
2004	Beijing, China	Italy
2005	Honzhong, China	Italy
2006	Kaohsiung, Taiwan	France
2007	Shenzhen, China	China
2008	Kaohsiung, Taiwan	Sweden
2009	Gold Coast, Australia	Netherlands
2011	Wuxi, China	Italy

YOUTH NABC. In 2007, the ACBL Board of Directors approved the creation of a tournament exclusively for players 19 and younger with fewer than 5000 masterpoints. The tournament was the brainchild of Atlanta's Patty Tucker, founder of Atlanta Junior Bridge. In the summer of 2008, the first Youth NABC took place concurrent with the Uncle Sam SuperSectional in the Atlanta suburb of Norcross.

The final attendance tally was just short of 200 young players who recorded 210 tables of play. Observers from around the globe congratulated the ACBL for organizing a tournament that drew raves from participants.

From that point on, the Youth NABC became part of the regular North American Bridge Championships – moving to Washington DC in the summer of 2009 and to New Orleans in 2010. The 2011 version was in Toronto.

The Youth NABC reflects the ACBL's commitment to introducing bridge as a fun activity to young players who will help sustain the organization in the future.

ZIRINSKY FORMULA. A method of determining victory points long used in Far East Championships. All "push" boards (with zero IMPs) are scored as one to each team. Then the winning score is multiplied by four and divided by the losing score, with a maximum of eight VPs. The losing team receives the balance of the eight points at stake. The "push board" provision was introduced by the inventor, Victor Zirinsky of Hong Kong, as a modification to the original idea, which gave inequitable results in low-scoring matches.



Where's Fishbein?



Daily Bulletins – old school.



1940s Asbury Park.



TROPHIES

Part of the rich history of the ACBL are the many trophies for outstanding achievements, most in bridge competition. The histories of some of the trophies are as fascinating as the players and administrators they were named for. To learn about the bridge personalities whose names are on many of the trophies, visit the Hall of Fame and Biographies sections.



ASBURY PARK TROPHY

A statuette carved and cast by Dorothy Rice Sims and donated by Mr. P. Hal Sims and Mrs. Sims for the Challenge Team-of-Four Championship, an event held from 1930 until 1937 at the Summer NABC. The event was replaced by the Spingold Master Knockout Teams in 1938. The trophy was later turned over to the New York-New Jersey Conference, which

awarded it from 1958 through 1969 to the winner of the most masterpoints at their summer regional. When the regional was moved from Asbury Park, the city of Asbury Park requested its return. Its location today is unknown.



BAIRD TROPHY

The J.C. Baird Memorial Trophy was donated in memory of Mary Elizabeth Baird, ACBL Honorary Member in 1947, by her husband, James C. Baird. James was a widely traveled bridge player from Baird MS, a town that was named after him. James was named ACBL Honorary Member in 1951. This trophy was originally awarded to the winner of the ACBL

National Open Individual Championship. The National Open Individual Championship was contested at the Fall NABC until 1957 and then moved to the Spring NABCs until the event was discontinued in 1980. This event carried a national rating until becoming a secondary event in 1961. This trophy remained inactive until it was renamed in 1996 in honor of Percy X. Bean. See Bean Trophy.



BALDWIN TROPHY

This trophy honors Col. Russell Baldwin, former director and treasurer of the ACBL and co-inventor, with William McKenney, of the McKenney-Baldwin movements used in tournament bridge. Presented by the widow of Baldwin, it was originally awarded for a four-session secondary Swiss teams event

contested at the Summer NABC from 1970 to 1976. In 1979, the trophy was awarded to the winners of the Grand National Pairs (now known as the North American Pairs) until 1991. From 1991 through 1996, it was awarded for Flights A and B of the NAP. Since 1996, it has been awarded to the winners of the North American Pairs Flight A.

BARCLAY TROPHY

Donated by Shepard Barclay in 1929. Originally an Auction Bridge trophy, it was contested in a contract event for the first time at Asbury Park in 1931. In 1946, the Barclay Trophy was replaced by the Lebhar Trophy. The Barclay Trophy continued to be contested as a separate national event at Bridge Week from 1946 to 1955. The whereabouts of this trophy are unknown.



BAZE TROPHY

In memory of Grant Baze, this trophy was donated by a group of Baze's friends and presented to ACBL in 2010. The trophy is awarded to the winners of the Baze Senior Knockout Teams (formerly the Senior Knockout Teams) held at the Fall NABC. The trophy was made retroactive to include all winners since 1994.



BEAN TROPHY

Originally known as the Baird Trophy, it is awarded to the winners of the Red Ribbon Pairs. The trophy was designated by the ACBL Board of Directors in 1996 to honor Percy X. Bean, ACBL president in 1972 and chairman of the Board in 1973.



CAVENDISH TROPHY

Donated by the Cavendish Club of New York in 1928, the trophy was originally awarded for the Fall NABC Open Pairs Championship. The event was contested from 1928 until 1971. In 1963, the Fall NABC Open Pairs Championship became a secondary event and was replaced by the Blue Ribbon Pairs, now known as the Edgar Kaplan Blue Ribbon Pairs. This trophy continues to be awarded to the winners of that event.



BERMUDA BOWL

A World Bridge Federation trophy awarded to the winners of the biennial World Team Championship.



CHICAGO TROPHY

The Chicago Trophy was donated by the Auction Bridge Club of Chicago in 1929. The trophy was originally awarded to the winners of the North American Open Teams Championship (now known as the Reisinger). It was awarded to the winners of the Mixed Board-a-Match Teams held at the Summer NABC until 2009, when it was replaced by the Freeman Trophy and officially retired from tournament play.



BEYNON TROPHY

Donated by George W. Beynon in 1947. It was originally awarded for the Senior Masters Individual Championship. This event was last contested in 1960. In 1964, the trophy was returned to competition and awarded to the winners of a two-session event for non-qualifiers in the Flight B Master Pairs. This event was called the Beynon Pairs and was contested until 1971. Although photos of the trophy still exist, the trophy has been missing for more than 30 years.



COFFIN TROPHY

Donated by Charles E. Coffin in 1933, this trophy was awarded for the NABC Women's Teams (a Board-a-Match event until 1976). In 1976, the format was changed to knockout teams. The event is now known as the Wagar Women's Knockout Teams. The Coffin trophy was retired by the ACBL Board of Directors in 1986. In 2009, the Coffin Trophy was renamed the Goldman Trophy in honor of Hall of Fame member Bobby Goldman and returned to competition.



BRUCE TROPHY

Formerly the Marcus Cup, this trophy was renamed in honor of David Bruce (formerly Burnstine) in 2009. David Bruce was the first Life Master, a member of the Four Horsemen, the Four Aces and the Bid-Rite Team. The trophy is awarded annually to the winners of the Bruce Life Master Pairs held at the Summer NABC.



COLLEGIATE CUP

Purchased by the ACBL in 1987, the Collegiate Cup is awarded for the North American College Team Championships. The event was cancelled after the 1996 championships. In 2000, the Collegiate Championships were reinstated and held at the Summer NABC in Toronto in 2001. It was cancelled in 2002 and reinstated in 2003.



BURNS SENIOR TROPHY

Renamed for comedian George Burns in 1993, the trophy was originally known as the Mark Trophy. Burns was an avid bridge player. He played at his country club until the time of his death. The Burns Senior Trophy is awarded annually to the Senior Player of the Year.



CONGRESS CUP

This trophy dates back to the American Whist League. In the days of whist, the term "congress" was synonymous with "tournament." These tournament cups were donated by Walter H. Barney and J. Eberhard Faber in 1908. They were awarded for the Winning Players Whist Match for Men. It was renamed for the Aces founder, Ira G. Corn Jr., shortly after his death in 1982.



CORN TROPHY

Originally the Congress Cup and renamed the Ira G. Corn Jr. Trophy shortly after his death in 1982. The Ira G. Corn Jr. Trophy is inscribed, "For the privilege of representing the USA and the ACBL with honor and skill," and is awarded annually to the winning team of the United States Bridge Championships.



FREEMAN TROPHY

Donated in 2011 by Nick Nickell in memory of his longtime bridge partner, Richard Freeman. The Freeman Trophy is awarded to the winners of the Freeman Mixed Board-a-Match Teams held at the Summer NABC.



CRANE TROPHY

This trophy, originally known as the McKenney Trophy, was put into play Jan. 1, 1938. It is awarded annually to the ACBL member who accumulates the most masterpoints in a calendar year. In 1986, it was renamed for Barry Crane, who was slain in 1985. At the time of his death, Crane was the leading ACBL masterpoint holder and a six-time McKenney winner. Crane had a dominant influence on this trophy race for more than three decades.



GODDARD TROPHY

Named after Ed Goddard, the trophy was donated by the ACBL in 1937. Ed Goddard was the organizing chairman of the series of Summer Nationals held at Asbury Park. The event was a special pairs game open to any pair of ACBL members, and it also allowed individuals eliminated from Whitehead Women's Pairs or the Wernher Men's Pairs to enter without an entry fee. In 1961, it became a separate, one-session men's and women's pairs consolation event and was contested until 1972. It was later renamed the Jacoby Trophy.



CULBERTSON TROPHY

This trophy is inscribed with the name Margurite McKenney.

The history of this trophy is unknown. It was renamed the Josephine Culbertson Trophy after Ely Clubertson's wife, and is

awarded for the North American Women's Team Championship.

FABER CUP

Originally awarded for the American Whist League National Auction Team Championship. The Faber Cup was donated by Eberhard Faber in 1927 and later contested as an Open Team event at the Summer NABC from 1946 until 1952, when it was withdrawn from competition. In 1953, the Faber cup was replaced by the Marcus Cup.



FISHBEIN TROPHY

This trophy, in memory of Sally Fishbein, was donated by the ACBL in recognition of the untiring efforts of Harry Fishbein, who served as Treasurer of ACBL and refused to accept the customary compensation. It is awarded annually to the player with the best individual overall performance at the Summer NABC.



GOLD CUP

This trophy is awarded for the Life Master Pairs Championship (now known as the von Zedtwitz Life Master Pairs). It was donated in 1930 by Waldemar von Zedtwitz for the championship that is one of the most highly regarded events on the ACBL calendar.

Until Life Masters became numerous, the trophy was contested by master players who had qualified by winning a previous national championship. It was then a four-session event with the field limited to 64 pairs so as to have a complete movement (all pairs play all other pairs).

The trophy was originally presented on the basis that three wins by one player would secure him outright possession of the trophy. This feat was accomplished by Howard Schenken in 1934, just four years into the event. The cup was subsequently put back into play by the donor.

The current gold cup is an exact replica of the original. While in the possession of John Hubbell, the winner of the event in 1954, the original was stolen after a television appearance by Mr. Hubbell. While on the air, he carelessly gave the address of the bridge club where the trophy was being kept.

The trophy is made of 14 karat gold and stands slightly more than 15 inches tall.



GOLDER CUP

The Ben Golder Cup is awarded to the winners of the North American Pairs Flight B. It was donated in 1947 in memory of Benjamin M. Golder, former ACBL President, by his widow, Peggy, subsequently Mrs. Charles Solomon. The Golder Cup was formerly awarded for a secondary two-session master pairs held at the Summer NABC from 1947-1981. This event was limited to Senior Master rank or higher. At the time, Senior Masters had to have accumulated 100 or more masterpoints.



GOLDMAN TROPHY

Not to be confused with ACBL's Goldman trophy, this trophy was donated by Julian Goldman for the Eastern Contract Pairs Championship, first contested in 1929. This trophy had the status of a national championship in the Thirties. This event is not only the oldest regional pairs competition, it is the premier event of the Eastern States New York Regional. In 2008, the trophy was contested for the 80th time.



GOLDMAN TROPHY

Formerly the Coffin trophy, this trophy was re-designated in 2009 to honor Hall of Fame member Bobby Goldman. It is currently awarded to the winners of the Grand National Teams Flight A.



GOREN TROPHY

Formerly a horse racing cup, this trophy donated by Charles Goren in 1946 was originally awarded to the winners of the Men's Board-a-Match Teams (now known as the Mitchell Open BAM). From 1990 until 2007, it was awarded to the ACBL Player of the Year. In 2008, it replaced the Herman Trophy and is currently awarded to the player who earns the most masterpoints at the Fall NABC.



HILLIARD TROPHY

This trophy was awarded for the National Mixed Pairs Championship. It was donated by Olga Hilliard in 1931. From 1931-1945, it was contested at the Fall NABC until being replaced in 1946 by the Rockwell Trophy. From 1946 to 1957, it was contested at Bridge Week in Los Angeles, retaining its national status. The trophy was also contested as a national event from 1958 to 1962 at the Spring NABC. From 1963-1980, it was contested as a secondary event at the Spring NABC.



HIRON TROPHY

Contested every four years as part of the World Bridge Series, this trophy is awarded to the winners of the WBF World Seniors Pairs.



HOWARD TROPHY

Presented by Morgan Howard in 1942 as a permanent trophy for the President's Cup Pairs. The President's Cup Pairs was contested from 1933 until 1985.



JACOBY TROPHY

Formerly the Goddard Trophy, renamed for Oswald and Jim Jacoby. Oswald and Jim Jacoby were the first father-and-son pair to win a national championship together (the Reisinger Board-a-Match Teams in 1955), and the first father-and-son duo to be elected to the Hall of Fame. The Jacoby trophy is awarded annually for the Jacoby Open Swiss Teams at the Spring NABC.

KARN TROPHY

Described as "a magnificent gold cup" by *The Bridge World*, the trophy was donated by Willard S. Karn in 1931 for an Open Individual Championship that was replaced by the Steiner Trophy in 1934. The first Individual was played at the home of P. Hal Sims in Deal NJ Sept. 5-7, 1931. Mr. Karn won his own trophy at the inaugural event. Whereabouts of this trophy are unknown.



KEM CARD TROPHY

This trophy was awarded for the Non-Masters Pairs championship. It was donated by the Kem Card Company in 1937. The event was originally called the National Amateur Pairs Championship and carried a national rating until 1962. It was contested at the Fall NABC until 1965 and subsequently at the Spring NABC. In 1959, the event was named the Sub-National Masters Pairs. From 1963 until 1970, the event was reduced to a sectional rating, and from 1971 until its conclusion, it was regionally rated. In 2009, this trophy was renamed the Young Trophy, to honor Hall of Fame member Sally Young.



KEOHANE TROPHY

Donated by Ethel Keohane in 1973 in memory of her husband, William Keohane. The trophy was originally awarded for the Open Individual Championship, a secondary event contested at the Summer NABC. It was re-designated in 1995 and is now awarded to the winners of the Keohane North American Swiss Teams at the Fall NABC.



LEVENTRITT TROPHY

Donated by Peter Leventritt in 1950, this trophy was originally awarded to the winners of the Life Master Pairs consolation event. The consolation was contested through 1971 at the Summer NABC. The Leventritt Trophy is currently awarded to the winners of the Silver Ribbon Pairs.



LANDY TROPHY

In memory of ACBL's former CEO Alvin Landy, the trophy was originally awarded to the winners of the Spring Continent-Wide Charity Game beginning in 1969. In 1990, the trophy was re-designated to honor the Junior Player of the Year.



LIGHTMAN TROPHY

Presented in memory of M.A. Lightman of Memphis, it was awarded for the Charity Event held at the Spring NABC. It was later re-named the Sheinwold Trophy and is currently awarded to the winners of the Grand National Teams, Flight B.



LAZARD SPORTSMANSHIP TROPHY

The Sidney H. Lazard Jr. Sportsmanship Trophy is awarded to an individual exhibiting admirable ethical behavior and a strong sense of fair play in ACBL bridge events at the highest levels. The award is bestowed upon a player who displays these traits over time, not

for just one good deed. A permanent trophy is kept at ACBL headquarters with replicas given to the individual winners.

Recipients of this award are selected by a three-person committee. The trophy is given by Sidney Lazard in memory of his son through the auspices of the ACBL Educational Foundation.



LOU HERMAN TROPHY

This trophy was donated in 1952 by Mrs. Sally Lipton (formerly Mrs. Lou Herman) in memory of her husband. Until 2008, it was awarded to the player with the best overall performance at the Fall NABC. The Goren trophy now serves that purpose. The Herman Trophy was renamed the Soloway Trophy in memory of Hall of Fame member Paul Soloway.



MACHLIN TROPHY

Donated by the Machlin family in memory of Sadie Machlin, a longtime ACBL employee. She was the sister of ACBL Chief Tournament Director Al Sobel and the mother of Jerry Machlin, national tournament director and Hall of Fame member. The trophy was awarded for the Fall NABC Charity game until being re-designated for the Women's Swiss Teams, now known as the Machlin Women's Swiss Teams and contested at the Spring NABC.



LEBHAR TROPHY

Donated by Bertram Lebhar, Jr. in memory of his wife, Evelyn, it replaced the Barclay Trophy. After being awarded for the Master Mixed Teams (now the Freeman Mixed Board-a-Match Teams) for many years, the ACBL Board of Directors re-designated this trophy for the IMP Pairs.



LENZ TROPHY

Presented in memory of Sidney Lenz, this cup was awarded to the winners of the WBF International Par-Point Tournament. This event was held in 1961 and 1963. The 1961 winners were Terence Reese and Claude Rodrigue. In 1963 the event was won by Gerard Desrousseaux and Bertrand Romanet.



MAC NAB TROPHY

This trophy honors Robin Mac Nab (1915-1985), ACBL president in 1965 and longtime member of the ACBL Board of Directors. It is awarded to the winners of the Grand National Teams Flight C.



MANFIELD TROPHY

Awarded for the Non-Life Masters Pairs held at the Fall NABC. This trophy was donated in 2011 by Melanie Manfield in memory of her husband, Hall of Fame member Edward Manfield, replaced the Miles Trophy.



MARCUS CUP

This trophy was a Board-a-Match open team award, donated by friends in memory of Edward N. Marcus of Boston in 1953. This event replaced the Faber Cup and was contested until 1978 at the Summer NABC. In its first year in play in 1953, 57 teams competed. Many of these teams had not been successful in the Spingold. There was a tie for the trophy between the Karpin Team (Richard Freeman, Israel Cohen, Mike Michaels, Fred Karpin) and the Sherman Team (Ruth Sherman, Lee Hazen, Dick Kahn, Dr. William Lipton and Edgar Kaplan). In 2009, the trophy was renamed the Bruce Trophy after the first Life Master David Bruce.



MARGURITE MCKENNEY TROPHY

The history of this trophy remains unknown. It was likely a donation from the Culbertson empire. It was renamed the Josephine Culbertson Trophy in the Eighties.



MARK TROPHY

Donated by Dr. Louis Mark, this trophy was originally contested for the All-Ohio Team-of-Four Championship. It was later presented annually at the Spring NABC as part of the ACBL Charity program, going to the ACBL unit that raised the largest amount of money in proportion to its size. In 1993, it was renamed the Burns Senior Trophy in honor of comedian George Burns, an avid bridge player. It is currently awarded to the Senior Player of the Year.



MCCONNELL CUP

In 1993, the World Bridge Federation established the McConnell Cup, a knockout teams for women to be played alongside the Rosenblum Cup (open teams). The McConnell Cup is named in honor of Ruth McConnell, WBF treasurer from 1985-1990. The McConnell Cup was first contested in Albuquerque NM in 1994.



MCKENNEY TROPHY

The trophy, donated by the United States Bridge Association in honor of William E. McKenney, is awarded to the player who earns the most masterpoints in a calendar year. Although it was renamed the Crane Trophy in 1986, many bridge veterans still refer to the masterpoint race it represents (now the Barry Crane Top 500) as the McKenney race.



MID-ATLANTIC CUP

Presented by the Mid-Atlantic Bridge Conference in 1951, it was formerly awarded for the charity event held at the Summer NABC.



MILES TROPHY

This trophy honors Rufus "Skinny" Miles, ACBL President in 1950 and 1956. From 1950 until 1975, the trophy was awarded for the Senior and Advanced Senior Master Pairs contested at the Summer NABC. From 1981 until 2009, the Miles Trophy was awarded for the Non-Life Master Pairs held at the Fall NABC.



MITCHELL TROPHY

Formerly the Westcott Trophy, this trophy was renamed in honor of ACBL Hall of Fame member Vic Mitchell. It is awarded annually for the Mitchell Open Board-a-Match Teams at the Fall NABC. The event was originally known as the Men's Board-a-Match Teams.



MOREHEAD TROPHY

This trophy was donated by *The New York Times* in memory of its longtime bridge editor, Albert H. Morehead. The trophy was originally awarded to the winners of a special knockout team event that followed the Reisinger. The event proved unpopular and was contested only in 1967. The winners of that event were Danny Rotman, Charles Peres, Steve Altman and Mike Becker. From 1973 to 2009, it was awarded to the winners of the Grand National Teams Flight A and the winners of the Grand National Teams Championship Flight. Since 2009, it has been awarded to the winners of the GNT Championship Flight.



MOTT-SMITH TROPHY

Awarded every year to the player who wins the most masterpoints at the Spring NABC. It was donated by friends in memory of Geoffrey Mott-Smith in 1961, and it was made retroactive to 1958 to include all winners.



PENDER TROPHY

This trophy was established by Peter Pender in 1990 for the Junior Team Championship. Replica trophies are awarded to the winners of the event.



MOUSER TROPHY

A trophy in memory of William H. Mouser, it was presented by his friends in 1964. It is awarded to the winners of the Bobby Nail Life Master Pairs at the Fall NABC. It has been renamed the Nail Trophy.



PRESIDENT'S CUP

Although this trophy has somehow become synonymous with the Morgan Howard Trophy, they are not one and the same. The President's Pairs was first contested in 1933 as an American Bridge League title. The event history suggests that the ACBL president each year was in charge of providing trophies to the winners and runners-up. In 1942, Morgan Howard donated a permanent trophy (the Howard Trophy). The origins of this trophy are unclear as there is no documentation that distinguishes this trophy from the Howard Trophy. Even more interesting is that this trophy appears to be a replica of the missing Beynon Trophy. This trophy is currently awarded for the North American Pairs, Flight C.



NAIL TROPHY

This trophy formerly the Mouser Trophy was renamed in memory of G. Robert (Bobby) Nail, an outstanding American player. It is awarded for the Nail LM Pairs at the Fall NABC (formerly known

as the Fall Life Master Men's Pairs and the North American Life Master Pairs).



OLYMPIC TROPHIES

(1) For the American Olympic (a continent-wide pairs event organized by Ely Culbertson) held in 1932 and 1933, the two largest silver trophies of bridge history were provided. One of them is now the McKenney Trophy and the other was lost in circumstances that had a lasting

effect on insurance law. A winner, entitled to possession for one year, pawned the trophy. A court ruled that since it was his honest intention to redeem it within the year, he was not

liable, although he found himself without funds to redeem it, nor was the pawnbroker responsible for having sold it when the time for redemption had passed. The insurance underwriter paid its value.

(2) For the World Olympic (similar to the American Olympic) held from 1932 until 1941. The trophies each contained \$5000 worth of pure platinum and were exquisitely sculpted. Ely Culbertson, who donated them, never relinquished personal title to them and sold them for their value in platinum when the tournament was discontinued.



REISINGER TROPHY

Donated by the Greater New York Bridge Association in 1965 in memory of Curt H. Reisinger, this trophy replaced the Chicago Trophy. The event, formerly known as the Fall Open Team Championships, is now known as the Reisinger Board-a-Match Teams and is one of the premier events on the ACBL calendar.



RICHMOND TROPHY

The Richmond trophy was first introduced in 1974. Named after David Richmond, it is annually awarded to the Canadian who wins the most masterpoints each year. At one time it had the added note that "professional" players would excuse themselves from this race. Bruce Ferguson disqualified himself in 1979. After winning this trophy for six consecutive years, Ken Gee asked that his name be removed from contention in 2004. No other professional has ever excused himself from the race.



ROCKWELL TROPHY

This trophy, made by Tiffany and Co., was donated in 1946 by Helen Rockwell. It replaced the Hilliard Trophy and is awarded to the winners of the North American Mixed Pairs Championship (now known as the Rockwell Mixed Pairs).



SHEINWOLD TROPHY

Formerly the M.A. Lightman Trophy, it was renamed in memory of Alfred Sheinwold (1912-1997). It is currently awarded to the winners of the Grand National Teams, Flight B.



ROSENBLUM CUP

Presented in 1978 in memory of Julius Rosenblum, WBF President 1970-1976, this cup is awarded to the winners of the World Open Teams held at the World Bridge Series.



SILODOR TROPHY

This trophy was presented in 1963 in memory of Sidney Silodor. It is awarded for the Spring NABC Open Pairs (now known as the Silodor Open Pairs). The trophy was made retroactive to 1958 to include all winners. This memorial is particularly significant because the event was the last national title that Silodor won, only five months before his death.



ROTH TROPHY

Formerly the Rothschild Trophy, this trophy is currently awarded to the winners of the Open Swiss Teams at the Summer NABC. It was renamed in 2009 in honor of Hall of Fame member Al Roth, co-inventor of the Roth-Stone System and generally considered the most original bidding theorist of his generation.



SMITH TROPHY

Donated by Charles Goren in memory of his longtime partner, Helen Sobel Smith in 1969. It is awarded to the winners of the Life Master Women's Pairs held at the Fall NABC. This event is now known as the Smith Life Master Women's Pairs.



ROTHSCHILD TROPHY

Donated by Mrs. Meyer D. Rothschild in 1938 for the National Amateur Team-of-Four Championship, this trophy was contested from 1938-1971. It was restricted to players with fewer than 100 masterpoints. In 2009, this trophy was renamed the Roth Trophy in honor of Hall of Fame member Al Roth.



SOLOMON TROPHY

This is a World Bridge Federation trophy in honor of Charles J. Solomon, WBF President 1964-1968. This trophy is awarded to the nation with the best overall record in the World Bridge Series Championships.

SCHWAB TROPHY (CUP)

Presented by Charles Schwab in 1933 for an international match between England and the U.S. It was contested only twice (1933 and 1934). The U.S. won both contests. The Schwab Trophy was later donated to the World Bridge Federation by the Culbertson estate. The Schwab Cup was designated for the World Pairs Olympiad Championship, first contested in Cannes in 1962.



SOLOWAY TROPHY

Originally the Lou Herman Trophy, it was renamed the Soloway Trophy in 2008 to honor Paul Soloway, an all-time great. This trophy is awarded annually to the ACBL Player of the Year (most platinum masterpoints in a calendar year).



SPINGOLD TROPHY

This trophy was donated by Nate B. Spingold, 1938 ACBL president, in 1934. It was first contested in 1934 and superseded the Challenge Teams of Four for the Asbury Park Trophy. From 1934 to 1937, the Challenge Teams and the Master Teams ran concurrently. In 1938, the Master Teams of Four (now known as the Spingold Knockout Teams) became the premiere team event at the Summer NABC.



UNITED STATES PLAYING CARD TROPHY

This trophy was originally awarded to the winners of the Commercial & Industrial Team Championship. It replaced the Association of American Playing Card Manufacturers Trophy in 1965. In 1996, it was re-designated to the Senior Swiss Teams and first contested in 1997. In 2006, it became known as the Truscott/USPC Trophy in memory of the late Alan Truscott, bridge editor for *The New York Times*. It is currently awarded to the winners of the Truscott/USPC Senior Swiss Teams.



STEINER TROPHY

Originally awarded for the Individual Master Championship, the trophy was donated by Albert and Philip Steiner in 1934, replacing the Karn Trophy. This event was played as an independent tournament. The Spingold was held in conjunction with the Master's Individual in 1934, 1936 and 1937. From 1958 to 1960, it was contested at the Fall NABC. It was withdrawn in 1960 and remained unassigned until shortly after 1995, when it was renamed the Wagar Trophy in honor of Margaret Wagar.



STERNBERG TROPHY

This trophy, donated in 2002 by Dr. Jim Sternberg in memory of his wife, Marsha May Sternberg, is currently awarded to the winners of the Marsha May Sternberg Women's Board-a-Match Teams at the Fall NABC.



VANDERBILT TROPHY

There are two Vanderbilt trophies. The original was donated by Harold Vanderbilt in 1928. The Vanderbilt Knockout Teams was contested annually in New York from 1928-1957 and was organized by the Vanderbilt Cup Committee. In 1958, it became part of the Spring NABC. The Vanderbilt trophy is presented annually to the event winners and currently housed in the ACBL Museum.

The Vanderbilt trophy was stolen on June 4, 1964 from a display at the Ambassador Hotel in Los Angeles. It was recovered in July 1964 when the thief tried to sell the 11-pound trophy to the Newman Silver Shop in Reno NV. The man, John Hadreas, an Ambassador employee, was arrested and charged with possession of stolen property. His bail was set at \$2,500.

Pierre Zimmermann, captain of the 2010 winning Vanderbilt squad, commissioned a full-size replica of the Vanderbilt. His replica was cast in bronze and silver plated at Lugar Foundry in Eads TN. The Zimmermann replica weighs in at almost 50 pounds.



The second Vanderbilt Trophy is awarded to the winners of the event formerly known as the World Team Olympiad (it is now known as the National Open Teams Bridge Games as part of the World Mind Sports Games). It was presented by Harold Vanderbilt in 1960 at the first World Team Olympiad. This trophy resides with the WBF.

VANDERBILT MINIS

These replicas are awarded to the winners of the Spring Vanderbilt and the WBF National Open Teams. These events are of the few that the players receive individual replica trophies, this practice was initiated by Vanderbilt and is perpetuated by a \$100,000 trust fund administered by the ACBL under the terms of Vanderbilt's will.

STODDARD TROPHY

This trophy, although not in ACBL possession, was instituted to honor the founder of duplicate bridge on the West Coast, Tom Stoddard. It was awarded to the player who won the most masterpoints during the Los Angeles Bridge Week Regional.

TRUSCOTT/USPC TROPHY

See United States Playing Card Trophy.



VENICE CUP

This is the women's equivalent of the Bermuda Bowl. It was first contested in 1974 as a challenge match between the U.S. and Italy.



WETZLER MEMORIAL AWARD

This trophy presented in memory of Edwin Wetzler in 1935, was originally awarded for distinguished service to bridge. Since 1940, the Wetzler has been awarded annually to the ACBL Honorary Member.



WAGAR TROPHY

Formerly the Steiner Trophy, this trophy was renamed in honor of Margaret Wagar. It is currently awarded to the winners of the Wagar Women's Knockout Teams at the Summer NABC.



WHITEHEAD TROPHY

Donated in 1930 by Wilbur C. Whitehead, this trophy has been awarded for the Women's Pairs (now known as the Whitehead Women's Pairs) since 1930.



WERNHER TROPHY

One of the oldest trophies in the ACBL collection, it was donated by Sir Derrick Wernher in 1934. Although the event name has changed several times, the trophy has always been awarded for the event currently known as the Wernher Open Pairs.



WINCHESTER BOWL

Inscribed "Winchester Bowl for Married Couples," the origins and history of this trophy are unknown.



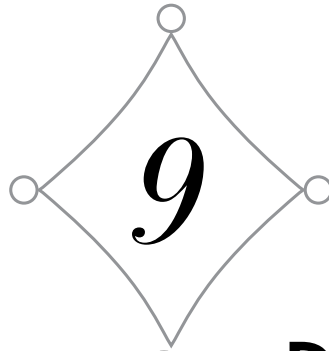
WESTCOTT TROPHY

This trophy, donated in memory of Frank T. Westcott by his widow in 1974, was originally awarded to the winners of the International Fund Pairs held at the Summer NABC. It was renamed the Mitchell Trophy in 1996.



YOUNG TROPHY

Formerly the Kem Card Trophy, this trophy was renamed in 2009 to honor Hall of Fame member Sally Young. It is awarded annually to the winners of the Young Life Master Pairs.



WORLD OF BRIDGE

Bridge is truly a global sport, with 126 of the 195 nations on the planet listing national bridge federations. The ACBL is the world's largest, with about 170,000 members. The World Bridge Federation puts the number of members of all federations at nearly 700,000. The beauty of bridge is that a person from any of the 126 nations could sit down at a table in any of the other countries and feel right at home. Of course, these numbers do not account for the literally millions of bridge players who don't go to tournaments or belong to federations. A census of those players is impossible, but the estimates are that there are more than 100 million people worldwide who play the greatest game.

BRIDGE COLUMNS. Ever since the game of auction bridge became popular, newspapers and periodicals have had columns in which bridge is featured. These columns are quite varied, frequently containing local bridge news including results of local duplicate contests, anecdotes and interesting results. Other columns are of a didactic nature such as quizzes and problems. Others feature outstanding and unusual bridge hands with explanations of bidding and play and sidelights on the personalities involved. Some are distributed to newspapers through national syndicates, appearing in hundreds of papers; others are produced locally for one, two or three papers.

The popularity of bridge columns is attested to by the fact that very few papers have ever dropped one permanently because every such attempt has been met with violent protest from the readers. The most recent was in 2011 in Los Angeles, where *The Times* in 2011 announced the end of the bridge column, only to quickly rescind the decision after being inundated with phone calls and e-mails of protest from the bridge players of Southern California.

In the United States, syndicated columnists write most of the bridge columns in mainstream newspapers. The work of some syndicated columnists appears in thousands of newspapers daily. These include Omar Sharif, assisted by Tannah Hirsch and the late Tom Smith; Bobby Wolff, assisted by Barry Rigal (previously by the late Joe Musumeci); Frank Stewart, Phillip Alder, Steve Becker and the late Alan Truscott. In earlier years, such outstanding bridge personalities as Charles Goren, Alfred Sheinwold, B. Jay Becker, Oswald

Jacoby and James Jacoby authored syndicated columns. Other American bridge columnists include Eddie Kantar, Jared Johnson, Billy Miller, Marty Bergen, Mike Lawrence, Richard Kaplan, Rigal, Henry Francis and Bernard Trippett.

Great Britain has had many bridge columnists, including Tony Forrester, Andrew Robson, Peter Donovan, David Bird, Elena Jeronimidis, Patrick Jourdain, Zia Mahmood, Paul Menselson and the late Boris Schapiro.

Other major columnists around the world: Australia – Jim Borin, Ron Klinger, Tony Jackman, Dennis Priest, Denis Howard, Roger Penny, Philip Gue, David Lusk, David Shockman and Nigel Rosendorff. Belgium – Hans Gelder. Bermuda – David Ezekiel. Canada – Eric Kokish, Beverly Kraft, Jude Goodwin-Hanson, Audrey Grant, A. Trudelle, Jeff Blond, Dave Willis and Paul Thurston. Denmark – Peter Lund, Ib Lundby, Svend Novrup and Hans Werge. France – Guy Dupont, Michel Lebel, Jean-Paul Meyer and Herve Pacault. Italy – Dino Mazza and Fulvio Manno. Netherlands – Jan van Cleeff, Cees Sint, Kees Tammens, Toine van Hoof, Max Rebatu, Henk Willemsens, Jan Worm and Ad Oskam. Norway – Boye Brogeland, Geir Helgemo, Tommy Sandsmark, Jon Sveindal, Geir Olav (Geo) Tislevoll, Knut Palmstrom, Knut Kjarnsrod, Tore Mortensen and Alf Helge Jensen. South Africa – Douglas Ettlinger. Sweden – Tommy Gullberg, Sven-Olov Flodqvist, Anders Brunzell and Anders Wirgren.

JUNIOR CAMPS. The aim of Junior Camps was simple – to bring together young people with a common interest in the game of bridge and teach them more about the game and about each other. The camps were aimed at helping the younger generations of bridge players make new friends and develop and strengthen the ties already established between older friends, under the umbrella of their common interest.

Junior Camps were introduced in Europe in 1976 following a suggestion by Dirk Schroeder of Germany. Schroeder's idea was developed by a Dutchman, Andre Boekhorst, chairman of the European Bridge League Youth Committee at that time. The first camp was in Warmensteinach, Germany. The second was held the following year in Budapest, Hungary. The events were organized every two years for a period after that in various European locations.

The first WBF Junior Camp was held in 1995 in Ghent, Belgium, incorporating the EBL event. Junior Camps were held exclusively in Europe every odd-numbered year until 2004, when the first such event was held in the United States. It was then planned that World Junior Camps be held annually: in Europe in even-numbered years and in North America in odd-numbered years. World Junior Camps were discontinued in 2007.

INTERNATIONAL BRIDGE PRESS ASSOCIATION

(IBPA). A worldwide organization of about 500 bridge writers, mostly professionals, whose reports and articles appear in newspapers and magazines and other periodicals in most countries where tournament bridge is played. Authors and radio and TV lecturers also are eligible for membership. The European Bridge Press Association, the father of the IBPA, was formed at the Oslo 1958 European Championships by the journalists present. At the first Olympiad, played in 1960 in Turin, many non-European bridge writers joined, so the name was changed to International Bridge Press Association.

The presidents have been:

Guy Ramsey	1958-59
Ranik Halle	1960-64
Jack Kelly	1964-70
Richard Frey	1970-81
Alan Truscott	1981-86
Rene Ducheyne	1986-91
Tommy Sandmark	1991-96
Henry Francis	1996- 2003
Patrick Jourdain	2003 - Present

Eric Jannersten was executive secretary-treasurer from the foundation of the organization until he resigned that post in 1975. At that time he was named senior vice president for life. He was editor of the IBPA monthly bulletins until 1967, when Rhoda Barrow (Lederer) assumed the editorial duties. Albert Dormer took over the editorship in 1973 and retained that position until he resigned in 1981. He was succeeded by Patrick Jourdain as editor and David Rex-Taylor as managing editor.

Herman Filarski took over as executive vice president in 1975 and was responsible for many promotions in which the IBPA was involved. These included the Bols Tips, which bridge writers throughout the world incorporated in their columns; the Bols Brilliancy Awards, which were given at World Championships for outstanding articles by bridge writers about outstanding plays by competitors in the World Championships; the Philip Morris tournaments in Europe, which led to a Grand Final in Monte Carlo each year; and the Heineken Fluke Award, which was given to the bridge writer who wrote the best story about a fluke during the 1980 World Team Olympiad in Valkenberg. The Bols Brilliancy Prizes were awarded from 1976-1986, after which the series of Bols Tip contests was resumed.

Others who have made major contributions include Eloene Griggs, Nelson Rice, Evelyn Senn, and Berl Stallard.

The IBPA's functions have embraced negotiations with tournament organizers to improve working conditions and accessibility of information to the press; closer cooperation

with national and international bridge organizations; publication of hand collections, such as Bridge Writer's Choice (1964 and 1968), Bols Tips and Fit for a King in 2000; establishment and presentation of annual awards for accomplishments in various fields of bridge; the dissemination of news bulletins to members and associate members, and the sponsorship of bridge promotions.

INTERNATIONAL BRIDGE PRESS ASSOCIATION

AWARDS. Each award is presented at the world championship in the year following the one for which the award is given.

Personality of the Year

(Charles H. Goren Award until 1989; strictly an IBPA award since then)

1973/74	Andre Lemaitre, Belgium
1974/75	Julius L Rosenblum, USA
1975/76	Rixi Markus, Great Britain
1976/77	Herman Filarski, Netherlands
1977/78	Jaime Ortiz-Patiño, Switzerland
1978/79	Edgar Kaplan, USA
1979/80	Amalya L. Kears, USA
1980/81	Deng Xiaoping, China
1981/82	Albert Dormer, Great Britain
1982/83	Oswald Jacoby, USA
1983/84	Easley Blackwood, USA
1984/85	*Barry Crane, USA
1985/86	José Damiani, France
1986/87	Kathie Wei-Sender, USA
1987/88	Helene Lemaitre, Belgium
1988/89	Not awarded
1989/90	Eloene Griggs, USA
1990/91	Andre Boekhorst, Netherlands
1991/92	Evelyn Senn-Gorter, Netherlands
1992/93	Hugh Kelsey, Great Britain
1993/94	Ernesto d'Orsi, Brazil
1994/95	Panos Gerontopoulos, Greece
1995/96	Geir Helgemo, Norway
1996/97	Matthew Clegg, USA
1997/98	Paul Chemla, France
1998/99	Marc Hodler, Switzerland
1999/00	Anna Gudge, Great Britain
2000/01	José Damiani, France
2001/02	Patrick Jourdain, Wales
2002/03	Gianarrigo Rona, Italy
2003/04	Radoslaw Kielbasinski, Poland
2004/05	Fred Gitelman, USA
2005/06	Warren Buffett and Bill Gates, USA
2006/07	Zia Mahmood, Pakistan
2007/08	Antoine Berhheim, Generali
2008/09	Rose Meltzer, USA
2009/10	Thomas Bessis, France

* Posthumously

Best Played Hand of the Year (Charles J. Solomon Award)

1973/74	José le Dentu, France
1974/75	Benito Garozzo, Italy
1975/76	Tim Seres, Australia
1976/77	Harold Ogust, USA
1977/78	Dominique Pilon, France
1978/79	Maurizio Sementa
1979/80	Benito Garozzo, Italy
1980/81	Andrzej Wilkosz, Poland
1981/82	Lajos Linczmayer, Hungary
1982/82	Claude Delmouly, France
1983/84	Zia Mahmood, Pakistan
1984/85	Wan Li, China
1985/86	Henri Svarc, France
1986/87	Jon Andreas Stoevneng, Norway
<i>(Name of winning journalist in parentheses)</i>	
1987/88	Trond Rogne, Norway (Knut Kjarnsrod, Norway)
1988/89	Kerri Shuman, USA (Alan Truscott, USA)
1989/90	Miss Raczyńska, Poland (Guy Dupont, France)
1990/91	Shmuel Friedman, Israel (Jos Jacobs, Netherlands)
1991/92	Elizabeth McGowan, Great Britain (Barry Rigal, USA)
1992/93	Peter Schaltz, Denmark (Villy Dam, Denmark)
1993/94	Herve Mouiel, France (Jean-Paul Meyer, France)
1994/95	Philippe Cronier, France (Patrick Jourdain, Great Britain)
1995/96	Wubbo de Boer, Netherlands (Eric Kokish, Canada)
1996/97	Geir Helgemo, Norway (Edgar Kaplan, USA)
1997/98	Jeff Meckstroth, USA (Jean-Paul Meyer, France)
1998/99	Jeff Meckstroth, USA (Omar Sharif, Egypt)
1999/00	Vincent Ramondt, Netherlands (Jos Jacobs, Netherlands)
2000/01	David Berkowitz, USA (Jody Latham, USA)
2001/02	Sebastien Kristensen, Denmark (Otto Charles Pedersen, Denmark)
2002/03	Geir Helgemo, Norway (Geir Olav Tislevoll, Norway)
2003/04	Cezary Balicki, Poland (Eric Kokish, Canada)
2004/05	Bill Pettis, USA (Roy Welland, USA)
2005/06	Tarek Sadek, Egypt (Brent Manley, USA)
2006/07	Alfredo Versace, Italy (Marek Wojcicki, Poland)
2007/08	Giorgio Duboin, Italy (Mark Horton, England)
2008/09	Steve Weinstein, USA (Phillip Alder, USA)
2009/10	Michael Courtney, Australia (Ron Klinger, Australia)

Best Played Hand by a Junior

1996/97	Morten Lund, Denmark (Ib Lundby, Denmark)
1997/98	Igor Grzejdzia, Poland (Jon Sveindal, Norway)
1998/99	Martin Schalz, Denmark (Ib Lundby, Denmark)
1999/00	Marina Kelina, Russia (Martin Schalz, Denmark)
2000/01	Mikhail Krasnosselski, Russia (Michael Rosenblum, USA)
2001/02	Jan Einar Saethre, Norway (Knut Knaernsrod, Norway)
2002/03	Ophir Reshef, Israel (Andrew Robson, Great Britain)
2003/04	Gilad Ofir, Israel (Michael Barel, Israel)
2004/05	Joe Grue, USA (Brian Senior, Great Britain)
2005/06	Dana Tal, Israel (Sandra Kulovic-Probst, Great Britain)
2006/07	Olivier and Thomas Bessis, France (John Carruthers, Canada)
2007/08	Rosaline Barendregt, Netherlands (Max Rebattu, Netherlands)
2008/09	Thomas Bessis, France (Brian Senior, Great Britain)
<i>Renamed Richard Freeman Junior Deal of the Year</i>	
2009/10	Carole Puillet, France (Brian Senior, Great Britain)

Best Bid Hand of the Year (The Romex Award)

This award is donated annually by George Rosenkranz of Mexico, the author of the Romex system of bidding.

1975/76	Matt Granovetter and Ron Rubin, USA
1976/77	Gabino Cintra and Christiano Fonseca, Brazil
1977/78	Eric Kokish and Peter Nagy, Canada
1978/79	Chip Martel and Lew Stansby, USA
1979/80	Kyle Larsen and Ron von der Porten, USA
1980/81	Knud-Aage Boesgaard and Peter Schaltz, Denmark
1981/82	Not awarded
1982/83	Zia Mahmood and Masood Salim, Pakistan (Pak)
1983/84	Benito Garozzo and Giorgio Belladonna, Italy
1984/85	Steve Cooper and Wayne Timms
1985/86	Hugh Ross and Peter Pender, USA
1986/87	Zia Mahmood, Pakistan

(Name of winning journalist in parentheses)

1987/88	Allan Graves and George Mittelman, Canada (Sue Emery, USA)
1988/89	Sven-Akke Bjerregard and Anders Morath, Sweden (Sven-Olov Flodquist, Sweden)
1989/90	Andrew Robson and John Pottage, Great Britain (Patrick Jourdain, Great Britain)
1990/91	Edgar Kaplan and Brian Glubok, USA (Allan Falk, USA)
1991/92	Arma Valta and Juuri-Oja, Finland (Patrick Jourdain, Great Britain)
1992/93	Tom Sanders and Bill Pollack, USA (Dick Kaplan, USA)
1993/94	Shakiat and Pobsit, Thailand (Amran Zamzami, Indonesia)
1994/95	Larry Cohen and David Berkowitz, USA (Alfred Sheinwold, USA)
1995/96	Derek Patterson and Pat Collins, Great Britain (Brian Callaghan, Great Britain)
1996/97	Chip Martel and Lew Stansby, USA (Brent Manley, USA)
1997/98	Sylvie Willard and Gerard Tissot, France (Philippe Cronier, France)
1998/99	Geir Helgemo and Tor Helness, Norway (Patrick Jourdain, Great Britain)
1999/00	David Berkowitz and Larry Cohen, USA (Paul Linxwiler, USA)
2000/01	Henry Mansell and Craig Gower, South Africa (Mark Horton, Great Britain)
2001/02	Anton Maas and Bep Vriend, Netherlands (Jos Jacobs, Netherlands)
2002/03	Bart Bramley and Sidney Lazard, USA (Bart Bramley, USA)
2003/04	Erik Saelensminde and Boye Brogeland, Norway (Jon Sveindal, Norway)
2004/05	Justin and Jason Hackett, England (Paul Hackett, Great Britain)
2005/06	Debbie Rosenberg and JoAnna Stansby, USA (Matt Granovetter, USA)
2006/07	Valio Kovachev, Bulgaria (Mark Horton, Great Britain)
2007/08	Geoff Hampson and Eric Greco, USA (Paul Linxwiler, USA)
2008/09	Stuart and Gerald Tredinnick, Great Britain (Heather Dhondy, Great Britain)
2009/10	Debbie Rosenberg and JoAnna Stansby, USA (Brent Manley, USA)

Best Article or Series on a System or Convention

(Precision Award)

This award was donated by C.C. Wei and after his death by his widow, Kathie Wei (now Kathie Wei-Sender).

- 1973/74 Charles H Goren, USA
- 1974/75 Eric Kokish, Canada
- 1975/76 George Rosenkranz, Mexico
- 1976/77 Jeff Rubens, USA
- 1977/78 Kit Woolsey, USA
- 1978/79 Jeff Rubens, USA
- 1979/80 Ed Manfield and Kenneth Lebensold, USA
- 1980/81 Eddie Kantar, USA
- 1981/82 Jeff Rubens, USA
- 1982/82 Ed Manfield, USA
- 1983/84 Bruce Neill, New Zealand
- 1984/85 Sven-Olov Flodquist and Anders Morath, Sweden

Renamed Best Defense of the Year

(Sender Award)

The award was changed in 1985 to the best defensive play of the year. Kathie Wei-Sender named the award in honor of her husband, Henry Sender of Boca Raton FL

- 1985/86 Bob Hamman, USA
- 1986/87 Michel Lebel, France
- 1987/88 Primo Levi, Italy (Paolo Frendo, Italy)
- 1988/89 Dung Duong, Switzerland (Jean-Paul Meyer, France)
- 1989/90 Vladis Poleniaks, Latvia (Uno Viigand, Estonia)
- 1990/91 Geir Helgemo, Norway (Tommy Sandsmark, Norway)
- 1991/92 Mike Passell, USA (Phillip Alder, USA)
- 1992/93 Bob Hamman, USA (Brent Manley, USA)
- 1993/94 Gabriel Chagas, Brazil (Alan Truscott, USA)
- 1994/95 Zia Mahmood, USA (Alan Truscott, USA)
- 1995/96 Larry Cohen/David Berkowitz, USA (Jan van Cleeff, Netherlands)
- 1996/97 Gunnar Hallberg, Sweden (Robert Sheehan, Great Britain)
- 1997/98 Geir Helgemo, Norway (Patrick Jourdain, Great Britain)
- 1998/99 Andrew Robson, Great Britain (Philip King, Great Britain)

Carey Limousine Award

George Jacobs, representing the Carey Limousine Corporation, took over sponsorship of the Best Defense of the Year Award in 2000.

- 1999/00 Roger and Terje Lie, Sweden (Anders Brunzell, Sweden)
- 2000/01 Jan Jansma and Louk Verhees, Netherlands (Jan van Cleef, Netherlands)
- 2001/02 Tony Forrester and Fr. Joséph Hahn, Great Britain (Andrew Robson, Great Britain)
- 2002/03 Eric Greco and Geoff Hampson, USA (Larry Cohen and Alan Truscott, USA)
- 2003/04 Martin Bloom and Peter Gill, Australia (Ron Klinger, Australia)
- 2004/05 Bart Bramley and Mark Feldman, USA (Donna Compton, USA)
- 2005/06 Nino Masucci, Italy (Kyoko Ohno, Japan)

- 2006/07 Giorgio Duboin, Italy (Patrick Jourdain, Great Britain)
- 2007/08 Michelle Bruner and Rhona Goldenfield, Great Britain (Heather Dhondy, Great Britain)
- 2008/09 Michelle Bruner and John Holland, Great Britain (Heather Dhondy, Great Britain)
- 2009/10 Hasan Askari and Khalid Mohiuddin, Pakistan (Phillip Alder, USA)

Sportsman of the Year

(John E. Simon Award, now in abeyance)

- 1973 Omar Sharif, France
- 1974 Alan Sontag, USA
- 1975 George Rosenkranz, Mexico
- 1976 Lord Glenkinglas, Sir Timothy Kitson, Rt. Hon. Jarold Lever MP, Great Britain
- 1977 Maurits Caransa, Netherlands
- 1979 Steve Landen, USA
- 1985 Irving Litvack, Joey Silver, Canada

WORLD BRIDGE FEDERATION. The World Bridge Federation was founded in August 1958 in Oslo, Norway, by delegates from Europe, the United States and South America. In 1977, it was incorporated in New York State as a not-for-profit organization, and new bylaws were adopted. A new set of bylaws and a new constitution were adopted in 2000.

In 2011, WBF member countries number 126 with a total membership of nearly 700,000.

WBF Headquarters is located in the Maison du Sport International, 54 Avenue de Rhodanie, CH-1007 Lausanne, Switzerland.

The organization is run by an Executive Council, meeting annually at world championships, and led by the president. A management committee transacts necessary business between meetings.

The WBF zones are (1) Europe, (2) North America, (3) South America, (4) Asia and the Middle East, (5) Central America and the Caribbean, including Bermuda, (6) Far East, (7) South Pacific (8) Africa.

There are world championship tournaments every year, most organized by the WBF. In Olympic years, the WBF participates in the organization of the World Mind Sports Games, which include bridge as one of the sports. The first such tournament occurred in Beijing, China, in 2010.

WBF Presidents

- 1958-1964 Robert de Nexon
- 1964-1968 Charles J. Solomon
- 1968-1970 Carl Bonde
- 1970-1976 Julius Rosenblum
- 1976-1986 Jaime Ortiz-Patiño
- 1986-1991 Denis Howard
- 1991-1992 Ernesto D'Orsi
- 1992-1994 Bobby Wolff
- 1994-2010 José Damiani
- 2010 - Present Gianarrigo Rona

WBF Committee of Honor

The committee was formed in 1972 to recognize the unselfish efforts of individuals making significant contributions to the enhancement and growth of bridge throughout the world.

Honorees:

- 1972 Geoffrey Butler, Great Britain; Waldemar von Zedtwitz and Charles Solomon, U.S.
1974 Julius Rosenblum and Albert Morehead, U.S.; Baron Robert de Nexon, France.
1976 Ben Johnson, U.S., and Andre LeMaitre, Belgium
1978 Alfred Gruenther, U.S., and Jaime Ortiz-Patiño, England
1984 Richard Goldberg and Edgar Kaplan, U.S., and Nils Jensen, Sweden
1986 Robert Howes, U.S., and Ernesto D'Orsi, Brazil
1988 José Damiani, France
1994 Bobby Wolff, U.S.
1998 Jean-Claude Beneix, France; Mazhar Jafri, Pakistan, and John Wignall, New Zealand
2002 Joan Levy Gerard, U.S.; Panos Gerontopoulos, Greece, and George Retek, Canada
2004 Gianarrigo Rona, Italy

WBF Executive Council

The WBF is governed by an executive council made up of representatives from the WBF's eight zones. The council meets several times at each world championship. The Executive Council in 2011:

President of the Congress – Guangen Ding, China
President Emeritus – Jaime Ortiz-Patiño, England
Chairman Emeritus – José Damiani, France
President – Gianarrigo Rona, Italy
First Vice President – John Wignall, New Zealand
Executive Vice President – Al Levy, U.S.
Vice President – Patrick K. Choy, Singapore
Vice President – Mazhar Jafri, Pakistan
Vice President – Radoslaw Kielbasinski
Honorary Secretary – George Retek, Canada
Treasurer – Mark De Pauw, Belgium

Members:

Sevinc Atay, Turkey
Yves Aubry, France
Jens Auken, Denmark
Jean-Louis Derivery, Guadeloupe
Ernesto D'Orsi (former President), Brazil
Doris Fischer, Austria
Joan Levy Gerard, U.S.
Georgia Heth, U.S.
Nick Nickell, U.S.
Bernard Pascal, Egypt
Jonathan Steinberg, Canada
Chen Zelan, China
General Counsel – Jeffrey Polisner, U.S.

WBF Staff

Spokesman/communication – Panos Gerontopoulos, Greece
General Liaison – Ann Gudge, England
Secretariat – Carol von Linstow, France
Assistant to the President – Marina Madia, Italy
Assistant to the Treasurer – Dirk de Clerq, Belgium

Consultants

Director of Operations – Maurizio Di Sacco, Italy
Head Tournament Director – Max Bavin, England
Master Points Secretary – Mark Newton, England
WBF News Editor – Eric Kokish, Canada
Ambassador of Bridge – Kathie Wei-Sender, U.S.
World Anti-Doping Agency (WADA)
Liaison – Jens Auken, Denmark
International University Sports Federation (FISU)
Liaison – Geert Magerman, Belgium

Player rankings

The ranking of players according to the WBF's masterpoint plan. WBF rankings, starting with the highest: World Grand Master, World Life Master, World International Master, World Master. In the Senior category: Seniors Grand Master, Seniors Life Master, Seniors International Master, Seniors Master.

As of 2011, these are the top players in the open category in WBF rankings. They are ranked by masterpoints, which erode with the passage of time, and placing points, which represent lifetime achievement and do not erode.

Open

	<i>Player</i>	<i>Country</i>	<i>MP</i>	<i>PP</i>
1.	Fulvio Fantoni	Italy	4754	37
2.	Claudio Nunes	Italy	4533	35
3.	Giorgio Duboin	Italy	3827	39
4.	Bob Hamman	USA	3734	108.25
5.	Jeff Meckstroth	USA	3734	60.25
6.	Lorenzo Lauria	Italy	3705	48.5
7.	Alfredo Versace	Italy	3664	43
8.	Eric Rodwell	USA	3508	59.75
9.	Nick Nickell	USA	2943	37.25
10.	Zia Mahmood	USA	2938	30.75

Women

	<i>Player</i>	<i>Country</i>	<i>MP</i>	<i>PP</i>
1.	Hongli Wang	China	3068	35
2.	Ling Gu	China	2916	36
3.	Irina Levitina	USA	2813	37
4.	Ming Sun	USA	2718	31.5
5.	Catherine d'Ovidio	France	2644	33.5
6.	Wen Fei Wang	China	2610	33
7.	Sabine Auken	Germany	2524	39.5
8.	Bep Vriend	Netherlands	2509	32.5
9.	Sylvie Willard	France	2500	31
10.	Benedicte Cronier	France	2341	31

WBF championship tournaments and events

World Team Championships – Bermuda Bowl, Venice Cup, Senior Bowl (odd-numbered years).

World Bridge Games (formerly Olympiad) – Part of the World Mind Sports Games. Open, women's and Senior teams, plus Youth teams, pairs and individual (even-numbered Olympic years).

World Bridge Series Championship – Rosenblum Cup (open teams), McConnell Cup (women's teams), Rand Cup (Senior teams) and Mixed Swiss Teams, plus pairs: open, women's, Seniors (Hiron Trophy), IMP and World Youth

Individual and World Junior Championship (Ortiz-Patiño Trophy) and World Youngsters Championship (Damiani Cup).

World Transnational Open Teams – At the same venue as the World Team Championships and starting after the main events' qualifying rounds conclude.

World University Team Cup – Launched in 2002 as a biennial event, this competition is open to national university teams and is played under the auspices of FISU.

World Youth Congress – A series of massive competitions for young players comprising teams, pairs and individual tournaments, each in two series (juniors and youngsters), held biennially on odd-numbered years, as from 2009. It includes what was formerly known as World Youth Pairs and World Junior Individual.

World Masters Individual – A top invitational competition played every two years (1992-2000, and every four years thereafter) in two series, open and women. A third series, for Junior players, was held in 2000 only.

Worldwide Bridge Contest – The world's largest bridge competition. Takes place on Friday evening and Saturday afternoon in June each year.

Note: The WBF has established the minimum age for Senior events at 60.

WBF member countries

Albania, Anguilla, Antigua, Argentina, Armenia, Aruba, Australia, Austria, Bahamas, Bahrain, Bangladesh, Barbados, Belarus, Belgium, Bermuda, Bolivia, Botswana, Bosnia and Herzegovina, Brazil, Bulgaria, Canada, Chile, China, Chinese Taipei, Colombia, Costa Rica, Croatia, Cyprus, Czech Republic, Denmark, Dominica, Dominican Republic, Ecuador, Egypt, England, Estonia, Finland, France, French Guyana, French Polynesia, Georgia, Germany, Greece,

Guadeloupe, Guatemala, Guyana, Haiti, Hong Kong, Hungary, Iceland, India, Indonesia, Ireland, Israel, Italy, Ivory Coast, Jamaica, Japan, Jordan, Kenya, Korea, Kuwait, Latvia, Lebanon, Liechtenstein, Lithuania, Luxembourg, Macao, Madagascar, Malaysia, Malta, Martinique, Mauritius, Mexico, Monaco, Mongolia, Morocco, Nepal, Netherlands Antilles, Netherlands, New Caledonia, New Zealand, Norway, Pakistan, Palestine, Panama, Paraguay, Peru, Philippines, Poland, Portugal, Qatar, Reunion, Romania, Russia, Saint Kitts and Nevis, San Marino, Saudi Arabia, Scotland, Serbia, Singapore, Slovakia, Slovenia, Somalia, South Africa, Spain, Sri Lanka, Surinam, Sweden, Switzerland, Syria, Tanzania, Thailand, Trinidad and Tobago, Tunisia, Turkey, Ukraine, Uruguay, United States of America, Uzbekistan, Venezuela, Virgin Islands, Wales, Yugoslavia, Zambia, Zimbabwe.

WORLDWIDE BRIDGE CONTEST. The first worldwide bridge contest, a simultaneous pairs event, took place in June 1986, sponsored by the Seiko Epson Corporation of Japan. The event became known as the Epson Pairs as a result of this sponsorship.

Organized by José Damiani, who was about to become president of the World Bridge Federation, the format was a single-session, 24-board game conducted throughout the world on the same day at approximately the same time everywhere. This meant, of course, that for some areas of the world, mostly in Asia and the South Pacific, the game was being played in the early morning hours.

All contestants played the same deals, and at the end of the session, everyone received a booklet containing analyses by Omar Sharif. The game was scored by Instant Matchpoints with 100 as top and 1200 as average. The matchpoints were instant because they were predetermined based on play at an earlier tournament. Players from 80 countries participated in the first contest.

The following year more than 75,000 players participated in 85 countries, which made the *Guinness Book of World Records* 1988 as the biggest tournament ever held. Beginning in 1990, an association with the World Federation of Great Towers added interest when games were presented live by satellite from famous towers around the world.

In 1991, about 90,000 players from 95 countries competed. A major change occurred in 1992 when the game was conducted in two separate sessions. Players could compete on Friday night, Saturday afternoon or both. Attendance grew to 100,000 in 1993, a record that still stands. Epson withdrew as a sponsor after the 1994 event, which was co-sponsored by France Telecom, but the contest continued in the two-day form with and without sponsors.

A significant change occurred in 2000, when the Instant Matchpoint method was dropped and the events were matchpointed across the world for the first time. A computer program developed by Mark Newton of Great Britain and administered by Anna Gudge, also of Great Britain, did the scoring.

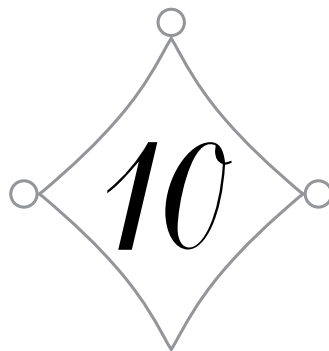
Clubs all over the world sent their results to England by e-mail or by disc, and the information was fed to the program, which immediately assimilated the results.

OUT OF HAND

BY BILL BUTLER



"Let me get this straight...you want a pre-tournament agreement spelling out the division of assets and custody of the cat ? "



TERMINOLOGY

The vernacular of bridge is colorful, and it might take a new player a period of time to acclimate to a new language that features biffs and sticks and Crocodile Coups. The process of getting used to the jargon can increase one's knowledge of the game and its fascinating history. Many of the items in this chapter relate to material throughout the book. The index is there to help you in your search for information.

ABOVE THE LINE. A phrase denoting all scores in rubber bridge entered above a horizontal line on the score sheet, including penalties and the premiums for honors, slams, rubbers, overtricks and fulfilling a doubled or redoubled contract.

ABSOLUTE FORCE. A bid that makes it incumbent on partner to guarantee that another call can be made by the player making the absolute force. Unless an opponent overcalls or doubles the forcing bid, partner must make some call other than a pass. Related: Demand Bid.

ACBL RANK CLASSIFICATIONS. A major change in the requirements for achieving the rank of Life Master took effect Jan. 1, 2010. For a full list of rules for players who joined before that date – and for those who joined after that date or who let their memberships lapse – check the chapter ACBL – How it Works.

ACCIDENT. From time to time, a player may suffer some misfortune at the bridge table. He may miscount his points, mis-sort his hand, mishear the bidding or pull out a wrong card. In such circumstances, he should be particularly careful not to react in any way when he discovers his error. Other “accidents” can come in the form of forgotten bidding agreements that lead to disasters, takeout doubles that are construed as penalty, and an assortment of other inadvertent ways to get zeros or major losses of IMPs.

ACCORDING TO HOYLE. A phrase indicating that a procedure is sanctioned legally and ethically and that it has the backing of custom. Edmond Hoyle (1672–1769) was the noted authority on card games in his lifetime. His reputation was

so great that the phrase “According to Hoyle” came to mean correct procedure in general.

ACCREDITED TEACHERS. Accredited Teachers earn the title by successfully completing ACBL's Teacher Accreditation Program (TAP). The TAP was created in 1986 as part of ACBL's new Bridge Education Program. It is a 10-hour seminar designed by Audrey Grant, a Canadian educator, to develop new bridge teachers and to introduce them to ACBL's Teaching Series. Many established bridge teachers have participated in the TAP as a form of continuing education and are also accredited teachers. Interested ACBL members and volunteer workers have taken the TAP course and have earned the title of ACBL Accredited Teacher.

Special programs for Accredited Teachers are offered at each NABC. These include dinner meetings and special workshops/seminars. A quarterly newsletter, *The Bridge Teacher*, is published by ACBL and contains news of the organization's activities, teaching tips, special funded teaching programs and general information of interest to this group.

ACE-GRABBER. A player who leads or takes his aces at his first opportunity, often making the play easier for the opponents.

ACE-HIGH. This describes a suit held by one player in which the ace is the top card without other top honors.

ACTIVE DEFENSE. A sometimes-risky defensive strategy aimed at developing or cashing tricks quickly, usually because dummy has a suit that will provide discards for declarer's losers.

ACTIVE ETHICS. Actions to enable all players to have equal access to methods and understandings used by their opponents. The concept was first broached by Hall of Famer Bobby Wolff during his tenure as president of the ACBL in 1987. According to Wolff, Active Ethics has nothing to do with such items as score corrections – players are supposed to make sure they have the right scores whether or not the adjustment favors them. Instead, Wolff characterized Active Ethics as the desire not to

take advantage – the desire to make sure that the opponents are privy to all of a partnership’s conventions, treatments, habits and idiosyncrasies. “The game itself is more important than winning,” said Wolff.

ADJUSTED SCORE. There are two types of adjusted scores: (1) Artificial, when no result can be estimated. The score will normally be 40%, 50% or 60% according to circumstances. The total adjusted score for both sides will not always add up to 100%. (2) Assigned adjusted score. The non-offending side gets the most favorable result that was likely; the offending side gets the most unfavorable at all probable.

The application of an adjusted score often affects other scores. Related: Fouled Board.

ADVANCE. The first action by the partner of the player who makes the first move for the defensive side. An example is a response to an overcall. The player who makes a response to his partner’s overcall is known as the advancer. Related: Rubens Advance.

ADVANCE SAVE. Defensive tactic aimed at preempting the opponents’ bidding space. For example, partner opens 3♣ and you have a hand with a big trump fit with partner and little or nothing in the way of defense. No matter what your right-hand opponent does, it makes sense for you to bid at least 5♣ directly, not waiting for the opponents to bid their certain game.

ADVANCED SENIOR MASTER. A rank once used by ACBL to denote a player just below Life Master rank. This rank is now known as NABC Master.

AGGREGATE SCORE. The same as total-point scoring.

ALCATRAZ COUP. This is a form of bridge robbery that warrants a proverbial trip to Alcatraz – some would argue it should be expulsion from the game – for the perpetrator. The following is an example:

Dummy
A J 10

Declarer
K 4

Declarer, to make three tricks in the suit, calls the jack from dummy and, receiving a low card from right-hand opponent, fails to follow suit. Fourth hand either produces the queen or a low card. If it is a low card, declarer corrects his revoke by substituting the low card, leads to his king, and has the ace in dummy for the third trick. If fourth hand produces the queen, declarer corrects his revoke by producing the king, sweetly permitting his left-hand opponent to change his play, and finesses the located queen on the next play.

Whenever the coup occurs, the defenders are entitled to redress and should receive an adjusted score in accordance with the *Laws of Duplicate Bridge* (Laws 12A, 47F). Declarer must not gain an advantage, and any such swindle attempted deliberately should meet with a serious penalty on ethical charges.

Coincidentally, bridge was once played at Alcatraz.

ALERT. The word used by a player to make sure the opponents are aware that the Alerter’s partner has made a bid that has a conventional or unusual meaning.

ALERTING. A method of drawing the opponents’ attention to the fact that a particular bid has a conventional or unusual meaning. Related: Announcement.

ALLIGATOR COUP. What some players erroneously call a Crocodile Coup.

AMBER. British colloquialism indicating that both sides are vulnerable.

AMERICAN LEADS. Leads devised at whist to give partner a count when a solid suit was being led. The lead of the jack followed by the queen, for example, showed a solid seven-card suit. The inventor was Nicholas Browse Trist of New Orleans. Although they have long been obsolete, American leads were a milestone in the development of defensive signals.

ANALYSIS. The appraisal of a bidding or playing situation. It is generally used in reference to the play of the cards. A good analyst will recognize the possibilities inherent in a particular deal and act accordingly so as to give his side the best mathematical or psychological chance in either dummy play or defense.

ANALYSIS SHEETS. Printed matter giving analyses of deals played in a specific contest, such as an ACBL-wide game. The computer-dealt hands are the same at all sites, so it is possible to arrange for an expert to be given a set of the deals months in advance. The expert then makes a thorough study of each deal before writing a short synopsis of what is likely to happen and what should happen. This material is typeset and printed in advance and sent to each site where the deals will be played. The package of analysis sheets is opened immediately after the game and each player receives a copy, enabling players to check their results against what the expert considers to be par.

ANCHOR SUIT. When a two-suited bid specifies one suit but leaves the other unspecified, the specified suit is called the anchor suit.

ANNOUNCEMENT. Part of the ACBL’s Alert procedure, which can be found in the chapter At the Table.

APPROACH PRINCIPLE. The precept of Ely Culbertson favoring opening suit bids and a slow exchange of information in preference to notrump opening bids and responses.

ARRANGEMENT OF CARDS. The act of sorting the cards in one’s own hand or (by the declarer) in dummy’s hand, which includes the conventional placing of trumps to declarer’s left in dummy’s hand. Most players sort their

cards into suits, red and black alternately, and place the cards in each suit according to rank. It is regarded as an offense against the proprieties of bridge for any player to draw inferences about another player's hand by noting the position of the cards. Some players split suits and avoid singletons at the end of the hand to protect themselves against players with better eyesight than ethics.

ARRANGEMENT OF TABLES. At a duplicate tournament, the arrangement of tables depends on the size and shape of the playing space and the expected number of tables that must be accommodated. A hairpin type arrangement is more desirable than a straight line arrangement for sections in order to bring the last table into proximity with the first in each section.

ARRANGEMENT OF TRICKS. In duplicate bridge, the act of turning a card face down on the edge of the table immediately in front of a player after four cards have been played to a trick, with the long axis of the card pointing to the players who won the trick. In rubber bridge, the act of collecting the cards played to a trick by a member of the side that won the trick and then turning them face down on the table so that the tricks are identifiable in proper sequence.

ARRANGING. (1) A term having reference to aligning the cards of dummy as that hand is being spread on the table just after the opening lead has been made. The declarer may arrange the cards to his own satisfaction when he states that he is doing so.

(2) A statement by a player before he has bid in the first round meaning that he has been lax in picking up his hand or looking at it, and is not in a position to act when it becomes his turn. A call of some sort should follow this remark with reasonable dispatch.

(3) The act of sorting one's own cards.

ATTACK. To take the initiative in bidding or play at some risk. Used particularly with reference to the opening lead.

ATTITUDE SIGNAL. The interest or lack of interest of a defender in having a suit led or continued by his partner. The usual method of encouraging the lead or continuation of a suit is a high-low signal. Low-high is discouraging. There are other methods discussed in Carding.

AUCTION. The bidding sequence made by the four players for the contract. The first call is made by the dealer, who may pass or bid. Thereafter, each player makes a valid call, the bidding continuing in a clockwise direction. The bidding ends when, after the dealer's initial bid, there are three consecutive passes. The final contract is the last bid, which may have been doubled or redoubled.

AUTHORIZED INFORMATION. Information legally available. This includes information such as meanings of calls, explanations of the Laws and methods used to show count and attitude.

AVERAGE EXPECTANCY. The term applied to the expected holding of the partner of the opening bidder. It may refer to one-third of the missing cards of a suit or one-third of the missing honor strength. The fraction will vary as the bidding progresses. It was much used in the Culbertson System in his arguments for preemptive bids.

AVERAGE HAND. A hand that contains 10 high-card points. An ace, king, queen and jack, or one-fourth of all the high honors, is the average expectation of each player before the hands are seen. This basic assumption furnishes the player with a simple yardstick for measuring the relative high-card strength of a given hand, and may assist materially in estimating the game potential or penalty expectancy of any bid. Hence, two or three points added to an average hand is the valuation of a hand with a minimum opening bid.

AVERAGE SCORE. One-half the matchpoints possible on a given deal or in a particular session of a matchpoint pairs tournament.

In IMP pairs games, average on a given board is the arithmetical mean of all scores on that board, usually excluding the highest and the lowest. This constructed average is called a datum. Related: International Matchpoints.

The average score is usually the basis on which adjusted scores are awarded when a particular deal cannot be properly played. When the deal cannot be played through no fault of one pair, the adjustment is usually 60% of the available matchpoints. Deduction from the average score is made by the tournament director when one of the pairs is at fault. These adjustments are referred to as average-plus and average-minus.

BACK IN. To make the first bid for one's side after passing on a previous round in the face of opposing bidding. This action sometimes will be balancing.

BACK SCORE. In rubber bridge or Chicago scoring, the summary sheet on which the results of each rubber are credited to the winners and debited against the losers. Results are entered in hundreds of points, with 50 points ignored in England but counted as 100 in the United States. The back score is referred to by more colorful names in England, such as "flogger" or "washing list," while many American clubs refer to it as a "ledger."

BAD CARD HOLDER. A player who seems consistently to hold less than his fair share of honor cards at rubber bridge. Although many losing players explain their losses by claiming to be bad card holders, lack of skill is a more likely explanation. Both mathematics and practical tests suggest that any given player and any given partnership will hold close to an average holding over a long period in terms of percentage.

BAD CARDS. (1) Consistently inferior cards in a session of rubber bridge. (2) Cards that are expected, on the basis of the bidding, to be of little or no value to partner. If partner shows an unbalanced distribution with one very long suit or two long suits, minor honors in the other suits are unlikely to be of value

to him. Similarly, tenace holdings or single honors other than the ace deteriorate if the suit is bid by the left-hand opponent. Cards that do seem to be pulling their weight are known as working cards.

BALANCE OF POWER. A concept first put forth by S. Garton Churchill involving the calculation of the safety of entering the auction based on actions taken by the opponents.

BALANCE OF STRENGTH. The concept of calculating which side holds the majority of the high-card points. If a player adds his own point count to the minimum shown by his partner, and the total is more than 20, he knows his side has the balance of strength. Sometimes he can infer that his side is likely to have the balance of strength by relying on the normal expectation of strength values in his partner's hand.

BALANCED COMPARISON. A principle embodied in most types of duplicate movement. A movement is perfectly balanced if any two competing pairs are compared (*i.e.*, play in the same direction) on the same number of boards, independent of which two competing pairs are being compared.

Any full Mitchell movement is automatically balanced because the players do not change direction, and the stationary players, like the moving players, compare with each other throughout.

A scrambled Mitchell, giving one winner among all pairs, cannot be completely balanced. This is a general phenomenon when the number of rounds is far fewer than the number of competing pairs.

The original Howell movements were not balanced, nor were the later schedules prepared by Col. Russell J. Baldwin and William E. McKenney. The first balanced Howell schedules were prepared by Jacques Ach and Charles Kennedy in 1935.

BALANCED DISTRIBUTION (or BALANCED PATTERN). A hand that appears suitable for notrump rather than trump contracts. Standard types are 4-4-3-2, 4-3-3-3 and 5-3-3-2 (5-4-2-2 and 6-3-2-2 are borderline cases). The completely balanced 4-3-3-3 distribution can be described colloquially as flat, square or round, an example of the strangeness of bridge geometry.

Balanced distribution can also refer to an even division of one suit around the table.

BAR, BARRED. (1) The penalty for certain types of infractions sometimes calls for the partner of the offender to make a forced pass on his next turn. At other times, the partner of the offender must pass whenever it is his turn to call for the rest of the auction. Such situations arise when a player bids out of turn, corrects an insufficient bid in various permissible ways or exposes a card during the auction.

(2) An ethical player, when his partner has hesitated and then passed at some point during the auction, is expected to bar himself from taking any action on his cards that is in any way questionable; that is, he will lean over backwards to avoid taking advantage of his partner's hesitation.

(3) A player may be technically barred from further

bidding, especially if he has limited his hand previously.

(4) Player may be prohibited by the methods they use from making certain bids. For example, pairs playing Flannery 2♦ (showing 11-15 high-card points with four spades and five hearts) are barred by their own methods from opening a natural two-bid in diamonds, weak or otherwise.

BAROMETER. A method originated in Sweden in which all groups of boards are played simultaneously. Running scores are posted shortly after the conclusion of each round, thus heightening the interest for players and spectators. Toward the end of an event, the known positions of the pairs in contention often influences the tactics they choose in attempting to win. A barometer contest can be arbitrarily split into a number of sessions.

The best movement for a barometer for pairs is a barometer Howell, also known as an Endless Howell, in which the pairs each time move to the next table, up or down, in the way described for a Flower Movement. Refer to Tournaments section.

For individual contests, there are barometer movements for up to 13 tables in which each player has every other player as a partner once and as an opponent twice. Individual barometer movements also exist for 14 and 15 tables.

BARRAGE. The French term for a preemptive bid. Sometimes used by English writers to describe a series of obstructive bids.

BARRICADE. An obsolete term for a preemptive bid or barrage, coined by P. Hal Sims.

BEER CARD. The ♦7 under certain special circumstances. If declarer wins trick 13 with the ♦7 in a successful contract, he claims, "Beer Card!" and his partner must buy him a beer. You cannot claim "Beer Card!" if you go down. If a defender wins the last trick with the ♦7 and declarer has been set, the defender may also claim, "Beer Card!" and his partner must buy him a beer. A defender cannot claim "Beer Card!" if declarer makes his contract. Greg Morse, with help from Jeff Goldsmith and Sheri Winestock, unearthed the Beer Card history. The ♦7 has a special role in a Danish game called "Boma-Loma." Partly because of this, bridge players in Copenhagen were the first bridge players to use the Beer Card term. It became common in Europe and reached London by the Eighties. The term was imported into North America by the American Junior team after they made a visit to Poland for a Junior Bridge Camp during the Nineties. It has since spread around the world, mostly via World Junior Championships.

BELONG. An expression to indicate which side can legitimately expect to buy the contract. A player who says he knew that "the hand belonged to the opponents" indicates that he judged the opposition could make the highest positive score on the deal. In such circumstances, it may pay to take an advance save or other preemptive action. Alternatively, a player who judges that he will be outgunned in high cards may prefer to remain silent on the theory that he will end up as a defender and does not wish to give information that may help the declarer.

An alternative meaning of the word in modern bridge jargon, especially in a postmortem, is to indicate the most desirable contract for a side: “We belong in 5♦.”

BELOW THE LINE. Points at rubber bridge entered below the horizontal line on the score sheet. These points are solely those made by bidding and making partscores, games or slams. All other points are scored above the line only. Points scored below the line count toward winning a game or rubber. At duplicate bridge or Chicago, the term may be used loosely to refer to trick score. Related: Above the Line.

BID. A call by which a player proposes a contract that his side will win at least as many odd tricks (tricks in excess of six – the book) as his bid specifies, provided the contract is played at the denomination named.

BIDDER. A player who states or indicates a bid. The term is occasionally used to indicate a player who is prone to overbid, or one who will prefer trying a doubtful contract rather than defending in a competitive bidding situation. Also, any player during the auction period.

BIDDING. The period following the deal and ending after the third successive pass of any bid, double or redouble.

BIDDING BOX. The almost universal means of bidding in most duplicate sessions today. The typical bidding box contains cards for all bids from 1♣ to 7NT, several Pass cards, cards for Double and Redouble, a Stop card (used when there is a skip bid) and a blue strip to be removed from the box when making an Alert.

BIDDING CARD. The card indicating a bid or a call printed on it that is part of the collection of such cards in a bidding box.

BIDDING CHALLENGE. Feature of some bridge magazines, providing readers with pairs of hands to bid and a comparison with the efforts of a panel of experts. Called “Challenge the Champs” in *The Bridge World*.

BIDDING SPACE. The amount of room used in terms of bids that have been skipped. A response of 1♥ to 1♦, for example, uses no bidding space, but a response of 2♣ would use up a good deal of bidding space. The general theory is that the length of a suit tends to increase as the bidding space consumed in bidding increases.

BIFF. Colloquial for ruffing the led suit, particularly a winning card on an early lead.

BIT. British colloquialism for a low card. “Ace-bit” means a doubleton ace.

BLANK. A void. Used as an adjective, it indicates lack of a protecting small card for an honor, as a singleton or “blank” king. As a verb, it means to discard a protecting small card, as to blank a king. Blank honors, whether singleton or doubleton, are slightly devalued in most point-count methods.

BLANK HAND. A hand with seemingly no trick-taking potential, also sometimes referred to (usually erroneously) as a yarborough.

BLIND LEAD. The first lead on any hand, so called because the opening leader has not seen the dummy. This term is particularly applied when the leader’s partner did not bid, and the declarer’s side has bid only one denomination. Terence Reese is quoted as saying, “Blind leads are for deaf players.”

BLITZ. A decisive win, usually in a session of Swiss teams play, that results in one side scoring zero IMPs or losing 20-0, 25-0 or 30-0 in Victory Points.

BLIZZARD. British colloquialism for a worthless hand.

BLOCK. A situation in which entry problems within a particular suit make it difficult or impossible to cash winners or possible winners in that suit.

BLOCKBUSTER. A bridge hand of seemingly tremendous trick-taking potential. From time to time, however, these hands have weaknesses and give rise to very large sets when the partner’s hand contains no protective features and the trump suit divides unfavorably.

BLUFF. A bid or play made with deceptive intent.

BLUFF FINESSE. A play undertaken as though is it a legitimate finesse, as when leading the queen, holding Q-x-(x), from hand with A-x-(x) in dummy.

BOARD. (1) A duplicate board. (2) The table on which the cards are played. (3) The dummy’s hand, so called because it lies on the table.

BOARD-A-MATCH. A method of playing multiple team matches in which each team plays against a variety of opponents and each board is worth one point. The format was prevalent at one time in North America but has been largely displaced by Swiss teams, which is scored by International Matchpoints (IMPs).

BOARD-A-MATCH SWISS TEAMS. The difference between this type of Swiss Teams and others is the method of scoring. After play is finished and the teams compare scores, one matchpoint is awarded for each board won, and half a matchpoint for each board tied. The margin of difference on any board is of no consequence – winning a board by 10 is the same as winning a board by 4000 – it’s one. This type of game is rare.

BODY. A term used to describe a hand with useful intermediate cards such as 10s, 9s and 8s. Some authorities advocate counting a 10 as half a point, sometimes only for notrump purposes. The 10 is of greatest value in combination with one or two higher honors, such as K-10-x, Q-10-x or K-Q-10. It has least value when isolated (10-x-x) or in a

solid suit (A-K-Q-J-10). Similarly, a 9 may be valuable in combination (Q-10-9) but almost worthless in isolation.

Body may be a decisive factor in making a bidding decision. For example:

♠ K 10 5 4 ♥ A Q 9 ♦ Q 10 9 ♣ K J 8

This hand counts 15 points in high cards, but the intermediate cards make it a “good” 15, and most experts would treat it as a 16-point hand.

Body is a factor to consider when making a borderline opening bid. As the bidding proceeds, a player can often revalue his intermediate cards. A holding of 10-9-2 is certainly worthless if the bidding marks partner with a singleton or a void, and very probably worthless opposite a doubleton. But there is a good chance that the 10-9 will be valuable opposite a probable three card suit: Partner may have something like A-J-3, K-J-3, or Q-8-3.

BONUS. A term used in all types of bridge to describe various premiums given under the scoring rules to sides or partnerships who accomplish specified aims.

In rubber bridge, bonuses are awarded for the winning of the rubber by scoring two games before the opponents have scored two games. A bonus of 700 points is credited to the side winning a two-game rubber before the opponents have won even one game. If the opponents have won a game, the bonus becomes 500 points. A bonus of 50 points is paid any side scoring a successful doubled contract, and similarly, 100 for making a redoubled contract. A bonus is scored above the scoring line for a side that, in the given deal, has held honors in trump or all the aces in one hand at notrump. This bonus is either 100 or 150 points. Bonus scores are given to sides that successfully bid and make a slam. If a rubber of bridge has to be terminated before its regular conclusion, a bonus of 300 points is given to a side that is a game ahead. A partscore (below-game score) earns a bonus of 100 points.

In the Chicago format, bonuses can occur on each of the four deals. In this type of contest, each deal is really almost a separate game of itself. A non-vulnerable side scoring a game in Chicago is credited with 300 points immediately, a vulnerable side 500. Slam bonuses are the same as in rubber bridge, and honors are likewise scored. A partial score achieved on the fourth or final deal, however, acquires an extra bonus of 100 points. This bonus is awarded only for partials actually acquired on the last deal – there is no premium for a partial remaining open at the conclusion of a four-deal chukker.

In duplicate bridge, a bonus is awarded for making any partscore on a given deal. The bonus is 50 points. The regular slam premiums apply in duplicate scoring as explained previously, but there are no bonuses for honors, except in total-point scoring. In duplicate, the regular Chicago bonuses for games bid and made apply, e.g., 300 for making a non-vulnerable game and 500 for making a vulnerable game.

BOOK. The tricks won by a side that have no value in the score. For the declarer, the first six tricks taken constitute his book. For the adversaries, book is the number of the declarer’s bid subtracted from seven, or the maximum number of tricks the adversaries may take without defeating declarer’s contract.

The origin of the term apparently lies in the old practice of forming the first six tricks into a “book” by placing them all in one stack.

BOOK GAME. Style of game played by one who is acquainted with the situations described in books about bridge and who rigorously follows this pattern of bidding and play. It features theoretical knowledge but implies lack of skill from practice and lack of versatility. A “book player” is one who plays a “book game.” A.W. Drayton, in *Art of Practical Whist*, noted, “The book player is a safe partner, but is not very dangerous as an adversary.”

BOTH VULNERABLE. A term applied to the situation when both sides are subject to larger awards and penalties. In rubber bridge, a side becomes vulnerable by winning a game during the rubber. The side that wins the second game out of three wins a 500-point bonus. In Chicago, the vulnerability situation is predetermined – both sides are vulnerable only on the fourth deal. In duplicate, once again the vulnerability is predetermined. The vulnerability is set up in 16-board segments. Both sides are vulnerable on boards 4, 7, 10 and 13. Only North-South are vulnerable on boards 2, 5, 12 and 15. East-West are vulnerable on boards 3, 6, 9 and 16. Neither side is vulnerable on boards 1, 8, 11 and 14. A side that is vulnerable has to be more careful about taking chances and saves because the penalties are substantially higher. At the same time, in team play it pays to go for the game because the bonus points are substantially higher. In England, both sides vulnerable is known as “game all.”

BOTTOM. In tournament play, the lowest score on a particular deal in the group in direct competition. It is extended, in conversation, to indicate an excruciatingly bad result.

BOX A CARD. To place a hand in a duplicate board with a card, usually not the top card, turned face up.

BREAK. The distribution of outstanding cards in a suit in a manner favorable to declarer. This may imply that a suit was divided evenly or nearly so, or that an adversely held honor was positioned so that it did not develop into a winning trick. The term “break” is also used to indicate the actual distribution of cards outstanding in the suit; or with the adjective “bad” to indicate unfavorable distribution from the declarer’s standpoint. In most contexts, “split” may be used as a synonym for “break,” both as a noun and a verb: “The suit split (or broke) badly (or well).” “There was a bad split (or break) in spades.”

BREAK ROUND. Breaks from the game, usually five minutes, given for smoking, restroom, etc. This has the added benefit of enabling the slow pairs to catch up.

BREAKAGE. A rubber bridge term for rounding off the score to the nearest 100 points.

BRILLIANCY. Exceptional play or defense that may qualify the player for honor awards.

BRING IN. To establish a suit and make effective use of the established winners. The ability to bring in a suit may be affected by considerations of entry, tempo, controls or ducking or by the suit combinations in the suit being established.

BROKEN SEQUENCE. Combination of at least three high cards with at least two of the cards in sequence. There is a difference of opinion about what constitutes a broken sequence. One camp says the non-touching honor must be the highest honor of the sequence (A-Q-J, K-J-10, Q-10-9) and that any other combination (A-K-J, K-Q-10, etc.) should be described as an interior sequence. The other camp asserts that a broken sequence applies to both combinations.

BROKEN SUIT. A suit containing no honor cards in sequence.

BUMBLEDOG AND BUMBLEPUPPY. Humorous terms applied to inept players or poor play in whist.

BUMP MITCHELL. An adaptation of the Mitchell movement invented by Forrest Sharpe for the accommodation of a half table. The game is set up as if there were no half table (extra pair) and boards are distributed to all the full tables only. If the number of full tables is even, a skip at the normal time will be necessary.

The extra pair plays North-South, sitting out the first round and taking the highest North-South number. At round two, this pair replaces the North-South pair at Table 1 and stays at Table 1 for the rest of the session. The North-South pair originally at Table 1 sits out the second round and bumps the North-South pair originally at Table 2 on the third round, remaining at Table 2 for the rest of the session. In like fashion pair 2 bumps pair 3, pair 3 bumps pair 4, etc., until the end of the session. It is convenient and logical, but not necessary, to actually change the number of a table to match the number of the North-South pair sitting there. It also is not necessary for the pair sitting out to physically supplant another pair. The pair with the highest North-South number keeps their own table.

At round 2, the North-South pair at Table 1 sit with no opponents and no board (as if they did not exist). On round 3, the North-South pair at Table 2 sit with no opponents and no boards, etc.

The pairs who sit out must be factored up the proper amount so that their scores may be compared with those of the ones who did not sit out.

All boards are in play every round, so all have the same matchpoint top, no matter how many rounds are played. A complete movement is not required.

The total number of rounds possible is one fewer than the number of full tables. For example, nine rounds are possible with 10½ tables.

This movement is not acceptable if 7½, 9½ or 13½ tables are in play and one desires to play seven rounds of four boards, nine rounds of three boards and 13 rounds of two boards, respectively. Now rarely used.

BURNER. A colloquialism used in bridge tournaments to refer to photocopies of raw scores (*i.e.*, not matchpointed) made available to players a few minutes after the end of a session. The term is also used to describe the machine used to produce the burner. Computer scoring has made this obsolete.

BUSINESS DOUBLE. A penalty double. A penalty pass can convert a takeout double to a business double.

BUST. Bridge slang term for a seemingly valueless hand.

BUSY CARD and IDLE CARD. Essential elements for a squeeze as described in the chapter on that topic.

BUTCHER. Colloquialism to indicate a bad misplay: "He butchered the hand." An alternative term is *misere*.

BUY. In a competitive auction, to make a bid that the opponents do not contest. "He bought it for three hearts."

BYE. (1) In team-of-four competition, an advance to a later round without playing a match. This occurs at some point in the play in order to reduce the field to a power of two.

(2) In pairs contests, a bye stand is used as a temporary resting place for boards not in play during a particular round.

(3) In pairs matches, when an uneven number of pairs compete, there is one table, a bye table, at which traveling pairs find no opponents, or where a stationary pair has no opponents come to them.

(4) A slang term, unsanctioned by bridge law, for "I pass." Sometimes also "Bye me," or "I go bye." Such terms are to be avoided because, unless they are always used, they infringe the warning against different designations for the same call.

BYE STAND. A stand, chair or small side table where one or more sets of boards rest during rounds in which they are not in play. The bye stand is usually placed in such position that the boards will be conveniently available to the table where they will be in play next.

Bye stands also are common in all Howell and three-quarter movements, as well as some team movements. Also called a relay stand or a relay table.

CADDY. An assistant at a bridge tournament. Duties of the caddy are to dress the tables (putting pickup slips, pencils and private scores on the tables), pick up the completed entry blanks and score tickets (pickup slips), assemble the boards at the conclusion of play and otherwise be useful. In pairs events or team events scored by board-a-match, the caddy picks up the score slips at the completion of each round and assists the scorer in checking doubtful slips.

Today, many tournaments and even some clubs use wireless electronic scoring, as has been the practice at world championships for many years. Where electronic scoring is used, score slips are on hand only as backup in case of failure of one or more machines or, less frequently, the entire system. In those games, fewer caddies are needed.

The job of the caddy in a knockout or Swiss teams does

not involve pickup slips. Instead, the primary job of the caddy is to move played boards between tables in the various matches.

CALCUTTA. A duplicate tournament with a feature making possible a fair-sized financial gain to any player or other participant. After entries have been made, an auction is held at which players, spectators and others bid for and buy the contesting pairs. The money bid for the players is put into a pool that is distributed to the purchasers of the winning entries. In addition, cash prizes or other worthwhile stimuli are provided so that the contestants themselves have a stake in the results. It is usually a proviso that a contestant may purchase from the buyer up to a 50% interest in his own partnership at the original price.

Because of the gambling feature involved in auctioning of the participants, ACBL does not sanction calcuttas, and masterpoints are not awarded. However, ACBL directors are permitted to run these tournaments.

The most famous calcutta is the Cavendish Invitational Pairs played over Mother's Day weekend each year in May.

CALIFORNIA SCORING. An obsolete method of computing the East-West pairs' matchpoint scores by assigning them the same score as their North-South opponents, rather than the reciprocal. Using this method, the East-West pair with the lowest score is the winner. Alternatively, each East-West score may be subtracted from the maximum possible matchpoint total to produce the same score that would have been achieved using regular matchpoint scoring methods. California scoring derived its name from its popularity, primarily in California and other Western clubs. Computer scoring made it obsolete.

CALL. Any bid, double, redouble or pass.

CAPTAIN. Teams representing major bridge countries in international play normally have a non-playing captain (although Great Britain won European Championships in 1948, 1949 and 1950 with Maurice Harrison-Gray as playing captain). The captain's chief function is to decide who shall play at each stage in the contest, taking into account such factors as the ability and stamina of the players at his command, the caliber of the opposition, the closed and open room, and vugraph. In addition, the captain represents the team in discussions relating to the conditions of play, and in protests and appeals. He also acts as the team's spokesman on all social occasions.

CAPTAINCY. The control of the auction assumed by one partner in certain situations.

CARD SENSE. A special aptitude for playing card games, specifically (in this context) bridge.

Until psychological research and Army selection procedures satisfactorily demonstrated the existence of special aptitudes, there was considerable controversy about whether card sense existed.

Although he changed his mind later, Ely Culbertson was

originally among the skeptics, commenting as follows: "One hears a good deal about that elusive something called 'card sense.' It is spoken of as though it were some mysterious, deeply inborn faculty that cannot be taught. Lack of 'card sense' is always said to be the great bugaboo blocking the prospective bridge player's path to improvement. As a matter of fact, 'card sense' – whatever those who use the term mean – is a certain facility at cards shown by some players and entirely lacking in others."

Among good bridge players, it is virtually impossible to distinguish between what is the result of card sense and what is the result of experience. Card sense is more easily distinguishable among beginners, where it appears to be a compound of various elements: intelligence, interest and youth.

There is probably a high correlation between ability to learn the elements of bridge and mathematical aptitude, and a somewhat lower correlation with intelligence quotient. Related: Table Feel.

CARDS. Used in a colloquial sense, usually in describing the meaning of certain doubles to mean high-card strength. Applicable in the term "card-showing double."

CARRYOVER SCORES. Under ACBL regulations, certain events in tournaments of sectional or higher rating are conducted in more than one session. These events may involve elimination of some of the contestants from the main event. Methods for determining carryover scores are the responsibility of the sponsoring organization.

CARVE. To badly misplay or butcher a hand (British).

CASH. To play a winning card while on lead.

CASH IN (also CASH OUT). To take a series of tricks by playing winning cards one after another. The term is usually applied to a situation where a player realizes that he is on lead for probably the last time during that particular deal and, while in control, decides to take his tricks then. The term can be applied to a declarer as well as defenders.

CAVALIER. A fourth "coat card" (face card) that is still maintained in some playing cards as an alternative to the jack.

CHALLENGE. A declaration proposed by Sidney Lenz in 1929 to replace the takeout double. It was used experimentally in one New York club, but received little support.

In the Fifties, the term was revived in a different sense, as an attempt to check artificial bidding. When any one player has made two bids, a positive bid can be challenged. The bidding then ends, and the contract reached is played redoubled. This plan, originated by Col. Cyril Rocke, also received little support.

CHANCE. The element of luck or hazard present in most card games but materially reduced in potency as a feature in bridge. Chance in bridge is usually concerned with the quality of the cards dealt in rubber contests, but even this should

become relatively equal to both sides over a long period of time. The number of points held by a player or partnership tends to approach the theoretical expectation over a long period, although the absolute difference may increase. In play situations, chance can be a factor, but the expert player will tend to reduce its influence by applying skill and mathematical deliberation to situations where a lesser player would merely play on and attribute any failure to bad luck.

In duplicate, chance can be a considerable factor in the short run. Good contracts fail and bad contracts succeed. Deals that represent borderline games and slams are likely to favor one side at the expense of the other. Less obvious, but equally important, is the chance of playing the right opponents at the right moment. With luck, you will play against good opponents when they have no control of the bidding and play, and against weaker players when the bidding and play are slightly too difficult for them.

CHEAPEST BID. The most economical bid available at any particular point in the auction, such as 1♦ in response to or as an overcall of 1♣. Many conventional bids and systems make use of this principle of economy by attaching special meanings to bids of clubs at various levels, and occasionally to diamond bids. The same principle of economy is followed in making natural opening bids and responses.

CHEST YOUR CARDS. Holding your cards close to your chest so that they are not visible to an opponent, usually a request by another player. The culprit may have a vision problem or simply be careless. An alternative solution is to “lap the cards” – hold them in the lap where they are hidden by the table.

CHICANE. A term from bridge whist referring to a hand that is void of trumps. It was scored the same as three honors. In contract bridge, the term is obsolete in its original sense, though it is occasionally used to describe a void suit, as “chicane in hearts,” also the French term for any void.

CHUKKER. A term for four deals of Chicago. It is also used in a long team match for a group of boards followed by comparison of scores. The term is borrowed from polo.

CIPHER BID. Another little-used name for an artificial bid such as Stayman 2♣, which is essentially a relay.

CLAIM. The Laws (68A) defines a claim this way: “Any statement to the effect that a contestant will win a specific number of tricks is a claim of those tricks. A contestant also claims when he suggests that play be curtailed, or when he shows his cards (unless he demonstrably did not intend to claim – for example, if declarer faces his cards after an opening lead out of turn ...)” Related: Concession.

CLEAR A SUIT. At notrump play, to clear a suit is to force out, by continued leads of the suit, adversely held high cards so that the remainder of the cards in that suit are winners. At suit play, the term is used also to indicate a line of play in which

winners in one side suit are cashed before the balance are ruffed out so as to eliminate all cards of the suit from declarer’s and dummy’s hands. If a trick is lost to the defense later, a further lead of this suit gives declarer the option of ruffing in one hand while discarding a potential loser in the other. This is part of an “elimination” play.

CLOSED HAND. The hand of the declarer, as distinct from the open hand, now legally referred to as the dummy. The term dates from bridge whist, which introduced the idea of an exposed hand visible to the other players.

CLOSED ROOM. In team-of-four matches, particularly in knockout matches, the two pairs of a team play in different rooms or different areas of the same room. One of these rooms is designated the open room, one the closed room. Normally, spectators are permitted in the open room, and these spectators are free to come and go, without hindrance. However, if spectators are permitted in the closed room, they are restricted to one table and are not permitted to leave until the match they are watching is terminated. As soon as one of the matches in the closed room has been terminated, the original open room becomes a closed room to which no other spectators are permitted entrance, and to which no contestant or spectator may be readmitted after leaving until the last open-room contest has terminated.

In important matches where arrangements are made for play-by-play relaying of information to a large group of spectators via vugraph, the boards are originally played in a closed room with a starting time appreciably earlier than that for the replay. Thus, information may be kept from the players in the replay but made available to spectators, who can contrast the results of the first play with what is going on in the replay. Spectators therefore are more fully informed of what has gone on than are the contestants.

In some major events such as the European Championship, the open room is always open, but players are not permitted to leave the closed room until the open half of their match is completed.

CLUB. The symbol ♣, which appears on the 13 cards of the lowest ranking of the four suits in a bridge deck. It stems from the French (trefle), but the name seems to be of Spanish or Italian origin as a translation of basto or bastone. The outline of the club suggests a cloverleaf.

COAT CARDS. The original term in English for the three cards of each suit that represent costumed human figures: the king, queen and jack. In some countries, a fourth coat card, variously the valet or courtier, is included in the deck. The term has been superseded by a corruption, “court cards.” These are also referred to as face cards.

COFFEEHOUSE BRIDGE. Card playing in European coffee houses frequently featured conversational or other gambits designed to mislead opponents, and the term “coffeehouse bridge” became a synonym for legal but unethical gambits. Such questions as, “Did you bid a spade?” with a rising

inflection to inform partner of a sound spade holding in one's own cards, or, "What did you bid first over 1♦?" to right-hand opponent when one wants his partner to lead that suit against a notrump contract, are gambits that are easily caught. Such a player is ostracized at rubber bridge, and the offense is adjudicated in duplicate bridge when a director is present. Action on a doubtful hand after a slow pass by partner is somewhat harder to classify, but the ethical player will pass all such doubtful hands after such a slow pass by partner.

Conversational gambits, even when made without any devious intent, have no place at the bridge table among serious, ethical players.

COFFEEHOUSING. Indulging in unethical actions with full intent to mislead opponents.

	K J	
Q 2		A 5
	4 3	

The 4 is led from the closed hand, and West hesitates before playing the obvious 2. This is coffeehousing – an attempt to make the declarer believe that West was thinking of playing the ace. If this happens in tournament play, South should call the director and is likely to get redress under Law 73D2.

COLD. Bridge slang term describing an easily makable contract. In postmortem heat, players tend to exaggerate the degrees of coldness. Frigid and icy are similar terms. A colorful variation is "colder than a creek rock" or "crick rock."

COLOR. A rarely used term that distinguishes suit-play from notrump play. In the bidding, to "change the color" means to bid a new suit. The term is virtually synonymous with "suit." In non-English languages, the common term is color, not suits.

Originally there were four colors – white, red, blue and black. The associated symbols – the spear, the heart, the rhombus and the clover – became dominant in France and spread to other countries.

COMMAND BID. A term suggested by George Rosenkranz to describe a bid that commands partner to make a specific response, but (a) does not promise a holding in the commanded suit (compare this to the transfer bid); (b) promises no particular strength (compare this to the demand bid); (c) does not ask about the holding in any suit (compare this to an asking bid). For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♠	Dbl	Pass	2NT

By partnership agreement, South's bid of 2NT is the lebensohl convention. North is forced to bid 3♣, after which South has several options.

With the advent of conventions such as Puppet Stayman, the alternative term "puppet bid" has come into use along with the verb to "puppet."

COMPARISONS. At duplicate, comparisons are made between pairs (or players) who played a board in the same direction, and consequently under similar conditions of dealer, vulnerability, and holding.

COMPETITION. (1) Any duplicate bridge contest or (2) a bidding situation in which both sides are active.

COMPLEMENTARY SCORES. When two contestants play against each other in a matchpoint contest, their combined matchpoint scores add up to the matchpoint top available on that board, and the two scores are complements of each other. For example, if top score is 12 points and the North-South pair earns 8 points, the opposing East-West pair earns 4 points. Similarly if one pair earns 2.5 points, the opposing pair earns 9.5 points.

COMPLETE TABLE. In rubber bridge, four or more players. In club bridge, club rules sometimes specify six players as constituting a complete table. When a table is complete, no other player may cut in until or unless one of the players withdraws.

The alternative procedure, common in England, is for players to cut into any table at which a rubber is completed, provided only that three players may not cut in unless there is only one table in play. This arrangement produces a greater circulation of players.

CONCESSION. The Laws (68B) define a concession this way: "Any statement to the effect that a contestant will lose a specific number of tricks is a concession of those tricks; a claim of some number of tricks is a concession of the remainder, if any. A player concedes all the remaining tricks when he abandons his hand." Related: Claim.

CONDITIONS OF CONTEST. A statement governing the competition in an event. In general, there should be a preliminary statement as to the masterpoint requirements or other prerequisites for entry into the event, the number of sessions the event will run, the entry fee, how many qualifying sessions and how many final (or semifinal) sessions. In knockout teams, there should also be a statement as to such matters as the number of boards to be played in each match, seeding rights – *i.e.*, the rights exercisable by the higher-ranked team with respect to the choice of seats and opponents – any restrictions on the right to have two pairs who played each other in the first half of the match play against each other in the second half, the method of resolution of the match in the event of a tie, and so forth. In Swiss teams, the conditions of contest must include statements as to the form of scoring used, including the scale of victory points, if any. In a pairs event, a final statement, made up after the event is under way, includes the setup of the game, number to be qualified and method of qualification, whether at-large pairs will be qualified, computation of the carryover, and the setup of the final (or semifinal) session(s).

Under Law 78D and Law 80 (Laws), all such conditions become Law, and therefore have the full backing of Law.

CONDONING. An action immediately following an irregularity by the opposition that would have been a proper one if the preceding action had been proper.

At rubber bridge, an irregular bid can be condoned in

this way unless the non-offending side has drawn attention to the irregularity. In duplicate, such a bid can be condoned as a matter of bridge law. In both forms of the game, an irregular lead can be condoned in all circumstances. If a declarer leads from the wrong hand, a defender may follow in proper sequence, either on his own initiative or if his partner so requires.

CONFERENCE. A voluntary association of neighboring ACBL units or districts organized to further the purposes of the ACBL and of its member units. The powers of a conference are limited to those delegated to it by the member units. Reasons for organizing an ACBL conference include the promotion of matters of mutual interest, such as tournament attendance and the reduction of inter-unit and inter-district frictions.

CONGRESS. Another name for tournament, dating back to the days of whist. The term no longer is used in North America but still is common as a synonym for tournament in other parts of the world.

CONSTRUCTIVE. A description applied to a bid that suggests game prospects but is not forcing. The partner will take further action more often than not. Equivalent to encouraging.

CONSTRUCTIVE BIDDING. Descriptive of an auction, usually without interference by the opponents, that is aimed at finding the best contract.

CONTESTANT. One or more players competing for a combined score. In an individual contest, each player enters as an individual, changing partners as the movement requires and receiving credit for his own score on each board he plays. In a pairs contest, players enter as pairs, playing with the same partner throughout for a common score on all boards played. In a teams contest, players enter as teams of four to six, changing partners among their own teammates as permitted by the conditions of contest, but competing for a common score. In World Bridge Federation events, it is usual to classify the non-playing captain as a contestant.

CONTESTED AUCTION. An auction in which both sides are bidding, often with at least one side aiming to disrupt the other side's communication

CONTRACT. (1) The undertaking by declarer's side to win, at the denomination named, the number of odd tricks specified in the final bid, whether undoubled, doubled or redoubled. (2) Informally, the game of contract bridge.

CONTRACT WHIST. A cross between whist and contract bridge. The four players bid in turn for the contract, but the play is that of whist, with all four hands concealed. The principles of the game were set forth in *Contract Whist*, by Hubert Phillips, published in 1932. Although played only occasionally, it is considered by some to be a game requiring high skill.

CONTRACTING. A word that signifies the act of agreeing to take a certain number of tricks in a deal of bridge.

CONTRACTING SIDE. Declarer and his partner. The opponents are the defending side.

CONTROLS. Generally, holdings that prevent the opponents' winning one, two or conceivably three immediate tricks in a specified suit. Also, specifically aces and kings. Many bidding systems incorporate control-asking bids.

CONVENIENT CLUB/CONVENIENT MINOR. Usually a staple of systems that require five cards to open the bidding with one of a major. This often forces opener to start with 1♣ on a three-card suit. Less often, a 1♦ opener is made on a three-card holding.

CONVENTION. A call or play with a defined meaning that may be artificial. The oldest convention is the fourth-best lead, which dates back to Hoyle about 1740. The oldest bidding convention is the takeout double, which is more obvious today than when it originated about 1912.

CONVENTIONAL. Describing a bid that is based on the use of a convention.

CONVERSATION. Conversation is carried on at the bridge table in the language of the bidding and the play of cards. Any other conversation during the bidding or play of the hand is distracting (and therefore discourteous), revealing (and therefore improper and even illegal) or misleading (as with coffeehousing). Although bridge is a social game, any socializing or gossiping should be confined to the short period of the deal, prior to the start of the game or during a refreshment intermission.

OUT OF HAND

BY BILL BUTLER



"Don't know that I'd give much for your chances of being lucky at love, either, for a while!"

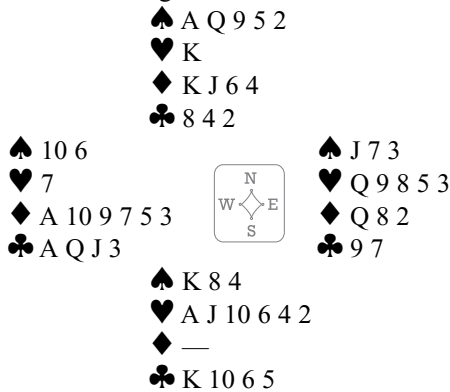
COUNT. A term used in three distinct senses, referring to: (1) the number of cards held in a suit, as in counting a hand or a count signal, (2) the strength of a hand, *e.g.* point count and distributional count and (3) the number of tricks that must be lost for the operation of a squeeze, as in rectifying the count.

COUP. A term that covers many different maneuvers: Bath Coup, Belladonna Coup, Crocodile Coup, Deschappelles Coup, Devil's Coup, Coup En Passant, Galileo Coup, Grand Coup, Idiot Coup, Merrimac Coup, Morton's Fork Coup, Pitt Coup, Robert Coup, Scissors Coup, Serpent's Coup, Trump Coup and Vienna Coup. All can be found in the Index.

The Alcatraz Coup, mentioned earlier in this chapter, is more of a reprehensible action than a bridge play.

The following is an example of a coup in which declarer arranges an extra trump trick in difficult circumstances.

Often, as is the case in the example, the coup has to be prepared by shortening the trump length, reducing it to not more than the same length as defender's.



South plays in 4♥ after West has shown the minor suits by an unusual notrump overcall. The ♦A is led and ruffed, and a heart is led to the king. South cashes the ♦K, ruffs a diamond, and plays three rounds of spades ending in dummy. A spade is ruffed, and a club is played. South must eventually make his two remaining trumps.

When the preparation of the coup makes it necessary to ruff a winner, the term Grand Coup is used. Single, double and triple grand coups refer to situations in which, respectively, one, two and three winners are ruffed.

COUP EN BLANC. A term formerly used by some writers instead of Duck – from the French.

COUP EN PASSANT. Described in detail in Advanced Plays chapter.

COUP WITHOUT A NAME. More widely known as a Scissors Coup.

COURT CARD. The king, queen and jack of each suit are represented by coated figures rather than pips, giving rise to the expression “coat card.” This term was corrupted to court card, probably because of the association with the figures in a royal court, and sometimes wrongly extended to include the ace.

COURTESY BID. A response made on a very weak hand to allow for the possibility that the opener has great strength. The courtesy response is never made in response to a major suit, partly because partner's next action may be a game bid and partly because the contract of 1♥ or 1♠ will be playable. The courtesy response with a very weak hand is often indicated if the opening bid is 1♣ and responder is short in clubs. If he is 4=4=4=1, for example, a 1♦ response avoids the risk of playing in a 3-1 fit and may improve the contract. But there is some risk. This situation illustrates a weakness of standard bidding vis-à-vis strong club methods.

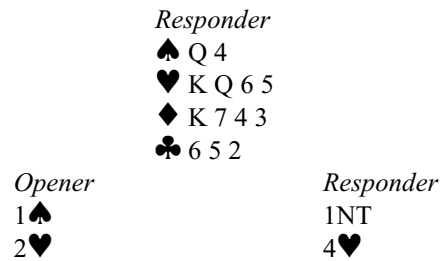
COURTESY OF THE TABLE. A former feature of the laws of auction bridge and the first laws of contract bridge. If dummy left the table, the defenders were required to take over dummy's duty of guarding declarer against the possibility of revoking. No penalty could be exacted against a declarer who revoked if the defenders had failed to ask the routine question, “Having no more?”

It was customary, although not legally necessary, for the dummy to ask for the Courtesy of the Table on leaving the table. This served to remind the defenders of their obligation in the matter.

This requirement was omitted from the first international edition of the laws, published in 1932.

COVER CARD. A method of valuation devised by George Rosenkranz as part of the Romex system, but applicable in any method.

Aces and kings are cover cards – also queens if they are likely to be effective. If opener's hand is measured in terms of losers – as in “losing trick count” – responder can judge how many of the losers he covers:



The opening bidder should have at most seven losers, and responder has four cover cards: ♠Q, ♥K Q and ♦K. Four of opener's losers are covered, leaving three, and game can be bid. If the ♠Q were the ♣Q, it could not be counted as a cover card, and a raise to 3♥ would be sufficient. Related: Losing Trick Count.

CRACK. As an adjective, an expert player, partnership or team. As a verb, there are three meanings: (1) to obtain bad results after a period of success; (2) to double; (3) to open a new suit during the play. The latter two meanings are bridge colloquialisms.

CROSSRUFF. To score trumps in each hand.

CUDGELS. The club suit.

CUMULATIVE SCORE. In tournament bridge, when an event is scheduled for more than one session of play and there is no elimination of players from the event, the winner of the event is decided by cumulative score – that is, the total of the scores made in each of the sessions.

However, should there be a different average score for the two or more sessions (owing to playing a different number of boards, a no-show for the second session, or other reason), the later sessions' scores are factored by a multiplier that makes the sessions comparable to the first session, so that a particularly high score in any session would carry the same weight as in any other session.

In rubber bridge, where the partnerships change from rubber to rubber, a cumulative score of points won or lost in each rubber is kept so that each player's status of winnings or losses is shown at the termination of each rubber.

In progressive or party bridge, the cumulative score is the totality of points won at all tables at which the player played. Generally, only plus scores are considered, and losses are not deducted before being entered onto the cumulative score sheet.

In knockout team-of-four matches, all points are scored both plus and minus for both pairs of both teams, and the team with a greater plus total than minus total is the winner. This is referred to as aggregate score (British usage) or total-point scoring and has been almost completely supplanted in head-to-head matches by International Matchpoints.

CURSE OF SCOTLAND. A term applied to the ♦9, for which various explanations are given, none completely authoritative. *Bridge Magazine* once listed six possible origins for the term as follows:

1. That in the once-popular round game, Pope Joan, the ♦9 was called the Pope, the antichrist of Scottish Reformers.

2. That the ♦9 was the chief card in the game *cornette*, introduced into Scotland by the unhappy Queen Mary.

3. That "Butcher" Cumberland wrote the orders for the Battle of Culloden, 1746, on the back of the card. This is very doubtful.

4. That the order for the Massacre of Glencoe (1692) was signed on the back of this card.

5. That the dispositions for the fatal field of Flodden (1513) were drawn up on it by James IV of Scotland. Both these last have only the slightest authority.

6. That it is derived from the nine lozenges that formed the coat of arms of the Earl of Stair, who was especially loathed for his connection with the Massacre of Glencoe and the union with England (1707).

CURTAIN CARD. A record of a hand in a duplicate board. The curtain card is placed in the board with the hand. The next player is thus able to determine that the hand he has taken from the board is the one that was to have been there. An advantage of curtain cards is that fouled boards are discovered immediately. This is similar to the Truscott Card.

CUT. (1) At the commencement of rubber bridge play, a pack of cards is spread, face downward, and each player draws one card, turning it face up. Rank and suit of these cards determine

the makeup of the first partnerships, and the original dealer. (2) At the conclusion of each deal, the cards are gathered together and reshuffled for the next deal. The new dealer presents the shuffled deck to the right-hand opponent, who cuts the pack by removing more than four but fewer than 48 cards from the top of the deck, and placing the cards removed alongside the balance of the deck, nearer to the dealer. The dealer then completes the cut by placing the part of the pack that was originally on the bottom above the part originally on the top. (3) A colloquial term for the verb "ruff," used commonly in Scotland. (4) To terminate a movement before the scheduled completion.

CUT IN. To assert the right to become a member of an incomplete table, or to become a member of a complete table at such time as it may become incomplete.

CUTTHROAT BRIDGE. 1. A name applied to a traditional three-handed game and to a four-handed game with flexible partnerships.

In the four-handed version originated by S.B. Fishburne of Tulsa OK and sometimes called "Reject" or "Let's Pick Partners," the opening bid must be natural and honest (at least 13 points in high cards, and at least four cards in the suit bid). The auction closes when a bid is followed by three passes; doubling and redoubling take place later. No partscore contracts are played: The cards are thrown in, and the deal passes.

The player who makes the final bid is always declarer, and after the final pass, he nominates one of the other three players as his partner. That player becomes the dummy, and moves into the seat opposite the declarer. Declarer's partner has the option of rejecting the partnership, in which case he scores with the defenders instead of with the declarer. Either defender may double and declarer (or dummy if he has not rejected) may redouble. A variation permits the dummy to reject and double.

A separate score is kept for each player, using normal contract scoring as far as possible. The rubber bonus is only 500 if either defender has a game. Only plus scores are recorded, so no entry is made on the score of the one, two, or three players who are on the losing end of a deal. In the final scoring, each player has a reckoning with each other player.

Honors are scored only by the player holding them. A player becomes vulnerable in the usual way. A non-vulnerable player scores 300 if his vulnerable partner scores rubber points.

A weak point in this version of the game was the rejection of part scores. 3NT was seldom played because a player with a weak hand could bid 4♣ or 4♦ without risk; unless someone made a higher bid, the hands were thrown in.

This gave rise to another version that gained considerable popularity in New York clubs: After the (natural) opening bid, the next player must make a bid of 4NT or higher. Some games include a goulash feature. A variation that includes a nullo feature (a player attempts to take no tricks) is called Razzle-Dazzle.

2. A term used to describe the manner in which some bridge players play: to go after every possible trick, whether as declarer or defender.

CUTTING FOR DEAL, PARTNERS. At the beginning of each rubber, in order to establish partnerships and determine the original dealer, the four participating players each draw a card from an unfaced deck. The two players drawing the highest ranking cards play as partners, and the player with the higher of these two is the dealer on the first hand. An alternative method of determining deal and partners for second and subsequent rubbers is called Pivot Bridge.

At Chicago, a method combining the cut and the pivot is frequently used, the cut establishing partnerships and deal for the first round, the highest cut card determining the pivot player. After the first round, the pivot player remains stationary and plays with his original right-hand opponent for the second round, and then with his original left-hand opponent for the third round. The pivot player, who deals the first hand of each of the three rounds, is often termed the “wheel.”

CUTTING OUT. It is frequently impractical to have exactly four players. When five players form a table, an order of omission from the table is established by drawing. The player with the lowest card sits out the first rubber, and other players sit out in their turn in the order thus established.

Alternatively, a fresh draw can be made after each rubber, with the lowest to sit out; only players who have not sat out participate in the draw. This is a matter of club procedure.

The draw for participation in the rubber is usually distinct from the draw, or cut, for partners.

DANGER HAND. The player who, should he gain the lead, can cash established winners or play through a vulnerable holding in declarer’s hand or in dummy (*e.g.*, K-x, when the ace is known or likely to be over the king). With options for developing tricks, an experienced declarer will select the option that, should it fail, will leave the “non-danger” on lead. Related: Avoidance Play.

DECK. (1) All 52 cards. In some sections of the world, all 52 cards are called the pack instead of the deck. (2) A wealth of high cards held either in one hand or over the period of many hands, as in the statement, “I had the deck.”

DECLARER. The player who first bid the denomination of the final bid. If the final bid is hearts, the player who first named hearts is the declarer. He becomes the declarer when the opening lead is faced, and controls the play of the dummy and his own hand as a unit.

DEAD. Bridge jargon to describe a player in a hopeless situation. It usually refers to the play of the hand, as in, “North made a killing shift, and I was dead.” Also said of a hand, especially dummy, which has been robbed of (or never had) an entry, or of a worthless holding, such as three low ones: “Dummy had three dead hearts.”

DEAL. (1) To distribute the 52 cards at contract; (2) the privilege of thus distributing the cards; (3) the act of dealing; (4) the cards themselves when distributed.

The dealer distributes the cards face down, one at a time

in rotation into four separate hands of 13 cards each, the first card to the player on his left and the last card to himself. If he deals two cards simultaneously or consecutively to the same player, or fails to deal a card to a player, he may rectify the error, provided he does so immediately and to the satisfaction of the other players. The dealer must not allow the face of any card to be seen while he is dealing. Until the deal is completed, no player but the dealer may touch any card except to correct or prevent an irregularity.

In duplicate, the cards may be placed into any pocket. If the sponsoring organization wishes, the dealing may be from computer printouts or by dealing machine.

DEALER. The player who distributes the cards in a game of bridge. At the start of a rubber of regular bridge or of Chicago, a cut is made for partners and for the deal privilege. The player who receives the highest card becomes dealer. The entire deck is given out one by one in turn to each player starting at the left of the dealer, each fourth card going to the dealer himself. The dealer speaks first in the auction by bidding or passing. Subsequent calls proceed normally in a clockwise direction.

The term dealer is also a specialized slang word applying to a person who knows how to cheat at cards by arranging or stacking the deck in such fashion as to give himself and/or his partner by far the best of the cards continuously.

DEATH HOLDING. A holding in a suit that seems an a priori certainty to kill the partnership’s chances of playing or defending successfully. Among the most common examples are (1) a holding of two low cards in the opponents’ suit in a deal with slam possibilities; with a low doubleton in one hand, it is likely that neither partner can adequately control the opponents’ suit for slam play; (2) a defensive holding of Q-x in front of a long suit headed by A-K in dummy or declarer’s hand; such a holding gives little hope of a trick on power, and no hope that declarer will misplay or misguess.

DEFEAT THE CONTRACT. To prevent the declaring side from making as many tricks as required by the final contract.

DEFENDER. An opponent of the declarer; one whose main aim is to attempt to prevent declarer from making his contract or to hold declarer to the fewest tricks possible.

DEFENDING HAND. Either opponent of the declarer; occasionally used in the bidding to refer to an opponent of the player who opened the bidding.

DEFENSIVE BIDDING. Bidding by a partnership after the opponents have opened the bidding, although at times the bidding by the opening side could be termed defensive.

DEFENSIVE TRICK. A card or card combination that may be expected to win a trick if an opponent becomes the declarer.

In some situations, a player with a solitary defensive trick may need to take positive action. If 6♥ is reached voluntarily and the bidding has indicated that 6♠ is a possible sacrifice, the player with a hand that is known to be very weak may

have the conventional agreement to double with one defensive trick. This should help partner make the right decision (which may still be to bid 6♠), and avoid a “phantom sacrifice” or “phantom save.”

Artificial uses of doubles and passes to reveal whether the partnership has enough defensive tricks to defeat the slam is part of a common agreement known as “double for sacrifice.”

DEMAND BID. A forcing bid. A term used occasionally to refer to a strong opening two-bid but otherwise obsolete.

DENIAL BID. An obsolete term indicating lack of support for partner’s bid.

DENOMINATION. The suit or notrump specified in a bid. A synonym is “strain.”

DESCENDING ORDER. The order of the rank of the denominations: notrump, spades, hearts, diamonds and clubs. The opposite order is up the line.

DEUCE. Another name for the 2, the card of lowest rank in a suit.

D.I. Declarative-Interrogative 4NT, which can be found in Conventions.

DEVIL’S BEDPOSTS. The ♣4.

DIAMOND. (1) The suit second lowest in rank, next above the club suit, represented by the symbol ♦. This represents the third estate, although the symbolism is not obvious. (2) The symbol. The suit originated in France in the 16th Century. The name obviously comes from the diamond-shaped lozenge used for the pips.

DINK. To shorten the trumps of dummy or declarer by forcing the hand to ruff. It is a little-used colloquialism today.

DIRECTION. The designation of North, South, East, West or the hand held by these players, respectively.

DISCARD. (1) To play a card that is neither of the suit led nor of the trump suit, or (2) the card so played. Colloquialisms for discard include ditch, pitch and shake. Defenders can and do convey information to each other by the specific nature of certain discards.

DISCIPLINE. The ability of both members of a partnership to follow an agreed system when partnership action is called for. The Roth-Stone system was the first to stress partnership discipline as a requirement, although all systems imply its necessity without stressing it. Discipline is considered a key component of a successful partnership and for a player individually.

The term can also describe actions taken against players who break the rules of the game. Disciplines run the gamut from reprimand to expulsion.

DISTRIBUTION. The manner in which the cards of a suit are dispersed among the four hands of a deal, or the manner in which the number of cards in the four suits are distributed in one hand. Variations in distribution are the basis of various bidding systems in use.

DITCH. A colloquialism for discard.

DOG. Colloquial description of a very poor hand.

DOUBLE. A call that increases the scoring value of odd tricks or undertricks of an opponent’s bid. A double can be made only over the opponent’s last bid with only passes intervening. Double has many meanings in today’s modern bidding beyond penalty.

DOUBLE DUMMY. (1) Play by declarer or defender(s) that cannot be improved upon, as though the person or pair could see all four hands, as in Double Dummy Problems (next entry).

Originally, double dummy was a two-handed form of whist in which each player had a dummy. Some players exposed all four hands, thus giving rise to the modern usage.

Some bridge-playing computer programs can look at the cards of the other three players during play in order to play as well as possible.

(2) Trademark of a two-hand contract game, introduced in 1975, in which each player has a dummy. Since each player already sees two hands, no dummy hand is put down on the table.

DOUBLE DUMMY PROBLEM. Problems in the play of the hand in which the solver knows the holdings in all four hands – as opposed to single-dummy problems, in which the solver can see only the declaring hand and the dummy. In double-dummy problems, the contract and the opening lead are specified. The software program known as Deep Finesse is a double-dummy deal analyzer.

DOUBLE TENACE. A tenace in which the sequence is broken in two places, such as A-Q-10, K-J-9.

DOUBLED INTO GAME. Making a doubled contract and collecting a game bonus that would not have been scored without the double – *i.e.*, any doubled contract, except 3NT, between 2♥ and 4♦.

DOUBLER. A player who has doubled.

DOUBLETON. An original holding of only two cards in a suit. If an opening lead is made from a doubleton, the top card is customarily led first. (A low lead from a doubleton is normal in Polish systems and also occasionally in Italian.) Related: Distributional Point Count.

DOWN. Defeated. Said of a declarer who has failed to make a contract. The term is used in various ways, such as, “We are down two” or “down 800,” meaning the side has failed to make a doubled contract by three tricks (four if not vulnerable) or has incurred a penalty of 800 points.

DRIVE OUT. To force the play of a high card, *i.e.*, to lead or play a card sufficiently high in rank to force the play of an adverse commanding card to win the trick, or to continue until this result is achieved, as in “drive out the ace.”

DROP. To capture an adverse potential winning card by the direct lead of a higher card or series of higher cards, as to drop an unguarded king by the play of an ace; also, the play that is aimed at capturing an adverse card, as to “play for the drop” instead of finessing.

Whether to finesse or play for the drop is generally a case of determining the correct mathematical probabilities. However, this preference is considerably modified by information derived from the bidding and play, and it is the policy of good players to obtain as much information as possible, inferential as well as exact, before committing themselves.

For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	Pass	Pass	1NT
Pass	3NT	All Pass	

If East shows up with an ace or king during the play, it is highly unlikely that he will hold another high honor or he would not have passed his partner’s opening bid. It would therefore be indicated for South to disregard the mathematical probabilities and confidently place all missing honors in the West hand.

DROP-DEAD BID. A bid that tells partner to do no more bidding. The most common bid of this type is a two-level non-conventional response (2♦, 2♥ or 2♠) to 1NT, showing a weak hand – or at least no interest in exploring for game. Another common variety is a 3NT response to 1NT.

DUB. (1) A player whose game is below the standards of the players with whom he competes. (2) A doubleton (colloquial).

DUCK. To deliberately not win a trick when one had the possibility of so doing. This is a common tactic in card play.

DUFFER. A bridge player of inferior ability.

DUMMY. (1) The declarer’s partner after he has placed his cards face up on the table, which is done immediately after the opening lead is faced by the opponent on the declarer’s left; (2) the cards held by the declarer’s partner, also called the dummy’s hand. The name originated in dummy whist, in which there were only three players, the fourth hand being exposed as the “dummy,” an imaginary and silent player. The dummy in bridge takes no part in the play; he may not suggest by word or gesture any lead or play, but at the conclusion of play, he may call attention to irregularities. In North America, dummy may ask partner if he has any or none of the suit led to prevent a revoke. If dummy looks at his partner’s hand or the hand of either adversary, he forfeits his right to protect his partner from revoking.

DUMMY PLAY. The management of the assets of the declarer and the dummy, synonymous with “declarer’s play.”

DUMMY REVERSAL. A procedure by which declarer takes ruffs in his own hand – which usually has longer trumps than dummy – rather than the dummy.

DUPLICATE. A term applied to the playing of the same deal of cards by more than one table of players; successively applied to whist, auction bridge and contract bridge.

DUPLICATE BOARD. Also known simply as a “board.”

DUPLICATION OF DISTRIBUTION. More widely known as “mirror distribution.” This occurs where the suit lengths in a partnership’s hands are evenly matched. A distributional flaw that limits the trick-taking potential of a pair of hands, it manifests itself in the absence of a long suit that can be developed.

♠ A Q 10	♠ K J 9
♥ K Q J 9	♥ A 10 6 2
♦ A 10 3	♦ 9 7 6
♣ 6 4 2	♣ Q 7 3

The presence of a long card in either hand would permit the development of an additional trick, but with the above distribution, no game contract is likely to be fulfilled, though sufficient values are held.

DUPLICATION OF VALUES. A concentration of strength and control in the same suit between two partners.

DUTCH ENTRY. An entry card in dummy that is not real because declarer has a void in that suit. When declarer fails to cash this card the last time he is in dummy, declarer reinforces the impression that the card is a genuine entry.

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
5♥	5♠	1♥	4♠
		Dbl	All Pass

West led a heart to East’s ace. East cashed the ♥Q and shifted to the ♦2. South expected all three missing trumps to be with East because East had doubled, attempting to keep West from bidding 6♥. However, he needed two entries to dummy if East covered the ♠9. But South took advantage of the fact that East did not know that the ♣A was not an entry. He won the ♦A in dummy and led the ♠9.

East could not see the point of giving away the situation, so he played low, as did South, who cashed the ♣A for a diamond discard and then took a second trump finesse through East.

EAST. One of the four positions at the bridge table. East is the partner of West and the left-hand opponent of North.

EASY ACES. The four aces are divided 2-2 between the opposing pairs.

ECHO. A high-low signal. In England, it is called a “peter.”

ECONOMY OF HONORS. A technique in card play intended to preserve honor cards from capture by opposing honors or trumps.

EIGHT or **EIGHT-SPOT.** The seventh-highest ranking card in each suit, having eight pips of the suit to which it belongs on the face.

EMPTY. A colloquial term indicating that the spot cards in a suit are of no value. “King empty fourth” means a four-card suit headed by the king with poor spot cards.

ENCOURAGING. (1) A term applied to a bid that strongly urges partner to continue to game. Similar to invitational. (2) A term applied to a defensive signal by which a player urges his partner to continue playing the suit led.

ENTRY. (1) The form used for entering events at bridge tournaments and clubs. At tournaments, the entry blanks are used to control seating assignments, in particular to assure proper seeding (certain entries are set aside for known expert players so that in multi-section events, the top players do not end up in one or two sections).

(2) A means of securing the lead in a particular hand.

EQUAL VULNERABILITY. Both sides are vulnerable or both sides are not vulnerable. The vulnerability is a significant factor in competitive bidding decisions, notably when the vulnerability is “favorable” to one side (not vulnerable when the other is) or “unfavorable” (vulnerable when the other is not).

EQUALS. Cards that are in sequence, or cards that are effectively in sequence because all cards of intervening rank have been played.

ESCAPE MECHANISM. Usually an SOS redouble. Related: Wriggle.

ESCAPE SUIT. A long suit held in reserve by a player making a gambling or psychic bid. An overcall of INT by a player with a weak hand and a long broken suit is a well-worn tactic. It is not difficult to expose the maneuver by doubling and forcing the overcaller to escape into his suit, but the tactic has some positive value: A weak hand with a long suit might otherwise be shut out of the auction unless weak jump overcalls are being used.

A psychic bid in a short suit with an escape suit in reserve is seldom tried because it tends to be more dangerous to partner than to the opponents.

The Gambling 3NT represents a regular systemic use of a bid with an escape suit.

ESTABLISH. To make a suit or an individual card good by forcing out the opponents’ guards or winners. For example, you can establish four tricks with K-Q-J-10-9 of a suit by driving out the ace.

ESTABLISHED CARD. A card that has been promoted to winning rank after all higher-ranking cards in the other hands have been played.

ESTABLISHED ENTRY. An entry developed by driving out a higher card.

ESTABLISHED PARTNERSHIP. Two players who compete as partners often enough to have a thorough understanding of the methods they use. Some of the more famous established partnerships include Eric Rodwell-Jeff Meckstroth, Bobby Levin-Steve Weinstein, Geoff Hampson-Eric Greco, Benito Garozzo-Giorgio Belladonna, Bob Hamman-Bobby Wolff, Edgar Kaplan-Norman Kay, Lorenzo Lauria-Alfredo Versace, Adam Zmudzinski-Cezary Balicki, Chip Martel-Lew Stansby.

ESTABLISHED REVOKE. With one exception, a revoke that may not be corrected. A revoke becomes established as soon as the revoking player or his partner leads or plays to the next trick, or, if the revoke is made in leading, as soon as the revoking player’s partner plays to the trick on which the revoke is made; or by the act of making a claim. A revoke made on the 12th trick must be corrected.

ESTABLISHED SUIT. A long suit in which a player holds all the remaining high cards, which at notrump or after trumps have been drawn in a suit contract will all be winners when the suit is led and run. The object of notrump play is essentially to establish one or more long suits by drawing or forcing out whatever high cards the opponents may hold in that suit.

ESTIMATION. The attempt to judge the score that one is likely to have earned in a duplicate game. Generally a player estimates by comparing his result on a hand with those likely to be obtained elsewhere. As a result of this procedure, one can often alter one’s tactics toward the end of a session, playing a somewhat chancier game – known as “shooting” – if behind and needing “tops” to win, or playing “down the middle” if well ahead.

EVEN. A term applying to the equal distribution of the outstanding cards in a suit, as a 3-3 division of six outstanding cards.

EVENT. A contest of one or more sessions in duplicate bridge played to determine a winner.

EXCESS POINTS. When cumulative scoring was used in pairs competition, the limit placed on the number of points that could be scored was, for the defenders, 600 if not vulnerable, 900 if vulnerable; for the declarer, 800 if not vulnerable, 1000 if vulnerable. No limitation was placed if the contract was for a slam. Losers lost total points. Winners were credited only

with the maximum and the balance carried to a special “excess points” column used only for breaking ties. In England, the 600 maximum for defenders was 700. Since matchpoint scoring has almost totally replaced total-point scoring, this provision was omitted from the Laws of 1943 and thereafter.

EXHAUST. To draw all cards of a suit from the hand of any player. A player becoming void of a suit during the play is said to be exhausted of that suit, as distinguished from holding no cards of that suit originally.

EXIT. To “get out of one’s hand,” particularly when it is undesirable to have the lead, usually by making a lead that is not likely to jeopardize the value of any partnership holding.

EXIT CARD. A card by which one can exit from one’s hand, offering an escape from an opponent’s attempted throw-in or elimination play.

EXPECTANCY. What a player can expect in various circumstances governed by mathematical probabilities. (1) In the deal, a player’s expectancy is one ace, one king, one queen and one jack. (2) After looking at his hand and before any bidding has taken place, a player may expect his partner to hold one-third of the outstanding honor cards. (3) In some bidding situations, a player’s expectation of partner’s strength may be clear-cut. If a player with 17 points hears a bid of 1NT (15-17) bid on his right, the expectation of his partner’s hand is three to four points. (4) In the play, expectancy depends on more complex mathematical calculations (refer to tables in Mathematics). The trick expectancy from the most promising line of play in many situations is given in the Suit Combinations chapter

EXPERT. A player of conceded skill. The caliber of the player accorded this title will vary with the circles in which he regularly plays.

EXTRA TRICK. A trick scored in excess of the number of tricks required to fulfill a contract. In rubber bridge, such tricks are scored above the line and do not count toward game at their trick value. Extra tricks – also called overtricks - carry premium values if the contract has been doubled or redoubled. In duplicate pairs games, extra tricks are so highly regarded that a declarer often will risk his contract for an overtrick.

FACE (of a card). The front of a playing card, containing the suit and rank of the card.

FACE CARD. The cards that have a representation of a human figure, originally called coat cards, later court cards.

FACTORING. The process of adjusting matchpoint scores to the same base to make them comparable for ranking purposes. This used to be a monumental mathematical chore but is now automatic with computer scoring.

FALL, FALL OF THE CARDS. The play of a card or cards on a trick; the order in which they are played.

FALSE PREFERENCE. A return to partner’s original suit at the lowest level when holding greater length in the second suit. For example, holding:

♠7 5 4 ♥K 3 ♦Q 10 8 ♣A 7 6 5 4,

if partner opens 1♥ and rebids 2♦ over your 1NT response, a false preference to 2♥ could work out well if opener has a forward-going hand, perhaps:

♠A K 9 ♥A Q 10 7 6 ♦K 9 4 3 ♣J.

Keeping the bidding open will allow opener to make one more move.

FAST PAIRS. An event in which the speed of play is increased by a major factor. Instead of the usual seven to eight minutes allowed to play each board, the game is set up so that boards must be completed in five minutes. Sometimes this permits more boards to be played; more often this type of game results in a game finishing at an earlier time. Such a game often is called Speedball Pairs.

FAST PASS. An action at a speed that may improperly and unethically convey weakness. The prevention of a fast pass is one of the justifications for the skip-bid warning. When bidding boxes are in use, the Stop card takes the place of the skip-bid warning.

FAVORABLE VULNERABILITY. Not vulnerable against vulnerable. Penalties are smaller, so there are more opportunities for competitive bidding and sacrifices. Preempts are much more likely to prove effective, in part because vulnerable opponents will often push on instead of doubling for what might be a lesser score than the value of their game. On occasion, bidding on instead of doubling will result in a minus for the vulnerable opponents. Experienced players usually take the sure plus by doubling.

FEATURE, FEATURE SHOWING. A feature is usually defined as an ace or king (occasionally a queen) that may be of particular importance in a given deal. Showing of features in a hand through the bidding commences usually when a suit is agreed on and a game is assured. A familiar tool for responding to weak two-bids is to use 2NT as a feature-asking bid. Opener is directed to show a side ace or king if he is at the top of the range for his weak two-bid.

FIELD. All the players entered in an event.

FIELDING A PSYCHIC. An abnormal or unexpected action by the partner of a psychic bidder that protects the partnership and makes it appear that the player is aware of the psychic before it can legitimately be shown to have been exposed by the course of events. For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	Pass	2♥	3♦
Pass	Pass	Pass	

If West has opened with a psychic bid and East has 12 points, the psychic has been fielded – it is clear East knew West’s opener was a psych – and the partner will face action by a director and perhaps a committee. If South passes instead

of bidding and West passes, the psychic has been exposed and East can take any action he pleases.

Law 40C1 governs psychic bidding: "A player may deviate from his side's announced understandings always, provided that his partner has no more reason to be aware of the deviation than have the opponents. Repeated deviations lead to implicit understandings, which then form part of the partnership's methods and must be disclosed in accordance with the regulations governing disclosure of system. If the Director judges there is undisclosed knowledge that has damaged the opponents, he shall adjust the score and may award a procedural penalty."

FIFTH HONOR. The ten-spot of the trump suit.

FINAL BID. The last bid in the auction, followed by three consecutive passes. There can be no further bidding. The final bid becomes the contract.

FIRST HAND, FIRST SEAT. The dealer.

FIT. A term referring to the effectiveness or ineffectiveness of two partnership hands in combination commonly used to refer specifically to the trump suit. When the deal as a whole is considered, the fit may be distributional. With a sound trump fit, a shortage in each hand in different suits is likely to lead to an effective crossruff.

When both hands are balanced or even have identical or "mirror" distribution, this is considered an unsatisfactory fit. Fit can also be considered in terms of honor cards, which may or may not be effective in play.

FIVE or FIVE-SPOT. The tenth-ranking card in a suit, having five pips of the suit to which it belongs.

FIVE OR SEVEN. A phrase indicating the type of partnership holdings on which a successful play makes a grand slam, but if the play is not successful, the opponents can cash a second trick immediately, holding the result to five-odd.

In rubber bridge, probably the grand slam contract should be preferred, but there may be situations at duplicate where a six-odd contract is tactically better, even though this is neither the maximum nor the safest contract.

FIVE-BID. Any bid at the five level, to take 11 tricks if it becomes the final contract. As an opening bid, it indicates a hand of unusual power. As a bid made during the auction, it may be a slam invitation or part of a specialized slam convention. To play 5♠ or 5♥ voluntarily and fail is one of the most ignominious results possible at the bridge table. Experts prefer to estimate slam possibilities below the game level. A direct bid of five in raising partner can also be an advance save.

FIVE-ODD. A term indicating five tricks over the book, or 11 tricks in all.

FIXED. A colloquial term to describe a pair or team saddled with a bad score through no fault of their own. It was initially

applied to a situation in which an opposing player made a technical error or suffered a legal misadventure and gained a good result thereby. His innocent opponents, who suffered, but probably not in silence, can say that they have been fixed. Now it can be any successful good play by a bad player or even being in the wrong place at the wrong time, as when an expert reaches a difficult contract at one's table and brings it home. Some players have been known to complain about being fixed by their system, meaning that a bid that could extricate a pair from a difficult situation is not available because it has a meaning that would not be successful in the given case.

FLAG-FLYING. An obsolete colloquialism for a bid made with full consciousness of its failure if allowed to stand, in the hope of avoiding a greater loss if the opponents are permitted to play the contract. The term was used to describe a bid made after the opponents had apparently reached their final contract, rather than one interjected during the auction. In this way, it is distinguished from preemptive action. Preemptive bid, sacrifice and save are the modern terms.

FLAT. (1) Hand: A hand without distributional values, particularly one with 4-3-3-3 distribution. "Square" and "round" are also used to describe this type of hand. (2) Board: A deal on which no variations in result are expected in the replays. In team play, a board in which the two scores are identical and therefore do not affect the score – known as a "push."

FLIGHT. A division of a game in which competitors are separated according to the number of masterpoints held. Usually the top flight is open to all comers, while lower flights have upper masterpoint limits.

FLOAT. A colloquialism meaning that three passes follow. "1NT, float" means 1NT - Pass - Pass - Pass. A similar term is swish. In the play, declarer may be said to float a card when he leads it and passes it for a finesse.

FLOGGER. Refer to Back Score in this chapter.

FLUKE. A lucky profit. An extreme case would be represented by a player dropping a card that appears disastrous but produces a brilliant result. It would also be considered a fluke if an inexperienced pair – with all their mistakes working out to their benefit – won in a field of much more accomplished players.

FOLLOWING SUIT. The legal obligation of each player to play a card of the suit led if possible.

FORCE. (1) Noun: Any bid making it incumbent upon the bidder's partner to bid at least once more. (2) Verb: To cause to ruff; to cause a player to use a high card.

FORCED BID. A bid a player must make according to the system being played. When playing Cappelletti, for example, the partner of the player who overcalls 1NT with 2♣ must normally bid 2♦ if there is no intervening action.

FORCING. A bid or call requiring further action by partner.

FORCING BID. A bid that, because of system or convention, requires partner to keep the bidding open by making some call other than a pass if there is no intervening call.

Perhaps the most widely used forcing bids are the strong jump shift by an unpassed hand and a response of 1/1 (e.g., 1♣ - Pass - 1♥) or 2/1 (e.g., 1♠ - Pass - 2♦) by an unpassed hand.

FORCING CLUB. A bidding system in which a bid of 1♣ is strong, artificial and forcing. The most widely known system is Precision.

FORCING PASS. A pass that forces partner to take action – usually relevant in a competitive bidding context.

FORCING RAISE. Perhaps nothing in bidding has changed as much over the years as the way in which responder makes a forcing raise of opener's suit, particularly when the opening is in a major suit. A double raise used to be the only way to indicate a forcing raise. Today, in a non-competitive auction, the double raise usually is a limit bid (even a weak raise in some systems). Diverse methods of showing the forcing raise have been developed, and the most prevalent in tournament play is a response of 2NT to an opening bid of one of a major to indicate a hand with at least four-card trump support and game-going values. There are many other methods that carry the same message.

FORCING REBID. A rebid by the opening bidder to show sufficient values for game even if responder has a minimum for his action.

FORCING SEQUENCE. A series of bids that requires the bidding to continue.

FORWARD GOING. Synonymous with “constructive” in the context of bidding.

FOUR or **FOUR-SPOT.** The eleventh-ranking card of each suit, designated by four pips of the suit symbol on the face.

FOUR-BID. A bid at the four level to take 10 tricks if it becomes the final contract.

FOUR-DEAL BRIDGE. The Chicago form of rubber bridge.

FOUR-ODD. Four tricks over book, or ten tricks in all.

FOURCHETTE. An obsolete term for a tenace such as A-Q, K-J or Q-10.

FOURTH HAND. The fourth player to have the opportunity to make a call or play to a trick. The player to the dealer's right.

FOURTH-SUIT ARTIFICIAL. This usually refers to the convention known as fourth-suit forcing, which most players play as forcing to game.

FOUR-THREE-TWO-ONE COUNT. The elements of point-count hand evaluation.

FRAGMENT. A term describing a suit of two or more cards that is not long enough to bid naturally, usually a three-card holding. The bid of a fragment is designed to imply shortness in an unbid suit. Related: Splinter Raise.

FRAME. A colloquialism for a game. The term probably came from the appearance of the scoring pad used in rubber bridge: The vertical and horizontal lines, the edge of the single column pad, and the line drawn underneath the score when the game is completed “frame” the trick-score constituting the game.

FREAK HAND. A single hand or a complete deal of abnormally unbalanced distribution. Usually a hand in which one player has more than seven cards in one suit, or more than 11 cards in two suits.

The expert has a tremendous advantage in bidding more-or-less normal hands because he has learned how to handle virtually every possible bidding situation. There is one type of bidding situation, however, that even the greenest tyros handle as well (or as badly) as the expert. This is in the field of freak hands – hands that contain extremely long suits plus a void or two.

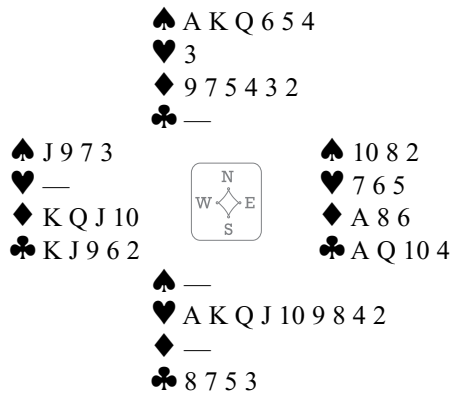
These hands defy scientific evaluation, and past experience is of no help in appraising these anomalies. So the expert, like the average player, has to guess what he should bid; and when it comes to guessing, anybody is as good as anybody else.

The two deals that follow were taken from North American Championships events. The first one arose in the Freeman Mixed Board-a-Match Teams of 1961.

OUT OF HAND BY BILL BUTLER

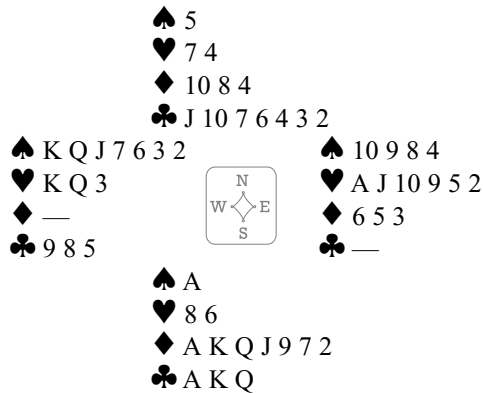


“So! - Does missing that slam seem so dreadful now that you've slept on it?”



Note that 7♥ by South is unbeatable because West has no trump to lead. South can ruff the probable diamond opening lead and ruff a club in dummy. The top spades enable declarer to pitch his other three clubs. In the unlikely event that North was declarer, a trump lead would defeat 7♥ four tricks.

Every player has run into situations comparable to the one contained in the next deal, and there is nothing one can do to prepare for it.



North-South vulnerable, South dealer, the bidding:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2♦
2♠	Pass	4♠	5♦
5♠	6♦	6♠	Dbl
All Pass			

West's only loser was the ace of trumps.

The annals of bridge contain many such swing hands, and there are legendary deals, such as the Mississippi Heart Hand and the Duke of Cumberland Hand.

FREE BID. A bid made by a player whose partner's bid has been overcalled or doubled by right-hand opponent. A similar term, now obsolete, is voluntary bid.

FREE DOUBLE. A double of a contract that represents a game if undoubled. Usually confined to rubber bridge, when a partscore will convert an earlier partscore into game. If both sides have a partscore, judgment of a high level is required. All players may be straining their resources.

Doubles of game and slam contracts cannot properly be described as free.

FREE FINESSE. A defensive lead that allows declarer to take a finesse without the risk of losing the trick, or which allows him to take a finesse that could not normally be taken.

FREE RAISE. A single raise of opener's suit after an overcall.

FRENCH SCORING. A method formerly used in tournaments sanctioned by the French Bridge Federation, now obsolete. The value of the fourth trick in notrump was reduced to 20, so that making 10 or more tricks gave the same score in notrump or a major suit.

FRIGID. Another variation on "cold," used to describe a contract that should make easily barring exceedingly poor play.

FULFILLING A CONTRACT. Taking as many tricks, in the play of the hand, as contracted for in addition to the book of six, *i.e.*, eight tricks in a contract of two. A bonus of 50 points is awarded for a less-than-game contract in duplicate, 300 for a non-vulnerable game and 500 for a vulnerable game.

GADGET. A general reference to a bidding tool that can be added to standard bidding methods but that is not part of any system. Examples include Unusual over Unusual (a defense to the unusual 2NT, which shows minors, when opener's suit is a major), Michaels cuebid and Puppet Stayman. Nearly all artificial bids could be considered gadgets.

GAME. The winning of 100 points below the line in rubber bridge. Game can be attained by bidding and winning a succession of two or more partscores, or can be bid in one contract after it is determined that the partnership has sufficient values in the combined hands. The first team to win two such games wins the rubber and the premium. In Chicago, a game may be bid and scored on each of four deals and it is theoretically possible for a side to win four games in one chukker.

GAME ALL. The situation when both sides are vulnerable. The term is rare in the United States but standard in England.

GAME BID. A bid for just enough odd tricks to complete the requirement for game in a particular suit or notrump. In duplicate bridge, this is a bid for 3NT, four of a major suit or five of a minor suit. In rubber bridge, if a pair has a partscore, a game bid usually requires fewer tricks – a partscore of 40 points, for example, would make 2NT, two of a major or three of a minor into game bids.

GAME BONUS. Points awarded for bidding and making a game. In duplicate and Chicago, the award is 500 if vulnerable, 300 if not vulnerable. In rubber bridge, the award is 700 for winning a rubber two games to none and 500 for winning a rubber two games to one.

GAME CONTRACT. An undertaking of a contract which, if successful, will earn enough points in trick-score to make or complete the 100 required for a game. In notrump, three-odd; in hearts or spades, four-odd, and in clubs or diamonds, five-odd tricks produce at least the 100 points necessary from a love score. With a partscore, lower contracts become game contracts. Some rubber bridge players will double a game

contract more freely than below-game contracts, although such tactics are misconceived. Related: Sucker Double.

GAME DEMAND BID. An obsolete term for a bid that, once made, imposes an obligation upon the partnership to keep the bidding alive until game is reached or a satisfactory penalty inflicted upon the opponents.

GAME-FORCING BID. A bid that announces that the partnership should reach a game contract or higher, and thereby establishes a game-forcing situation.

GAME-FORCING SITUATION. A sequence of bids that, taken together, commit both members of a partnership to reach a game contract. These are also known as forcing sequences.

GAME-GOING. A term applied to any hand or bidding situation that promises to develop a game for the partnership.

GAME IN. A colloquial expression meaning vulnerable.

GARBAGE. A colloquial term for a minimum type of holding whose majority values are in unsupported queens and jacks.

GET A COUNT. To determine during play the number of cards held in one or more suits by one of the hidden hands. This can also refer to getting a count on the location of the opposition high cards.

GIN. Colloquialism indicating total certainty of making a contract: "When the heart finesse won, I was gin."

GIVE COUNT. As a defender, to give a length signal to one's partner. Signals are covered in more depth in the Carding chapter.

GO DOWN. Fail to make a contract.

GO FOR A NUMBER. Suffering a heavy penalty, presumably in four figures, almost always doubled.

GO OFF. Fail to make a contract.

GO TO BED. Failure to take an obvious winner, usually an ace, and never taking a trick with it: "West went to bed with the ace of spades."

GO UP. To play a high and possibly winning card when faced with a choice of playable cards.

GOLDEN RULE. The Golden Rule of bidding, as laid down by Alan Truscott, is that a suit should not be bid twice unless it has at least six cards. This applies to opener, responder, and the opponents of the opening bidder. Beginners do well to adhere to this rule, which is valid more than 90% of the time. Experienced players will be aware of some exceptions: (1) when a fit has been established, directly or by implication, (2) after a 2/1 response, guaranteeing a rebid in the modern

style and (3) in a second suit. A player with 6-5 or 5-5 distribution can bid first suit, second suit and second suit again.

GOLDWATER'S RULE. The satirical suggestion by Tournament Director Harry Goldwater that an opening lead out of turn should generally be accepted (refer to Laws 54 and 56 for declarer's other options). The rationale is that a player who does not know whose turn it is to lead probably does not know the right lead either.

GOOD. An adjective used to describe a hand that is better than the simple point count would suggest, as in "a good 18." This may be owing to distributional factors, to the presence of body (10s and 9s), to the location of honors in long suits or to a combination of these items.

Also a description of a set of cards that have been established during play and are winners ready to cash. This usually occurs toward the end of a deal and is expressed in a claim by declarer: "My hand is good" or "Dummy is good."

In a wide sense, a player of a partnership holding good cards has more than a fair share of the honor strength. But the term is sometimes used in a more precise technical meaning, referring to honor cards that have improved in value as a result of the auction. In a competitive auction, the improvement may arise because the significant honors are over the opponent who has bid the suit – a positional factor.

GOREN POINT COUNT. Traditional method of valuation: ace = 4 points; king = 3; queen = 2; jack = 1. The method also incorporates distributional count.

GOULASH. A deal in which the cards are not shuffled. They are dealt five to each player for two circuits, and finally three to each player. The name is apparently derived from Hungarian goulash, a highly spiced mixture of meat and vegetables, and is intended to suggest a spicy and unusual mixture of cards.

Players sometimes agree to play goulash when a deal has been passed out, particularly in private or commuter games. Goulashes are standard in Cutthroat Bridge and Towie.

A goulash is sometimes referred to as "mayonnaise" or "hollandaise."

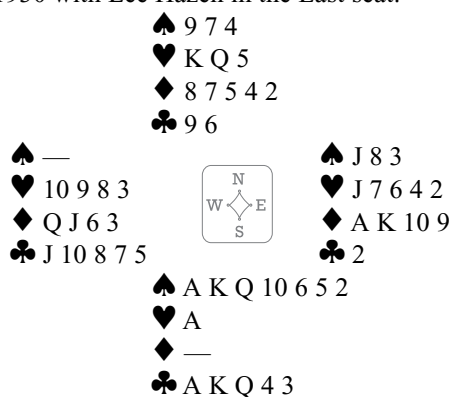
GRAND SLAM. The winning of all 13 tricks by the declarer. The bonus for a grand slam, 1000 points when not vulnerable and 1500 when vulnerable, make a grand slam, bid and made, one of the best-rewarded accomplishments at rubber bridge, and one of the more effective methods of shooting at duplicate. While the general tendency among rubber bridge players is to avoid bidding grand slams except in ironclad situations, the mathematics of the game suggest rather freer acceptance of the risks involved in view of the large rewards.

For a brief period (1932-1935) the grand slam bonuses were higher than they are now: 1500 non-vulnerable, 2250 vulnerable.

GRASS ROOTS. A term used by ACBL to describe an event for which qualification begins at the club or unit level. Pairs or teams that qualify must further qualify at the district level in

order to compete in the final stages at one of the ACBL major tournaments. The pairs events are known as North American Pairs and Grand National Teams.

GREEK GIFT. A trick offered to the opponents which, if accepted, leads to disaster. The following example was played around 1930 with Lee Hazen in the East seat.



Neither side was vulnerable. The bidding:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1♥	2♥
4♥	Pass	Pass	6♠
All Pass			

West led the ♥10 against 6♠ and South took his ace. He then made a tricky play by leading the ♠10. He assumed that somebody would win this, and he would be provided with the dummy entry he needed to dispose of his club losers.

Hazen was about to take his jack, but paused to consider. Why was South being so generous? Was it a Greek Gift? It was clear from the bidding that South had no more hearts, so he must be trying to create an entry. The ♠10 was allowed to win, and South did not look pleased. His next move was to lead the ♣A and ♣K.

Fully alive to the situation, Hazen refused to ruff, dooming South to defeat. If he tried for ruffs, he would be over-ruffed, and if he did not, West would score two club tricks.

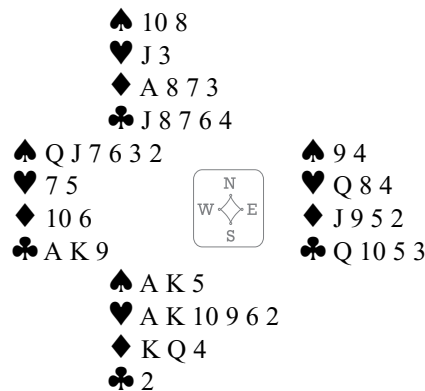
The only danger for South was a bad split in both black suits, so a better play would have been to play the top clubs at once. It would now have been more tempting for East to ruff, thus allowing the slam to score. South's attempt could be described as a gambit.

GREEN. A British colloquialism meaning the opponents are vulnerable and you are not. Compare to amber, red, white.

GREEN POINT. A jocular term for tournaments in which the prizes are in dollars and therefore green. In England, the equivalent of ACBL gold points.

GROSVENOR GAMBIT. A humorous psychological ploy described by Frederick Turner of Los Angeles in *The Bridge World* June 1973. A defender deliberately makes an error, giving the declarer an opportunity to make his contract. Declarer refuses, however, because he expects rational defense. The hope is that the declaring side will be demoralized on later deals.

For example:



Two top clubs are led against 6♥. South ruffs and plays spades, ruffing the third round in dummy. Instead of overruffing East discards. His trick comes back because South plays trumps from the top, sure that West has the queen.

GUARD (STOPPER). An honor holding in a suit that will or may prevent the opponents from running the suit.

A guard may be:

- (1) Positive: A, K-Q, Q-J-10, J-10-9-8, 10-9-8-7-6.
- (2) Probable: K-J-x, K-10-x, Q-J-x.
- (3) Possible: Q-x-x, J-9-x-x.
- (4) Positional: K-x.
- (5) Partial: K, Q-x, J-x-x, 10-x-x-x.

GUARDED HONOR or GUARDED SUIT. A high card with enough accompanying low cards that the high card will not be captured if the outstanding higher card(s) in the suit are cashed: e.g. K-x, Q-x-x, J-x-x-x. All are subject to capture, of course, from a positional standpoint, as when the doubleton king is led through and the ace is over the king.

GUIDE CARD. A card, usually printed, with prearranged instructions to each contestant, telling him which seat to occupy and which boards to play at each round. The guide card may also enable a contestant to check the positions and identities of his opponents.

Guide cards may be in the form of printed instruction cards remaining permanently at each table (suitable only for cyclic movements) or they may be in the form of separate cards to be hand-carried by each contestant (suitable for either cyclic or non-cyclic movements).

Guide cards are used for Howell movement pairs games, team games and individual contests.

HALF TRICK. A holding in a suit that will yield a trick about 50% of the time, although the valuation may change with information gained from the bidding. The most common half-trick holdings are A-Q and a guarded king. In the former, a finesse against the king is a priori a 50% proposition, as is a finesse against the ace in the latter. The bidding, however, may reveal that a finesse in either cases is doomed to failure.

HAND. Thirteen cards held by one player. Hand and "deal" (all 52 cards) technically are not synonymous, although popular usage has made them so. The term is also used to indicate the order in bidding rotation, as in "second hand" or "fourth hand."

HAND HOG. A player who (often mistakenly) feels that he is better qualified than his partner to manage the hands as declarer. The usual method of operation is to pass with minimum opening bids but to respond with jumps in notrump.

HAND RECORDS. (1) Diagrams set up by players after a deal in a major match is completed; (2) the sheets on which individual computer-dealt hands are printed for distribution to players for duplication; (3) the sheets distributed to players at the conclusion of a game on which all the hands from that session are printed.

In some tournaments, particularly in Europe, players make a record of each hand after they have played it on the first round. This card is then placed with the hand in the pocket, and can be used by succeeding players to check whether the cards they hold are the ones that were originally dealt into that hand. Such hand records are known as Curtain Cards.

HARD VALUES. Aces and kings. Also known as “primary values.”

HEART. The symbol ♥ for the second-ranking suit in bridge. Hearts are between spades and diamonds in ranking order. The suit designation originated in France in the 16th Century and takes its name from the shape of the pips used in designating card rank.

HEARTBREAKER. A term applied to a hand that fails in a big way to live up to one’s original expectations of it.

HIGH CARD. A ranking card, an honor card, a card that wins a trick by virtue of its being higher in pip value than the other three cards in the trick. A spot card that becomes the master card in the suit also is said to be high.

HIGH-CARD POINTS. A basis for determining the relative strength of a hand, especially for notrump contracts. The most common method for figuring high-card points is: ace = 4, king = 3, queen = 2, jack = 1. Many authorities also count an extra point for holding all four aces and a half point for each 10. Most of the schemes for opening notrump bids are based on this count.

The total of high-card points, taking into consideration suit lengths, often is used as a basis for opening the bidding with a suit bid. Usually a hand that contains a total of 13 points in combined high-card plus distributional points is considered an opening bid; a 12-point hand usually is considered optional, although the modern style has migrated more and more to light opening bids.

Great efforts by Charles Goren in many books and articles popularized the point-count method of bidding. Bridge players everywhere suddenly found they could estimate the strength of their hands reasonably accurately by using this method. Nowhere has this been more apparent than in notrump bidding. Goren told his students that 26 HCP in the partnership hands usually would be enough to produce game, and statistical studies have proved him correct.

The 4-3-2-1 method of evaluating high cards is not the

only one that has been promulgated. It is acknowledged that the ace is somewhat undervalued using this count, so there also have been adherents of a 6-4-2-1 count. Another that has had its share of popularity is the 3-2-1-½ count. But the method used by the vast majority of players all over the world is the 4-3-2-1. Although it may not be the most accurate, it is easy to use and accurate enough to get a partnership to the correct bidding level the vast majority of the time.

HIGH REVERSE. A non-jump bid in a third suit at the level of three in a lower-ranking suit than that bid originally. For example, 1♥ - Pass - 2♦ - Pass; 3♣. This term is British usage, not current in the United States.

HIPPOGRIFFS. Sometime humorous name of a mythical suit; chiefly used in a celebrated anecdote about a man who dreamed he held a perfect notrump hand with 13 sure winners against a stranger (Satan), who was on lead. The Devil then proceeded to run 13 tricks against declarer by cashing all the cards of a weird greenish suit called hippogriffs.

HIT. Slang used as two distinct transitive verbs: (1) To double. (2) To ruff.

HOG. A player who attempts to become declarer as often as possible, or the action of one who does so, as in to hog the bidding. The most famous hog is the Hideous Hog in Victor Mollo’s Menagerie stories.

HOLD. (1) To possess a certain card or cards. A player will often start a problem or account of a bridge adventure with, “You hold ...” (2) To win or guarantee the winning of a trick (by the play of a certain card), as in “hold the lead.” Thus, if partner plays the king when you hold the ace, and no ruff is impending, the king is said to hold the trick unless you decide to overtake it.

HOLD OFF. To refuse to play a winning card.

HOLD UP. The refusal to win a trick.

HOLDING. (1) The cards one is dealt in a particular suit, as in the expression, “a club holding of king, queen and two low.” (2) A descriptive term used in reckoning one’s entire hand, and often used in the question, “What would you bid holding five spades to the ace-queen ...?”

HOLLANDAISE. Another name for a goulash.

HONOR SCORE. An extra bonus in rubber bridge and in Chicago scored above the line when claimed by a player (declarer, dummy, or defender) who held during the current deal any of certain honor card holdings as follows: 100 points for holding any four of the five top trump honors, 150 points for all five trump honors and 150 points for all the aces at notrump. Honors are not scored at duplicate.

HONOR STRENGTH. The trick-taking value of a hand

in honor tricks. This was of great importance as a basis for calculation of the power of a hand in the Culbertson System.

HONORS. The five highest-ranking cards in each suit, specifically – for the purpose of scoring honor premiums – the ace, king, queen, jack, and 10 of the trump suit or the four aces at notrump.

HOOK. Colloquialism for a finesse.

HORSE AND HORSE. Obsolete slang term for both sides vulnerable.

HOSPITALITY. The general term for efforts by a host unit at a bridge tournament to make the players feel more comfortable and welcome. Among the forms that hospitality takes are souvenir programs and pencils; free juice, coffee or soft drinks; after-game refreshments; between-sessions buffets and even dinners; after-session dancing; morning tours to places of local interest; style shows and brunches; panel discussions; daily bulletins, etc.

HOT. Vulnerable.

HOUSE PLAYER. A player at a bridge club who is available for making up tables and for joining tables when a member wishes to leave. House players usually receive some compensation for their services to the club, but arrangements vary from club to club regarding winnings or losses at play. Some clubs have a few regular players who make themselves available to help in forming tables in exchange for remission of fees for their play.

HOUSE RULES. Additions or amendments to the Laws as required to meet conditions of play in a club or group. Proper subjects for house rules would be the posting of deposits to guarantee losses in rubber bridge games, clothing or dress rules, rules for cutting in to existent games, eligibility to play, pivoting regulations when time for play is limited stakes, termination time of the game, etc.

HUM SYSTEMS. HUM is an acronym for Highly Unusual Methods, which at one time was basically the Strong Pass system. The World Bridge Federation imposes severe restrictions on players using HUM systems in world championship play.

ICY. Synonym for cold, as in a “cold contract.”

IDIOT COUP. A defensive play with an indelicate name that works only if the declarer is naive. Described in Card Play.

IDLE BIDS. Bids that have little or no natural function in a standard method of bidding and are therefore available for specialized use. So-called “impossible” bids fall into this category.

Bidding is a language with a limited vocabulary. If more bids can be added to a player’s vocabulary without affecting

other situations, efficiency tends to be increased. Theoreticians therefore search for idle bids and try to assign useful meanings to them.

One example is a jump to 2NT (Conventions) when the opener’s suit bid has been doubled. This is idle because a player with a strong balanced hand would automatically redouble. Many players therefore use this bid conventionally to show a useful hand, probably 10-11 in high cards, with at least four-card support for opener’s suit. The immediate jump raise over the double can then be reserved for preemptive use.

Another example is a response of 5NT to a 1NT opening. As 4NT is a natural invitation to 6NT, 5NT is not needed for that purpose. Expert players therefore use it as an invitation to 7NT, guaranteeing six. The same idea would apply to 2NT-5NT.

IMP. Abbreviation for International Matchpoint.

IMPOSSIBLE BID. Legally, an “inadmissible call” (refer to Laws 36-39). A bid of eight is one example.

Technically, it is a bid that is inconsistent with previous bidding by the same player, and which therefore reveals that he is ignorant of bidding principles or has made a mistake.

For example, the bidding 1NT – Pass - 3NT - Pass; 4NT is impossible. If made by a good player, it would imply that the first bid was a mistake: Probably there was an ace hidden when he looked at his hand originally.

However, some impossible bids become possible on closer examination. A bid that is forcing but limited can often be employed in a sense that appears impossible. Marshall Miles suggested a response of 2NT to a suit bid (ostensibly 13-15) with a balanced hand counting about 19 points. The idea was to follow with a natural 4NT bid, describing accurately a hand that is difficult to define by normal methods.

IN BACK OF. A term describing the relationship of a player to the opponent on his right; *i.e.*, a player who plays after the player on his right is said to be “in back of” that player. Equivalent terms are “over” and “behind.”

IN FRONT OF. The phrase used to describe the relationship between a player and his left-hand opponent; *i.e.*, the player who plays before another player is said to be “in front of” that player. An equivalent term is “under.”

IN THE RED. A seeming paradox in bridge terminology: In rubber bridge or Chicago it would mean being a loser, but in duplicate, it describes a score good enough to earn masterpoints, because rankings that qualify for points used to be indicated in red on the recap sheet before computer scoring.

INFORMATORY DOUBLE. An early name for the takeout double.

INFORMATORY PASS. Synonym for penalty pass.

INHIBITORY DOUBLE. A psychic maneuver in a competitive auction aimed at intimidating the opponents. It may take the form of a double of a forcing bid after partner has

made an overcall. For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
1♥	2♣	2♠	Dbl

East's 2♠ bid is forcing in a standard style, and if South held a good hand with spades he would be well advised to wait for better things. The doubler, in fact, usually has a bad hand with support for his partner's suit, to which the latter retreats at his turn.

In the modern game, this double is now often used for takeout, showing moderate length in the fourth suit, as with the Snapdragon convention.

INITIAL BID. The first bid of any deal.

INITIAL LEAD. The first lead of any deal.

INNER SEQUENCE. More commonly known as an "interior sequence."

INSTANT SCORER. A small sheet that lists all possible scores for all possible contracts.

INSULT. The 50-point penalty the doubling side pays for doubling a contract that the declaring side makes. The insult bonus is 100 if the contract succeeds when redoubled.

INSURANCE BID. A high-level save made in spite of some expectation of defeating the opposing contract. The insurance bidder is willing to concede a small penalty to guard against the danger of a big minus score.

INTERIM RESPONSE. The same as a "waiting" bid.

INTERIOR CARD. An intermediate card; formerly, the second card in sequence, as the jack in a holding of queen, jack, and others.

INTERIOR SEQUENCE. A sequence within a suit such that the top card of the suit is not a part of the sequence, as the Q-J-10 in a holding of A-Q-J-10, or the J-10-9 in a holding of A-J-10-9. Some experts play that the lead of the jack against notrump denies a higher honor, and therefore lead the 10 from A-J-10 and K-J-10. By extension, a lead of the 10 can promise a higher honor by partnership agreement. The 9 would then be led from a holding headed by 10-9.

INTERMEDIATE CARDS. Usually 10s and 9s, occasionally 8s, all of which add "body" to a suit and improve its valuation.

INTERNATIONAL MATCHPOINTS (abbreviated IMP). A method of scoring used in most team events, especially Swiss teams and knockouts, and occasionally in pairs events. More information can be found in the Tournaments chapter.

INTERVENING BID. An overcall.

INTERVENTION, INTERVENOR. Action by a player (intervenor) when the opponents have opened the bidding.

INTUITION (INSTINCT). A term loosely applied to one's inherent "intuitive feel" about the right play or, less often, the right bid, during a deal of bridge. Some players are said to be totally devoid of instinct or card sense (more appropriately, "sensitivity") and have to make calculations for any play involving percentages. The concept of "instinct" as such has been challenged by many authorities, but those who possess it or claim to possess it maintain its definite existence. Players with "table presence" are said to possess good intuition.

INVITATION, INVITATIONAL BID. A bid that encourages the bidder's partner to continue to game or slam, but offers the option of passing if there are no reserve values in terms of high-card strength or distribution.

IRON DUKE, NOT THROUGH THE. An expression indicating that the user holds a very strong hand. The remark, an improper one, is usually made when the player splits cards of equal value to prevent a finesse or rises with a high card to prevent a lesser honor from winning the trick.

ISOLATING THE MENACE. A maneuver in preparing for a squeeze.

JACK. The fourth-ranked card in the deck. In some countries, the jack is known as the knave, and it is one of the so-called "coat cards."

JACKPOT. Extra money beyond the entry fee collected from players for special prize purposes. Usually the highest scoring pair or team taking part in the jackpot collects the jackpot money. In a Calcutta tournament, pairs are sold in an auction, the money going into a pool that is divided according to the final standings.

JETTISON. The discard of a high-ranking honor, usually an ace or a king, to effect an unblock or other advanced play.

JUMP BID. A bid at a level higher than is necessary to raise the previous bid. A bid of two or more than necessary is termed a double jump, etc. Skip bid is a more general term, embracing jumps to any level.

JUMP SHIFT. A new suit response at a level one higher than necessary:

<i>West</i>	<i>East</i>	or	<i>West</i>	<i>East</i>
1♥	2♠		1♥	3♣

In standard methods this shows a hand of great strength that can almost guarantee a slam (19 points or more including distribution). The hand is usually one of four types: a good fit with opener's suit, a strong single-suiter, a strong two-suiter or a balanced hand with more than 18 points. However, the last type is not easy to handle with a jump shift, and an alternative method is described under Impossible Bids.

JUNIOR. In international competition, a player 25 years old or younger.

JUNK. A term used to describe a hand or a holding felt to be particularly valueless by the person describing it.

KEEPING THE BIDDING OPEN. Bidding instead of passing. This can apply when responding to an opening bid or to the action of balancing.

KEY CARD. Each of the aces and the king of the agreed trump suit when using any of the key card ace-asking bids.

KIBITZER. An non-playing onlooker at bridge or other games.

KIBITZER'S MAKE. A hand that seems to have sufficient controls, enough high-card winners and sufficiently few losers to be successful in a contract but which, for reasons of entry problems, duplication of values or lie of the cards, is doomed. The term comes from the habit of some poorly trained kibitzers to indulge in analyses that careful scrutiny shows to be fallacious.

KILLED. (1) Captured, as in, "The king was killed by the ace." (2) The fate of a player or pair playing well but scoring badly. At duplicate, the term implies that the opponents have played luckily and well on a group of boards. At rubber bridge, it would refer to a session of poor cards and bad breaks. The term is always born of frustration and frequently of a desire to avoid admissions to one's teammates or oneself of poor play; (3) Denuded of whatever entries it may have had, as "The spade lead killed the dummy."

KISS. An acronym for "Keep it simple, Stupid." It calls for a low-level system with no conventions, also called "momma-poppa."

KISS OF DEATH. A penalty of 200 points on a partscore deal in a pairs contest, usually down two vulnerable or down one doubled vulnerable.

KITCHEN BRIDGE. A social game, perhaps within a family, with little emphasis on technique and skill.

KNAVE. The jack, the fourth-highest ranking card of a suit. This term is obsolete in American usage, and obsolescent elsewhere, although it had considerable currency in England and Continental Europe until the Forties. One reason for the quick acceptance of the term "jack" instead of "knave" is that in reporting hands or in any abbreviated diagram or description of play, the initial J can be used, whereas previously "Kn" had to be used because a plain K would have been ambiguous.

KNOCKOUT TEAMS. An event with a descriptive name: Contestants play head-to-head matches scored by IMPs (International Matchpoints), and the loser is eliminated or "knocked out." The major world championships are contested

as knockouts (usually after a series of qualifying rounds) and three major North American championships are played in knockout format – the Vanderbilt, the Spingold and the Grand National Teams. Bracketed knockout teams are the most popular form of the contest and are featured at most regional tournaments today. Especially at large regionals and NABCS, losers in the KOs usually do not have to wait more than half a day to enter another knockout event. There are many different formats for KOs, all of which can be found in Tournaments.

LATE PLAY. Play, during or after completion of a session, of one or more boards that normally would have been played during an earlier round.

A late play arises when the director observes that a table has one or more boards to play in a given round when the rest have finished and are ready to move. The director may instruct the contestants not to start another board but to return at the end of the contest to complete their play.

LATE PLAY PENALTY. A penalty imposed because a pair or a team fails to comply with the time limits set for a contest. In pairs games, a pair usually is warned after the first transgression and is given a quarter-board penalty for a subsequent offense. The penalties increase for further transgressions within the same session. In team games, the penalty usually is in IMPs. In Swiss matches the usual late-play penalty is 3 IMPs. In major knockout team or round-robin team matches, a schedule of penalties usually is set up within the conditions of contest, with the penalties getting progressively stiffer as the late period increases. The most famous late-play penalty occurred in the 2000 Venice Cup final – the Netherlands won the championship by a margin smaller than the late-play penalty assessed against the U.S. team.

LAYDOWN. A colloquial adjective describing a contract so solid (or seemingly so) that declarer can claim virtually as soon as dummy is exposed. Of course, surprising things happen to "laydown" contracts with disconcerting frequency. Pianola is a synonym.

LEAD THROUGH. To lead through a particular opponent is to initiate the lead in the hand to the right of that opponent, forcing that opponent to play to the trick before the leader's partner plays to it. A dubious tenet of defensive play is to lead "through strength and up to weakness."

LEAD UP TO. To lead, in defense, with the object of enabling partner's hand to win a trick because of weakness in the hand on the leader's right. Occasionally, a strong hand may be led up to, when the object is not necessarily to win the trick.

LEADER. The person who first plays to any given trick. The person who leads at trick one is known as the opening leader.

LEAGUE. Informally, the ACBL. Also, an organization (also called association, federation or union) that may be on a local, regional, national or international scale. Members of the league may be individuals, clubs, teams or other groupings.

LEFT-HAND OPPONENT. The player on your left, abbreviated LHO. In assessing penalties, there has been a differentiation between left- and right-hand opponents in respects to power or right to invoke penalties. Generally, however, the term is restricted to use in describing situations on play. A colloquialism is “Lefty.”

LEG. A colloquial rubber bridge term to indicate a game already won. Partners who have a leg are vulnerable.

LENGTH. The number of cards in a particular suit, usually referring to five or more, as opposed to strength, a reference to the high-card values held in a suit.

LEVEL. The “odd-trick” count in excess of the book – that is, each trick over six. Thus, an overcall of two (suit or notrump) is at the two level, contracting to make eight tricks. An opening bid of four is said to be made at the four level.

LHO. Left-hand opponent.

LIFT. An obsolete term meaning raise, *e.g.*, 1♠ - Pass - 2♠.

LIGHT. (1) Down in a contract – “He was two light.” (2) Fewer than standard values, especially in opening the bidding.

LIMIT BID. A bid with a limited point-count range. Although a traditional forcing jump raise (1♠ - Pass - 3♠) is limited in the wide sense of the term, limit is normally applied only to non-forcing bids below the game level. With some exceptions, a bid is limited and non-forcing if it is in notrump, if it is a raise, if it is a preference or if it is a minimum rebid in a suit previously bid by the same player.

Opening notrump bids are invariably limited. Once it has been decided that a certain bid is limited, the vital question arises: How wide can the limits be? The nearer the bidding is to game, the closer the limits must be.

When the bidding reaches 2NT with the possibility of 3NT, or when the bidding reaches 3♠, there is no longer any margin for exploration. So to give partner the chance to make an accurate decision, all such bids must have a range of approximately 2 points.

Thus, 1♥ - Pass - 2NT by a passed hand shows 11-12, and 1♥ - Pass - 1NT - Pass; 2NT shows 17-19. Similarly 1♠ - Pass - 3♠ by a passed hand shows 10-11 or the equivalent, and 1♥ - Pass - 1♠ - Pass; 3♠ shows 17-18 or the equivalent. All these are typical encouraging bids, indicating that the partnership has a minimum of 23-24 points and urging partner on to game if he has a little more than his promised minimum.

Conversely, any bid of 1NT and any limited bid of two of a suit can afford a range of 3 or 4 points because there is still room for partner to make an encouraging bid below the game level. So 1♥ - Pass - 1NT or 1♥ - Pass - 2♥ are each 6-9 (and may have to stretch a little), and 1♥ - Pass - 1♠ - Pass; 2♠ is 13-16, or the distributional equivalent.

LITTLE SLAM. Little-used name for a small slam (12 tricks).

LOCK. A colloquial term used principally in postmortems to mean a 100% sure play or contract. For example, “Four spades was a lock.”

LOCKED (IN OR OUT OF A HAND). To win a trick in a hand from which it is disadvantageous to make the lead to the next (or some later) trick is to be locked in. It usually refers to an endplay against a defender (as in a “throw-in”) or to a declarer who is forced to win a trick in the dummy hand, when he has high cards established in his own hand, which he is unable to enter. Locked out refers to situations in which established cards in dummy cannot be cashed because an entry is not available.

LOL. Originally, LOL was a short form of Little Old Lady, a term used to describe a player of either sex who appeared innocent and vulnerable but who turned out to be a player capable of executing ingenious plays and defenses. More commonly today, the expression is used to describe a weak player and thus is not considered appropriate in most settings. (2) In computer bridge shorthand, LOL means Laughing Out Loud.

LONG CARDS. Cards of a suit remaining in a player’s hand after all other cards of that suit have been played.

LONG HAND. The hand of the partnership that has the greater length in the trump suit, or, in notrump play, the hand that has winners that are or may be established. This can have application in avoidance plays.

LONG SUIT. A suit in which four or more cards are held. Frequently the term is used in connection with a hand of little strength but with great length in a particular suit.

LONG TRUMP. Any card of the trump suit remaining after all other players’ cards of the suit have been played.

LOSE AND SNOOZE TEAMS. An informal name for Zip Knockout Teams.

LOSER. A card that must lose a trick to the adversaries if led or if it must be played when the suit is led by an adversary. At notrump, all cards below the ace and not in sequence with it are possible losers, but may become winners if the play develops favorably. At a suit contract, the same may be said with the exception that losers may possibly be ruffed. A distinction must be made between possible losers and sure losers. The former may be discarded on a suit that has been established, or they may be ruffed. Occasionally it is an effective strategy to discard a loser on a winner led by an opponent. If a loser cannot be disposed of, it must, of course, lose a trick to the opponents.

LOSING TIE. In Win-Loss Swiss Teams, a match that is lost by 1 or 2 IMPs. It counts as one-fourth of a win.

LOVE. The state of the game in rubber bridge where there is as yet no score (British usage).

LOVE, TO PLAY FOR. To play rubber bridge without stakes.

LOVE ALL. A term, borrowed from tennis, used in some countries to describe that situation in which neither side has made any score. Used in England at duplicate to indicate that neither side is vulnerable, but not used in the United States.

LOVE SCORE. Zero score: neither side vulnerable and no partscore.

LOW CARD. Any card from the 2 to the 9, sometimes represented by an “x” in card or hand descriptions. Sometimes inappropriately called “small” card.

MACGUFFIN. A card that is dangerous to possess but too valuable to discard. An example can be found in Advanced Plays.

MAJOR SUIT. Either of the two highest-ranking suits, hearts and spades, so characterized because they outrank the third and fourth suits in the bidding and scoring. The term is sometimes shortened to “major.”

MAJOR TENACE. An original holding of ace-queen (without the king) of a suit. After one or more rounds of a suit have been played, the highest and third-highest remaining cards of the suit in the hand of one player are called a major tenace (when the second highest remaining card is not held by the same player).

MAJORITY CALLING. The principle by which any bid outranks any other bid at a lower level, regardless of scoring value. The opposite principle, numerical calling, was standard in auction bridge, although abandoned in the United States in 1913. In this procedure, 4♠, for example, could follow a bid of 5♣ because its scoring value was higher.

MAKE. Used in bridge in four different senses. As a verb, it may mean (1) to shuffle the deck, as in “make the board,” (2) to succeed in a contract, (3) to win a trick by the play of a card. As a noun, it means (4) a successful contract but usually a hypothetical one in the postmortem: “Five diamonds would have been a make.”

MAKE UP. To shuffle the cards.

MAKE UP A TABLE. A player who, with at least three others, forms a table for play at rubber bridge or Chicago, is said to make up a table.

MAMA-PAPA BRIDGE. A term applied to a simple bidding style uncluttered with conventions.

MARKED CARD. (1) A card that is known, from the previous play, to be in a particular hand. (2) A damaged card. (3) A card fixed so that it can be read in a cheating situation.

MARKED FINESSE. A finesse that is certain to win because (1) an opponent shows out, (2) the position of an honor has

been pinpointed by the bidding or (3) the previous play has indicated the location of a crucial opposing card.

MASTER CARD. The highest unplayed card of a suit. It can also be thus characterized while actually being played.

MASTER HAND. The hand that controls the situation – more particularly, the one that controls the trump suit, leading out high trumps to prevent adverse ruffs and retaining a trump or two to prevent the adverse run of a long side suit. It is usually declarer’s hand, but sometimes, when declarer’s trumps are more valuable for ruffing, dummy is made the master hand as in a dummy reversal.

MASTERPOINT. A measurement of achievement in bridge competition (ACBL). In general, at tournaments, the larger the field and the more expert the competitors (as in the Kaplan Blue Ribbon Pairs), the greater the masterpoint award will be for those who place in the overall. Masterpoints at clubs are usually limited, although special games can increase the payoff.

MATCH. A session or event of head-to-head competition between two pairs or two teams.

MATCH PLAY. A team-of-four contest in which two teams compete for an appreciable number of boards.

MATCHPOINT. A credit awarded to a contestant in a pairs or individual event for a score superior to that of another contestant in direct competition.

MIDDLE CARD. The middle card of an original three-card holding. Generally referred to in connection with opening leads.

MIDDLE GAME. The play, usually referring to declarer’s play, after the original lead or first few tricks won by the defenders, during which the plan of the play is developed, frequently leading to endplay positions or preparation for them.

MINIMUM. The least possible for a particular action. It can apply to suit length or high-card points. Examples: (1) 12 HCP to open bidding; (2) 6 HCP for a response to an opening suit bid; (3) 15 HCP for a strong 1NT opening bid; (4) 4 HCP for a positive response to an forcing two-bid; (5) a six-card suit for a preemptive bid, etc.

MINI-NOTRUMP. An opening 1NT with a range considerably lower than the standard 15-17 high-card points – usually 10-12 HCP. Other very weak ranges are sometimes used, but are often barred by organizing bodies. Lighter 1NT openings are allowed by ACBL, but conventional responses (including Stayman) are prohibited.

MINOR PENALTY CARD. A single card below honor rank that is exposed (faced) inadvertently – as by accidentally dropping it on the table face up – is a minor penalty card.

MINOR SUIT. Either of the two lower-ranking suits, diamonds or clubs.

MINOR TENACE. An original holding of king-jack (without the ace or queen) of a suit. After one or more rounds of a suit have been played, the second and fourth highest remaining cards of the suit in the hand of one player are also called a minor tenace.

MIRROR DISTRIBUTION. Both partners have identical suit distribution. Also known as Duplication of Distribution.

MISBOARD. Replacement of hands in the wrong slots in duplicate play. If the next table is unable to play the board, the guilty pair or pairs may be penalized. A misboard may also occur during duplication.

MISCUT. An illegal cut – one that leaves fewer than four cards in either portion of the deck.

MISDEAL. An imperfect deal, owing to an incorrect number of cards being dealt to any player, a card being exposed during the deal, etc.

MISERE. A bad line of play that seems guaranteed to fail. The name comes from solo and other card games in which it may be desirable to lose tricks. An alternative term is butcher.

MISFIT. A situation in which two hands opposite each other are unbalanced, each containing two long suits and extreme shortages or voids in the third and fourth suits, and further, where these lengths are met by shortages in partner's hand, and the short suits correspondingly are met by lengths in the reverse hand. Where not even one 4-4 or better trump fit can be found in a set of 26 cards, the deal may be said to be a misfit as respects those two hands.

MISHEARING. For mishearing a bid or called card there is no recourse. If a player is not sure what a previous bid was, he may and should ask for a review of the auction when it becomes his turn to call. If left-hand opponent bids 1♠, partner passes, and right-hand opponent bids 4♠, a call of 3♦ is insufficient, even though the caller may have thought that right-hand opponent had bid 2♠. The use of bidding boxes – nearly universal today – helps avoid such problems, especially for the hearing impaired.

In the play, dummy should not put a card in the played position until he has ascertained that the card was specifically named by declarer, and it is declarer's duty to see that any card he has named is the one actually placed in the played position by dummy.

MISINFORMATION. Incorrect information given to opponents. It includes such items as wrong explanations of bids, incorrect rulings by the director and incorrect advisories on signaling methods. Rulings by directors are subject to review if players feel the director made a wrong interpretation or applied the wrong Law. Situations involving misinformation given to opponents frequently are subject to appeal.

MISNOMER. A bid or play improperly called.

MITCHELL MOVEMENT. A method of play for duplicate whist originated by John T. Mitchell that has been continued through auction and contract. It is the method used at most tournaments and at clubs where there is a sufficient number of tables. In a Mitchell movement, North-South pairs remain at their tables. East-West pairs move to the next higher table after each round while the boards move to the next lower table. With an even number of tables, there is usually a skip round – East-West pairs skip one table in the movement to avoid playing the boards they played at the start of the session.

MONITOR. A person assigned to handle specialized chores at the table during high-level team events, occasionally at high-level pairs events.

MONSTER. A bridge hand of great trick-taking potential either because of a preponderance of high-card winners or because of concentrated strength in long suits and extreme shortness in weak suits. Also, a very big score, usually in a single session – a big game.

MOVE. The change of seats in duplicate bridge after a round has been completed.

MOYSIAN FIT. A contract in which declarer's trump suit is divided 4-3, usually thus described when the selection is made deliberately. Named for Alphonse Moyses Jr., whose ardent advocacy of this choice was part of his case in favor of opening four-card majors and raising with three trumps.

NATURAL CALL. A call that reflects the character of the hand, suggests a suitable final strain and does not have an artificial or semi-artificial meaning. A bid is not natural if it promises possession of a specific other suit, as in Smolen. A bid may be ambiguously natural or artificial. In the Kokish Relay 2♣- Pass - 2♦ - Pass; 2♥ is ambiguous. If followed by a suit bid, the hearts are "naturalized."

NEAR-SOLID SUIT. Another way of describing a semi-solid suit.

NEGATIVE RESPONSE. An artificial response that shows weakness. Related: Herbert Negative, Second Negative and Double Negative.

NET SCORE. The result of a rubber of bridge or of Chicago after the losing side's score is subtracted from the winning side's score. In rounding off to the nearest 100, 50 points count as an extra 100 in the United States but is dropped in England.

The term is also used in team matches to designate the difference between the scores of two teams at the end of a session or a match; it can be expressed in total points or in International Matchpoints.

NEUTRAL SUIT. A component of Astro, a defense against a 1NT opening.

NEWCOMER. The term for a new player, replacing the out-of-favor “novice.”

NO BID or NO. A term meaning “pass.” It is standard in England and some other English-speaking countries, such as Australia and New Zealand, where there is some likelihood of confusion in the enunciation of pass and hearts. The term has been generally accepted by custom but does not appear in the official Laws and is subject to the warning (refer to Law 74C) against use of different designations for the same call. Regulations for international play may specifically bar the term because it may be mistaken for another call, *e.g.*, double. Bidding boxes have virtually eliminated the need for the variation.

NO CALL. An obsolete and inaccurate term occasionally used instead of pass.

NON-FORCING. Description of a bid that can be passed by the partner of the player making the bid.

NON-VULNERABLE. Not vulnerable.

NORMAL EXPECTANCY. The holding in either high cards or distribution that a player might expect in partner’s hand when he decides whether to open the bidding. For an unpassed partner, this can be roughly approximated as one-third of the missing high cards or high-card points, and one-third of the remaining cards in the suit. Partner’s responses and future actions modify this concept as the bidding progresses.

NORTH. A position in a bridge foursome or in a bridge diagram opposite South and to the left of West. In duplicate games, scoring is usually done by North (although in some countries it is always South), a matter designated by the sponsoring organization. In print and electronic media, North is usually the dummy.

NOT VULNERABLE. A term applied to a side that is subject to smaller rewards and penalties. Related: Vulnerability.

NOTRUMP. A ranking denomination in which a player may bid at bridge. Notrump is just above spades in precedence. Only nine tricks are necessary for game at notrump because the first trick over book of six counts 40 points and the subsequent tricks are 30 points each, as in a major suit. As the name denotes, contracts in notrump are played without a trump suit. The play therefore is entirely different from that of suit contracts, one of the chief differences being that declarer, while planning his line of play, attempts to count winners rather than losers. At notrump, a primary concern of the side contracting for game or partial is stoppers in the suits bid or held by the opponents. More game contracts are played at notrump than at any other denomination. In Britain, it is normal to use two words and pluralize the second: “no trumps.” The hyphenated form – “no-trump” – is a compromise in common usage in Great Britain, Australia and New Zealand.

NOTRUMP DISTRIBUTION. Balanced distribution.

NPC. Non-playing captain.

NUISANCE BID. A bid made to hinder the opponents by disrupting the flow of their bidding.

NUMBER. Used as in “going for a number,” after having been doubled for penalty. Number as used here refers to the high numerical value of a set contract that a competitor sustains (*e.g.*, 500, 800, 1100). A number usually represents a loss because it exceeds the value of the score the opponents could have obtained on their own by declaring the contract plus any bonuses that might be connected to the fulfillment of their contract.

OBLIGATORY. A term characterizing a play that cannot lose but may win a trick when the situation is such that not to make the play will gain nothing. An obligatory finesse is one such play. An example:

♠Q 7 6 5

♠K 8 4 3

You are in dummy and lead low to the king. If the king wins, the proper play next is a low card from hand and a low card from dummy. If your right-hand opponent was dealt the doubleton ♠A, you have played the suit for one loser. Assuming LHO has followed on the second round of the suit, it cannot cost to play low from dummy. If RHO has more than one spade to the ace, you were always going to lose two tricks.

ODD TRICK. A trick won by declarer in excess of the first six tricks. The term is a holdover from whist, in which the winning of the odd trick was paramount.

OFFENDER. The player who commits an irregularity (Laws).

OFFENSE. The attack. An offensive play or bid is an attacking move, as distinguished from a defensive play or bid. This is not to be confused with declarer or defender because both must take offensive or defensive positions with certain suit holdings. Also, a breach of law (Laws).

OFFICIAL SCORE. In duplicate bridge, the account prepared by the director (or the official scorer) that sets forth each contestant’s score for each board, his score and rank for the session and for the event. Scoring can be done via written pickup slips or by wireless scoring devices. The final scores are posted after the last result is made available to the director. The final score becomes the official score after expiration of the correction period.

OFFSIDE. A card so placed that a finesse, if taken, will lose: “The king was offside.”

OFFSIDE DOUBLE. A penalty double, usually of a game contract in a suit, based on an inference by the doubler that his partner has trump length. The bidding may have made it clear that the declaring side is at full stretch, with borderline game values.

ONE-BID. A bid contracting to win one odd trick, seven tricks in all.

ONE-ODD. One trick more than six, the book. A bid of one-odd is a bid to win seven tricks.

ONE-SUITER. A hand with a suit at least six cards long that contains no other suit with more than three cards.

ON-SIDE. A card so placed that a finesse, if taken, will win: “The king was on-side.”

OPEN. (1) To make the first bid in a given auction, (2) to lead to the first trick in the play, (3) description of a tournament contest (pairs and teams) in which any pair or team of whatever constituency may play, (4) description of a room in a championship event in which spectators may be present in somewhat substantial numbers as opposed to a closed room that is limited as to both audience and accessibility, (5) description of a club game in which anyone may play.

OPEN HAND. The dummy’s hand, exposed on the table, as distinguished from the closed hand of the declarer.

OPENING BID. The first call in the auction other than a pass.

OPENING BIDDER or **OPENER.** The player who makes the first bid of an auction.

OPPONENT. A member of the adverse team or pair at bridge. An opponent can be a member of an opposing team of two, four, five or six, as well as merely a temporary adversary.

OPPOSITION. (1) The opponents at the table on a deal, set of deals or rubber; (2) the contestants in direct competition (in some cases, pairs sitting the same direction as you), (3) the balance of the field, (4) the other team in a head-on team event.

OPTIONAL. A term applied to a bid, play or point of law in which a player may have two or more choices – as distinguished from compulsory action or procedure strictly regulated by law.

ORIGINAL BID. The first bid made in an auction.

ORIGINAL HOLDING. The cards one has in a given suit at the beginning of play or at the beginning of the auction.

OUR HAND. A colloquial expression indicating that a player thinks his side has the balance of power (usually high-card points) and can make the highest positive score on a deal in which both sides take part in the auction. Analogous to the concept that a deal “belongs” to one side or the other.

OUT. A player who is a member of a table at rubber bridge but not actively participating. The order in which players are out is established by cutting. The holder(s) of the lowest card or cards cut out for the first rubber or chukker, other players going out in order.

OUT ON A LIMB. A phrase used to describe a player who has taken unusual or precipitate action during an auction and is in great danger of being doubled at a contract that is both risky and untenable. During the play, one may be said to be out on a limb in a situation, for example, when one is “wide open” – *i.e.*, with no stoppers – in a suit at notrump, although the opposition may not be aware of this.

Alternatively, going out on a limb may occur when one is playing at a trump contract and not only does not have control of the trump suit but is extremely vulnerable to attack in that area.

OVER. One’s position at the table in respect to one’s right-hand opponent.

OVERBID. A call offering to undertake a contract for a greater number of tricks than is justified by the bidder’s holding. In competitive auctions or auctions that are likely to become competitive, an apparent overbid may be an advance save or sacrifice.

OVERBIDDER. A player who consistently bids higher than his high-card and distributional strength justify. Playing with an overbidder, it is an accepted strategy to be conservative.

OVERBOARD. The state of being too high in a given auction.

OVERCALL. In a broad sense, any bid by either partner after an opponent has opened the bidding.

OVERLEAD. The Australian term for the traditional opening lead: higher of touching honors.

OVERRUFF. To ruff higher than the right-hand opponent after a plain-suit lead. Sometimes incorrectly called “overtrump.”

OVERTRICK. A trick taken by declarer in excess of the number of tricks required for his contract. If a player is in 4♠ and takes 12 tricks, he has made two overtricks. If a contract is doubled or redoubled, and overtricks are taken, the premium accruing to declarer’s side can be substantial. Under certain conditions, redoubled overtricks can be worth more than the corresponding slam premium. At duplicate, making an overtrick can be all-important – it can actually win a board or even an entire tournament.

PAIR. A twosome or partnership of two players. All games at bridge come down to the basic competitive situation of pair versus pair, bridge being a partnership, or pairs, game.

PAJAMA GAME. Duplicate session with many tops and bottoms.

PALOOKA. A very poor player.

PAR. The result on a deal if both sides have done as well as possible.

PAR HAND. A hand prepared for use in a par contest. By extension, a randomly dealt hand suitable for inclusion in such a contest because a single technical aspect of play or defense is dominant.

PARTNER. The player with whom one is paired in a game of bridge.

PARTNERSHIP. The two players sitting North-South or the two players sitting East-West. Players who play together frequently are considered to be an established partnership. Players who pair up for a particular event, having played together either seldom or never, have a more casual partnership.

PARTSCORE. A partial; a trick score of fewer than 100 points. At rubber bridge, a successful partscore counts toward game and enables one pair to make game by fulfilling an additional partscore or partscores.

If one side scores a game while the other side has a partscore, that frame ends and both sides start anew in pursuit of game. But that partscore still is added at the end of the rubber (or, in Chicago, after the fourth deal).

In duplicate, the score for making a partial is the sum of the trick score and 50.

PASS. A call by which a player indicates that, at that turn, he does not choose to contract for a number of odd tricks at any denomination, nor does he choose, at that turn, to double a contract of the opponents or redouble a contract by his side that opponents have doubled.

The Proprieties require that only one term be used in passing. "No bid" is an acceptable alternative (standard in England), but all calls must be made with uniform usage. The widespread use of bidding boxes has virtually eliminated this as an issue.

PASS OUT or THROW IN. A deal in which all four players pass on the first round of bidding. The score is zero. In duplicate, the deal is scored and returned to the board. Some players believe, mistakenly, that the board can be redealt if passed out on the first round. This is illegal. In rubber bridge, the deal passes to the next player, but in Chicago, a redeal by the same dealer is required. The term "pass out" is also applied to the action of the player who, after two passes, declines to reopen the bidding at a comparatively low level. He is said to be in the "passout seat" or the "passout position."

PASSED HAND. A player who has passed at his first turn to bid.

PASSOUT SEAT. The position of a player who can end the bidding by making the third consecutive pass.

PASTEBOARDS. A name given to playing cards because a coating of black paste between two paper layers gave the stock on which the cards were printed an opacity that made it impossible to see through.

PATTERN. In general, a reference to hand patterns indicating the number of cards held in each suit – 4-3-3-3, 5-3-3-2, 7-2-2-2, etc. Note that 4-3-3-3 indicates any four-card suit with three cards in the other suits, whereas 4=3=3=3 indicates four spades and three cards each in hearts, diamonds and clubs.

PEARSON POINT COUNT. A guideline for deciding to open the bidding in fourth seat. At one time, the general guideline was that if the total of high-card points and spades held was 14 or more, the bidding should be opened. Most players today use 15 (HCP plus spades) as the benchmark.

PENALTY. The adjustment made in the case of an irregularity or rule violation. The minus score incurred by a player whose contract is defeated.

PENALTY LIMITS. In social or progressive bridge, in order to prevent one deal from assuming overwhelming importance, it is customary to limit the plus score in premium points for doubled and redoubled undertrick penalties. Generally, 1000 points is the limit.

PENALTY PASS. A pass by a player after a takeout double or balancing double by his partner and a pass by right-hand opponent. For example, if your left-hand opponent opened 1♠, your partner doubled for takeout and RHO passed, you would convert the takeout double to penalty by passing if you held:

♠Q J 10 9 8 ♥K 10 4 ♦7 3 ♣Q J 8

Similarly, if you held:

♠5 4 ♥A J 10 9 6 ♦A J 9 ♣Q 7 6

and heard your RHO open 2♥, you would pass for penalty if your partner balanced with a double after LHO's pass.

PERCENTAGE. A quotient obtained by dividing the actual matchpoint score of a contestant by the possible score of that contestant, which is then expressed as a percentage of the possible score. A score of 190 in a game with 13 rounds of two boards each and a top of 12 (312 maximum) would work out to 60.89% (190 divided by 312).

PERCENTAGE PLAY. A play influenced by mathematical factors when more than one reasonable line of play is available. For example, supposed you have a two-way guess for a queen – K-J-8-3 opposite A-10-5-4. If you could ascertain that one opponent had three of the suit and the other two, unless you had other information to guide you (*e.g.*, from the bidding) the percentage play would be to finesse for the queen against the opponent holding three of the suit.

PERFECT BRIDGE HAND. A hand that will produce 13 tricks in notrump irrespective of the opening lead or the composition of the other three hands.

PERMANENT TRUMP. At whist, a variation in which club card committees or other governing bodies declared a suit to be trump for all games under their jurisdiction. The rules of whist provided that the trump suit was the suit of the last card dealt by the dealer to himself.

PETER. A term used in Great Britain, but rarely elsewhere, to describe a high-low made in discarding, such as high-low in any given suit. Originally, in whist, the use of the term was restricted to a high-low in the trump suit only.

PETIT CUEBID. Little cuebid, a convention.

PHANTOM PAIR. In a pairs game with an odd number of pairs, the pair that would (if present) complete the last table. The contestants scheduled to play against the phantom pair have a bye round.

PHANTOM SACRIFICE. A sacrifice bid against a contract that would have been defeated. Also known as a phantom save. For example, a bid of 5♦ doubled, down two for minus 300, looks good against a vulnerable 4♥ contract, which would have been minus 620 for your side – until you determine that the opponents' limit in a heart contract was nine tricks.

PHONY CLUB and PHONY DIAMOND. Colloquial reference to systems employing “short” 1♣ (possibly fewer than three cards) or “short” 1♦ opening bids.

PIANOLA. A contract at bridge that presents no problems to declarer, so easily makeable that it almost plays itself. The name derives from the old player piano or “pianola” that would “play” itself.

PICK UP. To capture or “drop” an outstanding high card, as in picking up or dropping a doubleton queen offside by playing the ace and king rather than taking an available finesse. Similarly, to drop a singleton king offside by eschewing a finesse and playing the ace. This action is usually the result of declarer's determining that the key card must be offside, making a finesse a sure loser.

PICKUP SLIP (SCORESLIP). A form devised for recording the result of one round. Information contained on the slip includes identifying numbers of the pairs, the board numbers, which player was the declarer, the final contract, whether it was doubled or redoubled, the result and the score. Usually, North or South has the responsibility of making out the scoreslip. East-West review the slip for accuracy and one member of the pair initials it, indicating it is correct. After each round, the pickup slips are collected and results of the round entered in a computer or on a recapitulation sheet by the director or a designated scorer.

At many tournaments today, pickup slips are available only as a backup to the wireless electronic scoring devices that are seen more and more, especially at tournaments.

PINK POINT. An obsolete term for masterpoints won at regional tournaments. It was used to distinguish red points won at a regionals from those won at NABCs.

PIP. A small design indicating the suit to which a particular card belongs. The spade suit is indicated by a spearhead, the heart suit by a heart, the diamond suit by a diamond, the club

suit by a clover leaf. The spot cards have as many pips as the rank of the card indicates, from 1 (ace) to 10 in the standard deck, in addition to two indices, the lower half of which is a pip. In German cards, the pips of leaves and acorns usually have stems, and are often attached as if on a branch. In the Trappola Pack, the pips often vary in size and design, and the swords and cudgels are usually interlaced.

PITCH. A colloquial term for discard.

PITCH COUNT. An old name for the 4-3-2-1 point count.

PLAIN SUIT. A suit other than the trump suit.

PLASTIC VALUATION. One of the phrases popularized in the writings of Ely Culbertson to describe the mental processes of the bidder as he receives more information regarding the makeup of his partner's hand. Revaluation, promotion of trump honors and distributional counts were all covered in the one phrase.

PLATINUM POINTS. Masterpoints awarded by the ACBL in nationally rated events with no upper masterpoint limit at North American Championships. ACBL's Player of the Year is determined on platinum points earned in a calendar year. Similarly, qualification for the Norman Kay Platinum Pairs, which debuted in 2010, is strictly by platinum masterpoints.

PLAYER NUMBER. The seven-digit number assigned to each member upon joining the ACBL. When the player becomes a Life Master, the first number changes to a letter, starting with J for 1, K for 2, etc.

PLAYING TRICKS. Tricks that a hand may be expected to produce if the holder buys the contract; attacking tricks or winners, as distinguished from defensive tricks or winners when the holder must play against an adverse contract. In estimating the trick-taking strength of a hand, the holder assumes that his long suit (or suits) will break evenly among the other three hands unless the auction indicated otherwise, and adds the number of tricks his long suit (or suits) is likely to yield to his quick-trick total of the other suits. For example, the following hand

♠ K 5 ♥ A Q J 8 6 2 ♦ A Q 7 ♣ 9 3

contains about seven playing tricks: five in hearts, ½ quick trick in spades, 1½ quick tricks in diamonds.

When the long suit is not solid or semi-solid, estimation of playing tricks becomes more difficult because a second factor must be considered – the position of the missing honor cards. Thus, a suit such as ♥K J 8 6 5 3 is worth approximately 3½ playing tricks. With normal distribution, declarer might make four tricks if he can lead toward the suit or find the missing honors well placed, but he could be limited to two or three tricks.

Assessment of playing tricks is particularly important when considering a preemptive bid or an overcall. The Rule of Two and Three is one guideline.

POCKET. One of four rectangular areas in a duplicate board that hold the four hands, designated North, South, East and West.

POINT-A-BOARD. British term for board-a-match.

POINTED. A term coined to describe the spade suit and the diamond suit because the suits have pips that are pointed at the top. The converse (rounded suits) indicates hearts and clubs.

POINTS. (1) The score earned by a pair as a result of the play of a hand, including trick points, premium scores and bonus. (2) A unit by which a hand is evaluated (point count). (3) The holding of masterpoints that have been credited to a player-member in any national contract bridge organization that has a masterpoint system.

POKER BRIDGE. A style of bidding that relies heavily on stabbing boldly with bids calculated to produce swings on every hand. Players who use “poker” tactics in bridge are those who constantly overbid or take long chances. Related: Swing.

POOL. The total amount of money that is distributed to winning entries at some duplicate games. To create the pool, the competing pairs may be auctioned off, as in a *calcutta*, or they may contribute a set amount at the beginning of the game. The biggest pool annually occurs in the Cavendish Invitational Pairs, where a spirited auction typically builds a pool of more than \$1 million.

POSITION. The place at a table occupied by a player. The various positions are called by the compass points: *i.e.*, North, South, East and West. Also, “position” can describe one’s place in the order of bidding during a given auction. “Second position” means that position directly to the left of the dealer. “Fourth position” is the seat to the dealer’s right. Position also can refer to where an individual, pair or team places in a set of standings.

POSITIONAL FACTOR. The value of honor cards during the bidding may improve or decline in accordance with the opposing bidding. A king becomes a much more likely trick when the suit is bid by the right-hand opponent, but is likely to be worthless if the suit is bid on the left, except as a notrump stopper if the holder of the king is declarer. This is an important factor in “right-siding” a contract.

Sidney Silodor gave the following example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	Pass	2♥
3♦	3♥	All Pass	

South holds:

♠ A J 7 3 ♥ 10 6 3 2 ♦ K 4 2 ♣ 10 9

Although South has a relatively strong raise to 2♥, he should pass, because the ♦K has been devalued by the bid on the left. The decision to pass would be even clearer if the minor suits were interchanged and West bid 3♣. In that case, North’s failure to make the trial bid of 3♦ would imply a lack of interest in game.

POSITIVE RESPONSE. A natural constructive response in a forcing situation where there is a bid available for an artificial negative or waiting response.

POSTMORTEM. A term applied to the discussion of bridge hands after conclusion of play or any time thereafter. Generally speaking, postmortems can be of significant value when engaged in by experts, as points of great interest are sometimes highlighted by this type of discussion, and unusual features of a hand often are brought into better perspective.

POWERHOUSE. A descriptive term usually signifying a hand that is very strong in high-card points, but it can apply to one that has extraordinary playing strength.

PRE-ALERT. In ACBL tournaments, players are required to explain or pre-Alert to opponents regarding certain aspects of their methods, including unusual bidding treatments and/or defensive conventions, such as the agreement to lead the low card from a worthless doubleton. In such cases, the opponents may need to discuss their defenses to the unusual systems before play begins.

PREMATURE SAVE. Another way of describing an Advance Save.

PREMIUM. A score made above the line in rubber bridge or Chicago.

PREMIUM SCORE. The score above the line, consisting of extra tricks, making doubled contracts, rubber bonus, slam awards, honors, and premiums for defeating opposition contracts.

PREPARED CLUB. An opening bid on a three-card suit, used mainly by partnerships employing five-card majors.

PREPAREDNESS, PRINCIPLE OF. The idea, originally called “anticipation,” of looking forward to the next round of bidding when selecting a bid. It applies regularly to the opening bidder, but may also apply to responder and the opponents.

PRESSURE BID. An overbid made necessary by opposing action.

PRIMARY HONORS. Top honors, *i.e.*, aces and kings. The king of a suit may instead be considered a secondary honor when it is unaccompanied by the ace or queen and when it is in a suit in which partner is known to be short. Primary honors usually carry more weight in suit contracts than in notrump.

PRIMARY TRICKS. A term first used by P. Hal Sims to describe high cards that will win tricks no matter who eventually plays the hand.

PRIMARY VALUES. Aces and kings, also called “hard values.”

PRIVATE SCORECARD. Players competing in duplicate events usually keep a written record of their performance. Cards that enable participants to keep such a record usually are given out by the host organization. The inside of the ACBL convention card is a private scorecard. There are spaces for the contract, the declarer and the score, as well as matchpoints or IMPs. The ACBL card also lists an IMP scale and two scales for victory point scoring.

PRO. A bidding system called PRO, for Pattern Relay Organized. The term also refers to a professional bridge player. In some circles, a “pro” is any expert player.

PROBABLE TRICK. A playing trick that can be reasonably counted on when attempting to forecast the play during the bidding. The guarded king of a suit bid voluntarily on the right is an example.

PROGRESSION. (1) The movement of players in duplicate, (2) the movement of the boards in duplicate, (3) the movement of players in progressive bridge.

PROGRESSIVE BRIDGE. A form of competition at contract bridge played in the home or among social groups. Party contract bridge uses a progressive movement.

PROMISE. A bidding statement indicating the smallest number of cards in a suit or high-card points in a hand. For example, an opening bid of 1♣ promises a minimum of three cards in standard methods.

PROTECT. (1) To guard with a low card, as an honor, (2) to make a bid in order that partner may have another opportunity to bid, thus “protecting” him if he has greater strength than his first call has implied (this usage is obsolete), (3) in England, to balance.

PROTECTION. An English term for balancing.

PROTEST. Part of the appeals process.

PROTEST PERIOD. The time specified by the sponsoring organization during which a director’s ruling may be appealed. The term is also used, though not quite accurately, to designate the period in which scoring corrections may be accepted.

PROVEN FINESSE. A finesse whose success is guaranteed. For example:

North
♠ A Q J 7

South
♠ 10 9 5 3

The ♠10 is led and wins, while right-hand opponent discards. Subsequent finesses in the suit are proven or established. Also called a marked finesse, a slightly less absolute circumstance.

PSYCH. A deliberate and gross misstatement of honor strength and/or of suit length.

PUDDING RAISE. A balanced major-suit raise based primarily on high-card strength (British).

PUMP. A colloquialism for force, as in forcing declarer to ruff, frequently referred to as “pumping” the declarer.

PUNCH. As a verb: to cause a player (usually dummy or declarer) to use a trump for ruffing; to shorten declarer’s trump suit. As a noun, the act of shortening in trumps. Related: Pump and Force.

PUNISH. To double an opponent for penalties.

PUSH. (1) A raise of partner’s suit, usually at the partscore level, aimed at pushing the opponents to a level at which they may be defeated. For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♠	2♥	2♠

Neither side is vulnerable and South holds:

♠ 6 5 3 ♥ K 9 ♦ A 8 4 2 ♣ Q 7 3 2.

It seems likely to West that both sides will make about eight tricks, so he bids 3♥. East is marked with, at worst, a good five-card heart suit. If North-South continue to 3♠, in which they will have more heart losers than they expect, they may be defeated, and West will have turned a minus score into a plus. The chance of being doubled in 3♥ is slight, and East should be wary of continuing to game.

(2) A board in a team match in which the result is the same at both tables or, in Swiss teams, with a difference of only 10 points (as plus 110 compared to plus 100). At board-a-match scoring, any difference results in a win for the higher-scoring side.

(3) A rubber in which the net score is zero after rounding off.

QUACK. A contraction of “queen” and “jack” used to indicate (1) either the queen or the jack in situations where it is of no consequence which of the two cards is held or played in the context of a decision involving the theory of “restricted choice,” (2) the two cards together in the context of hand evaluation: Possession of “quacks” usually means the hand holding one or more of the combinations is not as good as the high-card point count might indicate.

QUALIFYING. Finishing high enough in a qualifying session to continue competing in the final session(s) of the event. Such matters are governed by the conditions of contest for the event.

QUALIFYING SESSION. In an event of two or more sessions, one or more of them may be designated as qualifying sessions to select contestants eligible for continued play in the remaining sessions.

QUALITY. Ely Culbertson stressed “quality” and “quantity” in discussing hand valuation. More modern usage concerns control cards, suit strength or the presence of intermediate cards, etc. Analogous to the concept of “working” cards.

QUANTITATIVE. A bid is quantitative if it is natural and limited. A bid of 4NT in response to a 1NT opener (15-17) is said to be quantitative in the sense that it asks the 1NT bidder to advance to 6NT with a maximum – 17 HCP or perhaps 16 with a five-card suit.

QUEEN ASK. Part of the Roman Key Card Blackwood convention.

QUICK TRICK. A high-card holding that in usual circumstances will win a trick by virtue of the rank of the cards in either offensive or defensive play. Of course, in some distributional holdings or freak hands, such defensive values evaporate. The accepted table of quick tricks is:

2	A-K of same suit
1½	A-Q of same suit
1	A or K-Q of same suit
½	K-x

QUITTED TRICK. In rubber bridge, a trick is quitted when the four cards played to it have been gathered together and turned face down in a packet in front of the side that contributed the winning card. Any player has the right to inspect a quitted trick until either he or his partner has led or played to a subsequent trick.

In duplicate, a trick is quitted when all four players have played to it and turned their cards face down. A quitted trick may not be inspected except at the director's specific instruction. If a player wishes to inspect the cards just played to a trick, he may do so only if he has left his own card face up on the table, assuming neither he nor his partner has led or played to the next trick. This is covered in Law 66.

QUOTIENT. A device used to determine the winner in team competition if a round-robin ends in a tie either in won and lost matches or in victory points won and lost. The total number of IMPs won by a team against all round-robin opponents is divided by the number lost to determine the quotient. Italy won two European Championships by quotient, over France in 1956 and over Great Britain in 1958.

RABBIT. An inexperienced player (chiefly British). The most famous rabbit is the Rueful Rabbit from Victor Mollo's Menagerie stories

RABBI'S RULE. "When the king is singleton offside, play the ace." A whimsical rule attributed to Milton Shattner, a New York attorney nicknamed "the Rabbi" because of his authoritative pronouncement of this and other convictions governing play.

RAGS. Low spot cards.

RAISE. As a noun, an increase of the contract in the denomination named by partner. As a verb, to make a bid increasing the contract in the denomination named by partner.

RANK. (1) The priority of suits in bidding and cutting. Starting at the bottom, the suits rank clubs, diamonds, hearts

and spades, with notrump at the top of the list. (2) The trick-taking power of each card within a suit. The ace, king, queen, jack have priority in that order. The lower cards rank numerically. (3) The status of a player in a masterpoint ranking system.

RANKING. The position of a player, pair or team in the section or in the overall.

RATING POINTS. A measure of achievement in bridge competition at an ACBL-sanctioned club. At the beginning of the rating-point system, 100 rating points – initially issued on slips of paper – equaled one masterpoint. Today, clubs report masterpoint earnings of players electronically.

RECAPITULATION SHEET (RECAP). A large printed form on which the scores from a bridge game are posted. In club games and tournaments without electronic scoring devices, most scores are recorded from pickup slips.

Virtually all scoring today is accomplished by using the ACBLscore software, which is programmed to score pairs games and team games (and make matches in Swiss teams).

Instead of the old recap sheet, the product of computer scoring is a printout with matchpoints for every board and scores for every pair. It resembles a smaller version of the old recap. Masterpoint awards for the event are posted alongside the names of players who earned awards (calculated by the computer program). If the event is multi-session, it also indicates the seating assignment for the subsequent session.

RED. Vulnerable. Also a British colloquialism: The "red" side is vulnerable and the opponents are not. Compare to amber, green and white.

RED POINT. Masterpoints won in regional tournaments and NABCs. Red points are required for advancement in rank, starting with Regional Master.

REDEAL. A second or subsequent deal by the same dealer to replace his first deal. Hands are never redealt at duplicate except in special cases on the director's instructions.

REDOUBLE. A call that increases the scoring value of odd tricks or undertricks of your partnership's bid following a double by the opponents of your partnership's bid. A redouble can be made only after an opponent doubles and only when the intervening calls were passes.

RE-ENTRY. A card by which a player who has had the lead (including the opening lead) can regain it.

REFUSE. (1) Deliberate failure to win a trick because of reasons of strategy. (2) Used in the sense of refusing to finesse, *i.e.*, not taking what was previously a winning finesse in order to ensure the contract. (3) An obsolete term formerly used in whist and auction bridge, the laws of which defined it as "to fail to follow suit."

RELAY. (1) A minimum bid unrelated to bidder's hand, aimed simply at keeping the bidding open so that bidder's partner can describe his hand. Using the lebensohl convention, the response of 3♣ to 2NT is an example – 3♣ says nothing about clubs and is required by the 2NT bid, merely keeping the bidding open. Another example is the 2♦ response to the Cappelletti 2♣ overcall of 1NT. 2♦ says nothing about diamonds, merely offering the 2♣ bidder a chance to clarify his hand and his intentions. Some relay bids are asking bids – *e.g.*, the Stayman 2♣ bid in response to 1NT. Related: Systems.

(2) The practice of sharing boards in duplicate. This method often is used in a pairs game with six, eight or 12 tables. Two pairs share boards while one set of boards sits on a bye stand halfway around the room. It also can happen in Howell movements when a late pair is added. In team events, the boards are relayed between the two teams involved in a match.

(3) In Great Britain, a relay is the equivalent of a bye stand.

REMOVE. To bid on when partner has doubled for penalties or has suggested notrump as a contract.

RENEGE. Colloquial synonym for revoke (fail to follow suit when able to). The term is borrowed from such games as two-handed pinochle and French whist, in which it is permissible to revoke.

REPEATED FINESSE. More than one finesse in the same suit, as with leading to the A-Q-10 and playing the 10, followed by a return to hand to play to the queen.

REPECHAGE. A second chance after losing in a knockout competition.

RERAISE. A colloquialism for opener's rebid of three of his suit after responder has raised to two:

1♠ – Pass – 2♠ – Pass; 3♠. Some players use the reraise as a preemptive device; others consider it an invitational bid.

RESCUE. To bid another suit, or conceivably notrump, when partner has been doubled for penalties. The most common rescuing situation arises when an overcall has been doubled for penalties, a rarer event than it was before negative doubles became popular.

There are three points for the rescuer to consider:

(1) His length in the doubled suit. The more cards he holds, the less desirable a rescue becomes – it is rarely right with a doubleton and virtually never right with more than two cards.

(2) The level of the potential rescue. Rescuing is more likely to be effective at the one level and may sometimes be attempted when holding a singleton or void in the doubled suit but no suit of more than five cards. There is less reason for rescuing if it must be done at a higher level.

(3) The quality of the rescuer's suit compared with the likely quality of the doubled suit. There must be a reasonable expectation that the rescuer's suit is more substantial than the doubled suit. In most circumstances, a strong six-card suit or a seven-card suit is necessary.

Another common rescue situation occurs when a 1NT

opening has been doubled. Here it is seldom right for responder to sit if he has no high-card strength or if he has a long suit.

RESCUE BID. A bid, based on a long suit, made with less-than-normal values because of a misfit with partner's bid suit after it has been doubled.

RESERVE. A back-up line of play.

RESOCK, REWIND. Colloquial terms for redouble – along with “send it back.”

RESULTS PLAYER. A player – also known as a “result merchant” – whose sole concern in examining the bidding or play of a deal is how it scored, giving no regard to proper technique or luck. A results player would consider an odds-on slam in a bad light if it happened to go down on an unlucky and unlikely trump split. Results players are also good at double-dummy analysis of the “correct” line of play for a deal that would, in fact, be inferior without a look at all the cards. Second-guesser is a synonym.

RHO. Right-hand opponent.

RHYTHM. Bidding and play at a uniform speed. The stress here is on uniformity and not on speed. An expert player attempts to foresee possible problems that may evolve during bidding, before choosing his first action so that he may avoid the agony of a later huddle. A good player knows that a huddle followed by a pass, or even a double, places the onus on his partner to not be influenced by the fact that he had a problem. Therefore, he will try to solve his future problems before they occur rather than after.

In the play, the shrewd declarer sometimes attempts to cause opponents to be careless in defense by playing with unusual rapidity, as though the contract was practically a pianola. When confronted by a rapid tempo, a thoughtful defender will deliberately slow his own tempo so that he has the opportunity to analyze declarer's play to see whether or not he has a problem.

In the play, too, the necessity for defenders to establish a rhythmic tempo to their play is important. In attempting to locate a particular card, such as an adversely held ace or queen, declarer is frequently put on the right track by applying the old adage, “He who hesitates has it.” A declarer takes advantage of a hesitation at his own risk, but the opponent who hesitates before making a play with intent to deceive the declarer is guilty of unethical conduct and is subject to penalty. This is an important element of the Proprieties.

RIDE. (1) To take a finesse with. For example, “Dummy's jack was led and declarer let it ride.” (2) A large penalty, derived from underworld argot in which a victim is “taken for a ride” by his would-be murderers.

RIFFLE. A light shuffle of the deck; a flexing of the deck with the cards bent and held between the fingers so that a rapid motion ensues as the pack is straightened out.

RIGHT-HAND PLAYER. The player who, in rotation, acts before the given player. There are distinctions in the rules between irregular acts committed by the right-hand or left-hand player. The term is generally used, however, to refer to the player on declarer's right, after play commences.

RIGHT SIDE. The hand of the declaring partnership that can more successfully cope with the opening lead against the chosen contract. For example, assuming all other suits are adequately stopped, the hand holding A-Q-5 opposite 6-4-3 is the right side from which to play. Sometimes there is no right or wrong side.

The rightness of one side and wrongness of the other may relate to factors other than the safety of the declarer's holding in the suit led; for example, the inability of one defender to lead the suit profitably (*e.g.*, from four to the king when the declaring side has the ace and queen), or the inability of one defender to diagnose the most effective lead, whereas from his partner's hand the "right" (most effective) lead would be obvious.

RIGHTY. Right-hand opponent.

RKCB. Roman Key Card Blackwood.

ROCK CRUSHER. A hand with tremendous trick-taking ability, often based on high-card strength.

RONF. An acronym for Raise Only Non-Force, usually applied when one player opens a weak two-bid. Most pairs have the agreement that a raise is the only non-forcing response to a weak two-bid by an unpassed hand.

ROTATION. The clockwise order in which actions take place at the bridge table.

ROUND. A part of a session of bridge at a tournament during which the players and the boards remain at a table. When two boards are played during a round, its duration should be about 15 minutes. Three-board rounds require about 20 minutes; four-board rounds 25.

In rubber bridge, a round refers to the three or four rubbers (or double rubbers) during which each of the players plays with each of the other players as partners.

ROUND HAND. A colloquialism for a hand with balanced distribution, particularly 4-3-3-3. Flat and square are also used to describe such a hand.

ROUNDED. A term used to describe the combination of hearts and clubs, these suits having pips rounded at the tops. The converse is "pointed" to indicate spades and diamonds.

ROUND-ROBIN. A form of competition in which each of the contesting groups (usually teams, though occasionally pairs) plays against each of the other groups in head-on competition. "League" is used as an equivalent term in England.

ROVER. A method of handling a half table in a Mitchell movement. The rover is an alternative to the phantom pair and the bump Mitchell. The rover pair may play in either direction, but North-South is preferable because the movement is easier to administer with a North-South sit-out.

RUFF. To use a trump to attempt to win a trick when a plain suit is led.

RUFFING TRICK. A trick won by ruffing.

RULING. An adjudication by the director after an irregularity has occurred at a bridge tournament or a club; in rubber bridge, an application of law by agreement among the players.

RUN. (1) Bidding: to take partner (or yourself) out into a different suit (or notrump) when the first suit is doubled. (2) Play or "run" (a suit): to cash all the winning cards of an established or solid suit by playing them one after the other. (3) Play a card from hand or dummy and, when not covered, play low from the other hand, "running" it through the next player.

SAC. Colloquialism for sacrifice or save, as in, "We took the sac."

SAFETY LEVEL. The maximum level a partnership is willing to reach, without undue risk, to investigate a higher contract or compete against enemy bids.

SANCTION. The permission given by ACBL to a club, unit or district to hold a duplicate event within ACBL territory. In general, a specific sanction to hold a tournament must be obtained from ACBL well in advance of the date scheduled for the tournament. ACBL sends the sponsoring organization a form for reporting the results of the tournament. The report is used by ACBL to record masterpoints won by contestants.

Approximately 3200 bridge clubs in North America have been given the right to hold games sanctioned by ACBL. An affiliated club awards masterpoints based on the type of game and number of participants. Information concerning masterpoints won is relayed to ACBL either on disk or on a monthly report form. Formerly, masterpoints were distributed to players as fractional certificates that had to be bundled by the player and mailed to ACBL. Computers put an end to the need for fractional certificates.

SANS ATOUT. Notrump. The term is French.

SCORE. (1) Noun: the number of game or premium points earned as a result of the bidding and play of a contract, rubber or session of bridge. (2) Verb: to record the score. There are slight differences, because of the nature of the games, between the scoring at rubber bridge, Chicago and tournament bridge. In addition, tournament bridge has different scoring procedures and values, depending on the type of event.

SCORE PAD. A printed tablet of sheets of paper used to keep a record of the scores in a game of rubber or Chicago. Score

pads come in various shapes and sizes, and some are imprinted with the name of the club at which they are used, but they are all ruled with printed lines, leaving spaces for entering game and partial score results and extra premiums such as undertrick penalties and slam and rubber bonuses and honors. In North America, each sheet of the pad will have a large cross at the top, like a letter X, so that players can keep track of the deal number at Chicago.

SCORE SHEET. In club games, the summary sheet on which the matchpoints won by a pair are entered for ease in totaling; in larger tournaments, the recapitulation sheet, to which the scores are posted from the pickup slips. These are seldom used in tournaments today because most tournaments are scored by computer programs.

SCORECARD. A personal (or private) scorecard used in tournaments is called a convention card. When used in party or progressive bridge, it is called a tally.

SCORESLIP. A printed form at each table on which the results of a round of duplicate play are entered. Caddies collect the scoreslips after each round and give them to the director, who enters the scores either in the computer or on a recap sheet. At a growing number of tournaments and bridge clubs, scoring is done via wireless electronic devices, eliminating the need for scoreslips except as backups.

SCRATCH. (1) In pairs play, a colloquialism for placing high enough in a section or overall standings to earn masterpoints; (2) in a handicap game, a pair with a zero handicap is said to be a scratch pair. (3) Starting with nothing, as in “starting from scratch.”

SCREEN. An opaque barrier placed diagonally across the bridge table so that no player can see his partner.

SCRIP. Financial certificates, today known as Bridge Bucks, issued by the ACBL for use as prizes at tournaments and as a convenience for buying entries (scrip can be charged to credit cards). The certificates may be used to pay ACBL dues.

SEAT. The position a contestant takes at a table; usually designated by one of the four principal points of the compass, North, South, East or West. The first two and the last two are partners, and each pair is the opponent of the other pair.

SECOND HAND. (1) The player to the left of the dealer. (2) The player who plays second to a trick.

SECONDARY HONORS. The lower honors, *i.e.*, queens and jacks, as opposed to primary honors – aces and kings. The king of a suit may also be considered a secondary honor when it is not accompanied by the ace. Secondary honors generally carry their weight better in notrump than in suit contracts, especially when they are not located in partner’s long suits.

SECONDARY VALUES. Queens and jacks, also called soft

values, as distinct from ace and kings, which are primary or “hard” values.

SECTION. A group of contestants who constitute a self-contained unit in the competition in one event for one session of a tournament.

SELF-SUFFICIENT SUIT. A solid suit – perhaps A-K-Q-J-x-x or A-K-Q-x-x-x-x.

SEMI-BALANCED. A hand with 5-4-2-2 or 6-3-2-2 distribution.

SEMI-PSYCHIC. A departure from normal bidding methods that is not a complete bluff but is still intended to deceive the opponents. The term usually refers to an opening bid well below minimum values, but lead-inhibiting bids belong in the same category.

SEMI-SET GAME. A rubber bridge session involving five or more players in which one pair (sometimes two pairs), such as a husband and wife, play as partners except when one of them is cut out.

SEMI-SOLID SUIT. A suit of at least six cards that appears to contain only one loser or a suit that is one high card short of being a solid suit, for example, A-K-J-10-7-6, A-Q-J-10-8-4, A-K-8-7-6-5-3, K-Q-J-8-7-4-3.

SEND IT BACK. Redouble (colloquialism).

SENIOR MOMENT. Humorous expression used to explain an error in play because of a lapse in concentration.

SEQUENCE. Two or more cards in consecutive order of rank, such as A-K-Q, a sequence of three, or Q-J-10-9, a sequence of four.

SESSION. A period of play during which each contestant is scheduled to play a designated series of boards against one or more opponents. A session may consist of one or more rounds.

SET. (1) The group of duplicate boards to be played in a round; (2) all the boards in play in a section or match; (3) the number of boards in a board case, usually 32 or 36; (4) the defeat of a contract – “Declarer suffered a two-trick set”; (5) to defeat a contract – “The defense set declarer two tricks”; (6) a partnership that plays together regularly – Eric Rodwell and Jeff Meckstroth are a set partnership; (7) a partnership that plays intact through a session of rubber bridge or Chicago; (8) a game in which both partnerships are set partnerships.

SET GAME. A pre-arranged match between two partnerships, with each pair almost always remaining the same for the duration of the contest. There have been set games where one of the players has been spelled for a while by some other player who had been waiting in reserve for such an instance. Generally, set games involve only four people and last for

several rubbers as previously agreed upon.

SET UP. To establish one or more cards in the hand of the player himself, his partner or an opponent.

SET-UP SUIT. An established suit.

SEVEN or SEVEN-SPOT. The eighth-ranking card in a suit, located between the 8 and the 6.

SEVEN-ODD. Seven tricks over book, or 13 tricks in all.

SHADE, SHADED. A bid made on slightly less than technical minimum requirements.

SHAKE. A colloquialism meaning discard.

SHAPE. The distribution of a hand: 5-4-3-1, for example.

SHARK. An expert player, but more particularly one who specializes in playing for money and is adept at this type of competition. An expert who prefers to prey on less-experienced players is sometimes categorized as a shark.

SHIFT (or switch). To change suit from one originally led on defense; alternatively, a change of suit by declarer in the development of his play. Shift can also be used to describe a bid in a new suit by the opening bidder, his partner or an overcaller or his partner.

SHOOTING. Playing deliberately for an abnormal result. Occasionally near the end of a tournament, a couple of tops are needed for a pair to have any chance of winning. Two or three average results would be just as fatal to one's chances as bottoms. Under these circumstances, playing for abnormal results is justified. Playing for a top or a bottom is called shooting.

Many players, quite wrongly, think of shooting as equivalent to overbidding. In fact, good shooting consists of underbidding as often as overbidding. The aim should be to arrive at a contract that is only slightly wrong.

To bid a game or a slam which has a 30-40% chance of success is an intelligent "shot," but it is equally sensible to stop short of game or slam that has a 60-70% chance. In each case the shooter is hoping for the less-likely result.

But the best chance to shoot intelligently is in the play of the hand.

North

♠ 5 4

♥ 6 3 2

♦ 7 4

♣ A 8 5 4 3 2

South

♠ A Q 6

♥ A K 8 7

♦ A Q 6

♣ K 9 7

West leads a spade against South's 3NT contract. Declarer wins East's king with the ace, and attacks clubs. Normally he would play the king, and then duck a round. This is the percentage play because the odds are slightly against a 2-2 club break. Obviously, if declarer plays the king, then leads the 9 to dummy's ace, his contract will be placed in jeopardy. For one who wishes to shoot, this is a wonderful opportunity. By playing the ace on the second round (unless West shows out), he can be almost certain of a top (or bottom).

SHORT HAND. A term used to describe the hand of the partnership that contains the fewer cards in the trump suit, such as in the reference, "Declarer took the ruff in the short hand." Occasionally, the term may be applied to a hand that is short in a non-trump suit and therefore expects to ruff.

SHORT SUIT. In an original hand of 13 cards, a suit containing two or fewer cards. In some contexts, a short suit would be defined as a singleton or a void.

SHORTEN. To force; to shorten in trumps by forcing to ruff.

SHOW. Indicate a certain number of high-card points or other feature of a hand. A response to Blackwood, for example, shows aces or key cards. Similarly, a cuebid can show a control, and an opening bid of 1♠ shows a minimum of five spades in standard.

SHOW OUT. To fail to follow suit for the first time during the play of that suit, usually because of being void, but it could be from revoking.

SIDE SUIT. In bidding, a suit of at least four cards held by a player whose first bid is in another suit. In play, a suit of at least four cards other than trumps held by declarer in his own hand or dummy.

SILVER POINTS. Masterpoints won at ACBL sectional tournaments or Sectional Tournaments at Clubs (STaC). As of Jan. 1, 2010, a player must earn at least 75 silver points as one of the qualifications for advancing to the rank of Life Master. Excepted from this requirement are players who joined the ACBL prior to Jan. 1, 2010, and maintained continuous membership.

SIMPLE. As applied to an overcall or response, the definition is non-jump, merely sufficient to overcall or respond.

SIMPLE FINESSE. A finesse for a single card held by the adversaries.

SIMPLE HONORS. A term used in auction bridge to denote three honors in the trump suit, for which 30 points were scored.

SINGLE-DUMMY PROBLEM. A problem solver is given the two hands of a partnership holding, approximating the conditions facing a declarer at the bridge table. Among the foremost inventors of these problems was Paul Lukacs of Israel.

SINGLETON. An original holding of exactly one card in a suit. Also called a stiff (colloquial).

SIT, SIT FOR. Usually used in reference to a pass of partner's penalty double. Passing a takeout double is usually referred to as converting the takeout double to penalty.

SIT OUT. (1) (Verb) To miss a round of play in a duplicate game because there is an odd number of pairs. (2) Wait to cut in to a Chicago or rubber bridge game.

SITTING. A session of bridge. Also a descriptive term referring to one's position at the table, *i.e.*, "Sitting North."

SIX-ODD. Six tricks over book, or 12 tricks in all.

SKIP BID. A bid skipping one or more levels of bidding, as in an opening two-bid or a preemptive jump overcall (1♣ - 2♠). Also known as a jump bid.

SLAM. A contract requiring declarer to win 12 tricks (small slam, previously called little slam) or all 13 tricks (grand slam). An original feature in the earliest forms of whist (some of which were called "Slamm"), these results were rewarded with bonuses in bridge whist and auction bridge regardless of the declaration, so much so that in auction bridge, a side that bid seven and won 12 tricks still received the 50-point premium for a small slam although the contract was down one. In contract bridge, however, slam bonuses are paid only when the slam is bid and made.

The slam bonus in duplicate: small slams, 500 non-vulnerable, 750 vulnerable; grand slams, 1000 non-vulnerable, 1500 vulnerable.

SLIDING BOX. A tray for moving boards back and forth.

SLUFF. To dispose of a loser by throwing it off on the lead of a suit not held by the sluffer. The word derives from slough, to cast off and is almost always used in the context of a "ruff and a sluff."

SMALL CARD. The incorrect designation of a low card.

SMALL SLAM. A contract requiring declarer to make six-odd, or 12 tricks in all.

SOCIAL BRIDGE. Played in a person's home for moderate or no stakes. In larger gatherings, a reference to party bridge or progressive bridge. In expert circles, social bridge increasingly is taking the form of team-of-four competition, with a stake based on IMPs.

SOCK, SOCK IT. Obsolete slang for double.

SOFT VALUES. Queens and jacks, which may well have no role in the play, as distinct from "hard values," *i.e.*, aces and kings.

SOLID SUIT. A holding that is expected, at a trump or notrump contract, to win as many tricks as there are cards in the suit. Theoretically, it should contain as many high cards as there are outstanding cards in the suit: nine to the A-K-Q might lose a trick if all four missing cards are in the same opponent's hand. Culbertson's rule of thumb is that a suit is solid if half the outstanding cards were in one hand and could still be picked up by successive leads.

An alternative definition, similar in effect, is "a suit which can be expected to lose no tricks with a singleton in dummy, and may lose no tricks opposite a void." By this standard, A-K-Q-x-x-x, A-K-Q-10-x-x qualify, but A-K-Q-x-x-x does not.

SOUTH. One of the compass points used in describing the players at the table. South's partner is North. South is "over" the East hand but "under" the West hand.

SPADES. The highest ranking of the four suits at bridge. The 13 cards of the suit are indicated with a black symbol. In American and British decks, and some made for export to North America, the ace of spades usually carries a special design, trademarked by the manufacturer, on its face. The word "spade" is not agricultural. It designates a broadsword, derived from *spatha* in Greek and Latin. It is the point of a spear in French (*pique*) and German (*pic*).

SPLIT. The division of a suit, usually in the context of an assessment of outstanding cards in a key suit, as in a 4-1 split (or "break") in the trump suit.

SPLIT EQUALS. To play a card from two equals when following suit with a lower card is possible, as in playing the queen from K-Q-5 when declarer leads a low card from dummy.

SPONSOR. A single person who hires an expert to play in a pairs game or several experts to play on a team. Also, a corporate entity paying expert players to represent a brand.

SPOT CARD. Cards ranking below the jack, from the 10 down to the 2. Of the 13 tricks that are won on each deal, approximately eight are won with aces, kings, queens, and jacks; the remaining five tricks are won with spot cards. A fraction more than five tricks are won by the lower cards in trump contracts, because low trumps win tricks that are not available in notrump contracts.

SPREAD. (1) Verb: to spread the hand, either as a claim or as a concession of the remaining tricks. (2) Noun: the difference between the minimum and maximum values shown by a particular bid; in Standard American, the range of values for an opening bid of 1NT is 15 to 17 high-card points, a spread of three, while an opening bid of one in a suit may have a high-card point-count spread of 10 to 24, or 15 points; (3) Adjective: unbeatable, as "The hand was spread for four hearts."

SQUARE HAND. Bridge geometry is peculiar; square hand, flat hand and round hand all describe 4-3-3-3 distribution (or similar). Another colloquialism is pancake.

STACK, STACKED. (1) The cards are said to be stacked against one when a single opponent holds all or nearly all of the cards in a crucial suit. (2) To stack a deck is to arrange cards in an undealt deck in order to put predetermined holdings into one or more hands.

STAKES. Rubber bridge is frequently played for stakes. In major North American bridge clubs, where membership and card fees are considerable, stakes usually range from one-half cent to three cents per point, but higher stakes do occur, ranging up to 50 cents or even a dollar. In home and social games, stakes are usually much more modest and may be as little as one-tenth of a cent.

In Britain and other parts of the world, stakes are expressed on a “per hundred” basis. Therefore scoring 100 honors is worth the announced stake in Britain, but 100 times the announced stake in North America.

STAND, STAND FOR. To pass partner’s penalty double or takeout double.

STAND UP. In defensive play, a high card that wins a trick. A suit is said to stand up until it is ruffed by declarer. On offense or on defense, a high card is said to stand up if it wins the trick, even though a higher card may be outstanding in the suit.

STANDOFF. A colloquialism for a rubber with no net score after rounding off; a hand in which honor score balances undertrick penalties; a deal in a team game (board-a-match, IMPs or total points) on which neither team gains.

STATE OF THE MATCH. An experienced player is adept at estimating how he is doing in a head-to-head match, taking into consideration what has happened at his table on certain boards compared to what likely has happened on those boards at the other tables. This is easier when one’s teammates and their tendencies are well known. For example, if the opponents at your table bid a low-percentage slam that happens to be cold, and your teammates are sensible and not likely to take such a risk, that can be counted as a loss of IMPs. In such a circumstance, you would consider an aggressive action you might not take otherwise.

STICK. Colloquial term for an ace. “I had two sticks,” meaning, “I had two aces.”

STIFF. (1) Adjective or noun: Colloquialism for singleton, frequently used in reference to a major honor (ace, king, or queen) without guards. (2) Verb: Colloquially, to blank; to discard the guards, as in “He stiffed his king.”

STOP BID. A bid that fixes the final contract and commands partner to pass. Responses of 4♠ or 3NT to an opening notrump bid are examples. Signoff bids are virtually stop bids, but in some cases partner may have a reason to violate and continue with the auction.

STOPPER. A card or combination of cards that may reasonably be expected to or actually does stop the run of a suit. To be counted in the auction as a stopper, a high card, except an ace, must usually be accompanied by lower cards so that it will not have to be played on a higher one if the holder of the higher card decides to play for the drop. The number of low cards, or guards, needed is in inverse proportion to the rank of the honor. Thus, the king must ordinarily be accompanied by at least one guard, and the queen by at least two unless the bidding indicates that a higher-ranking card is held by partner.

Stoppers are particularly important at notrump contracts. Holdings such as Q-x and J-x-x are partial stoppers, needing help from partner to build a full stopper. For example, if you have Q-x and partner has J-x-x, you have a full stopper.

STOPPING ON A DIME. Ending the bidding one short of game (or perhaps slam) and making exactly the right number of tricks.

STRAIN. A term encompassing all four suits plus notrump. A synonym for denomination.

STRATUM. A group of players within a game that is differentiated by an upper and lower level of masterpoints. Many North American events are stratified, with top finishers in each strat winning masterpoints. Stratification usually is divided into three groups, e.g., 0-300, 300-1000, 1000 plus. In a stratified game, Strats A, B and C play together but are ranked separately. Players in lower strats can win in higher strats but not the reverse. In other words, if a Strat C pair have a game better than either higher strat, they win all three strats and will be so listed on the recap sheet. They receive masterpoints only from the strat they win, however.

Another method of dividing the groups is known as stratifighting, in which Flight A plays separate in a pairs or team event while Strats B and C play together in a game run in the stratified format. A group of players within a game that is differentiated by an upper and lower level of masterpoints. Many North American events are stratified, with top finishers in each strat winning masterpoints. Stratification usually is divided into three groups, e.g., 0-300, 300-1000, 1000 plus. Many other configurations are used.

STRENGTH. The top-card holding in a suit, either as stoppers in notrump, for drawing adversely held trumps, for trick-taking potential or to set up long cards as winners.

STRONG SUIT. A suit of four or more cards containing a minimum of 6 high-card points.

SUBSTITUTE. (1) Call. When a player makes an illegal call, he may be required to substitute a legal call with appropriate penalties against his partner.

(2) Player. In rubber bridge, a player who replaces a member of the table who is called away or must leave during or before the finish of a rubber. Such a substitute must be acceptable to all members playing at the table, and he would

be assumed to have no financial responsibility unless agreed otherwise.

(3) **Player.** In duplicate, a player who is permitted by the director to replace a player who is unable to finish a session or play in a second or later session.

(4) **Board.** In team play, a board is introduced by the director at a table when an irregularity has occurred that makes a normal result impossible. Such a board is withdrawn after play, but reinstated when the teammates of the pairs who played it are scheduled to play that board. If the substitute board is needed on the replay (after the teammates have recorded a result), an offending side causing the substitution may be playing for at best a halved board.

SUCKER DOUBLE. A double of a freely bid game or slam contract by a player who is relying solely on defensive high-card strength. Against good opponents such doubles rarely show more than a small profit. They can, however, result in a disastrous loss, especially when the double helps declarer to make his contract. The probability is that the declaring side has distributional strength to compensate for the relative lack of high-card strength.

SUIT. One of four denominations in a pack of cards: spades, hearts, diamonds and clubs. Each suit has 13 cards, ranked from the ace to the deuce.

SUIT PLACING. During the bidding, the process of marking the suit lengths around the table.

SUMMARY SHEET. A recap sheet.

SUPPORT. Verb: to raise partner's bid. Noun: (1) a raise; (2) whatever strength partner has in support of one's bid. Trump support is usually three or more cards in the major suit opened by partner, four or more cards in the minor suit opened by partner.

SURE TRICK. A trick that a player will win no matter what. For example: the ace of trumps, the guarded king of trumps when it is behind the ace, the ace of a suit you intend to lead against notrump. The lead of an ace against a suit contract, even though it be from a short suit not mentioned in the bidding, is not necessarily a sure trick, as declarer or dummy may be void.

The term is also used by George Coffin to describe single-dummy problems in which correct play will ensure the making of a specific number of tricks.

SWINDLE, SWINDLING. In general, a falsecard. A prime example is a play in a notrump contract when the opening lead is into your A-Q-x. Say the leader's partner plays the jack of the suit. If you must take a finesse into the opening leader's hand and you have a wide-open suit that the defenders can cash to defeat you, consider the swindle of winning the lead with the ace rather than the queen. If your LHO wins when you finesse, he likely will place his partner with the queen and play a low card from his king.

SWING. (1) The difference between the actual score made on a deal and "what might have been" if the bidding, play or defense had been different. Thus, if poor dummy play by declarer results in down one on a vulnerable 6♠ contract, the swing is said to be 1530 points if the slam is bid and made at the other table. (2) The term frequently used in team matches to name the actual gain or loss on a single hand. The term may be in total points or in IMPs. If North-South make 3♠ for 140 points and their teammates defeat 4♠ by 50 points, the swing is 190 points or 5 IMPs.

SWING HAND. A term used to denote a hand on which a successful or unsuccessful result by a partnership produces a decisive change in overall results of a rubber or a match.

Consider this deal from a European championship:

Vul: N-S ♠ Q 5 3
 Dlr: South ♥ A Q J
 ♦ K
 ♣ A Q J 9 4 3

♠ A 7 4 ♥ 10 8 5 2 ♦ 10 8 7 3 ♣ 6 5		♠ K 10 9 ♥ K 9 7 6 4 3 ♦ 4 ♣ 10 8 2	
--	--	--	--

	♠ J 8 6 2 ♥ — ♦ A Q J 9 6 5 2 ♣ K 7		
--	--	--	--

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	3♣	3♥	4♦
4♥	4NT	6♥	Pass
Pass	6NT	Pass	7♦
Dbl	7NT	Dbl	Pass
Pass	Redbl	All Pass	

On the bidding above, East led a diamond, and North-South were plus 2930 points. In the other room, North-South reached a contract of 6♣, down one, for a score of minus 100, a swing of more than 3000 points on a single deal.

SWISH. A colloquialism indicating that a bid is followed by three passes. A similar term is "float."

SWITCH. Most commonly used to indicate a defender's change of suits from the one originally led.

SYSTEM FIX. A bad result caused by one's own bidding methods.

SYSTEM ON (or SYSTEM OFF). An agreement to apply (or not to apply) certain artificial methods in slightly changed circumstances. The most common example occurs after a 1NT overcall. The partnership may agree to respond exactly as if the overcaller had opened 1NT. Also relevant against interference in certain circumstances.

SYSTEM VIOLATION. Deliberately ignoring the boundaries of one's bidding system for reasons of judgment or expedience. This is not illegal or a breach of proprieties but can have a negative effect on a partnership.

TABLE. Four players, two pairs, or one team, in duplicate play, for individual, pairs and team movements suitable to a particular number of tables.

The table most frequently used for bridge is a folding square table, about 30 inches on a side, and from 26 to 27 inches in height. In a social or “party bridge” game, the accoutrements should include two score pads, two decks of bridge cards, two sharp pencils, coasters and four chairs. A table of similar size is used in a duplicate game, but the table could contain bidding boxes, boards and scoreslips.

Other meanings are:

(1) The dummy. “The lead is on the table.”

(2) To face one’s cards, either as dummy or in making a claim. Dummy’s “tables” his hand after the opening lead. Declarer “tables” or exposes his cards in making a claim. Defenders can also claim in the same way.

(3) A way of measuring tournament attendance: four players playing one session of bridge equals one table.

TABLE FEEL or **TABLE PRESENCE.** One of the features that enable a good bridge player to become an expert is the indefinable something that is referred to as table presence. It is a combination of instinct; the drawing of correct inferences from any departure from rhythm by the opponents; the exercise of discipline in bidding; the ability to coax maximum performance from partner, and the ability to make the opponents feel that they are facing a player of a higher order. It also includes a poised demeanor that does not give clues.

TACTICS. Various maneuvers in the play of a contract, bidding nuances and choices of action, taking into consideration the methods of scoring, quality of the competition and conditions of contests.

TANK. A colloquialism in the phrase “go into the tank” or “to tank,” meaning to fall into a protracted huddle.

OUT OF HAND

BY BILL BUTLER



“Just watch! - with our luck, she won't know a thing about bridge!”

TAP. (1) Shortening a hand in trumps by forcing it to ruff (colloquial). (2) The Teacher Accreditation Program used by the Education Department of the ACBL.

TEAM. Four, five or six players competing as a unit in bridge tournaments.

TEAMMATES. The other members of a team of four, five or six.

TEMPO. (1) The element of timing in card play, with special reference to the use of opportunities to make an attacking lead.

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

♠ 7 5
 ♥ 9 5 3 2
 ♦ 10 9 5
 ♣ Q 10 5 4

N
 W E
 S

West leads two rounds of hearts against South’s 4♠ contract. South should avoid losing a tempo in drawing trumps by cashing the ♠A and ♠K immediately and then starting his diamonds. The defenders can score the two remaining trumps but cannot damage the contract. If South loses a tempo by taking a spade finesse, the defense will continue hearts, reducing South’s trumps to one fewer than West’s. Should South allow this to happen, the defense will score a trick with a long heart and defeat the contract.

(2) The speed with which a bid or a play is made.

Experienced players attempt to adjust the speed of their own bidding and play so as always to use the same tempo and thus not convey information to partner or to the opponents. Players sometimes seek to force a rapid tempo of play, hoping to gain an advantage by encouraging an error by the opponents or by obtaining information from the opponents’ pauses to think. The best defense against this somewhat unsporting tactic is to refuse to alter the tempo of one’s own play, or even to slow the tempo down so as to protect one’s partner. The term tempo, however, does not stretch to include deliberate hesitation when in fact a player has no problem.

TENACE. Two cards in the same suit, of which one ranks two degrees lower than the other; the major tenace is A-Q; the minor tenace is K-J; more broadly, any holding of cards not quite in sequence in a suit.

THEIR HAND. Term used by a player who believes his opponents can make the highest positive score, usually because of holding more high-card points.

THIN. An adjective used to describe (1) a hand without body; “a thin 15-count” indicates a hand with 15 high-card points that lacks intermediates (9s and 10s); (2) a makeable contract with fewer than the expected HCP between the two hands.

THIRD (similarly, fourth, fifth, sixth, etc.). An adjective that, when used after naming a specific card, counts the number of cards held in the suit, *e.g.*, “ace-third” denotes the holding of A-x-x.

THIRD HAND. In bidding, the partner of the dealer; in play, the partner of the leader to a trick.

THIRTEENER. The card remaining in a suit when all other cards in that suit have been played on the first three tricks of the suit.

THREE BID. An opening bid at the three level, almost always preemptive.

3NT. The lowest bid in quantitative terms that produces a game from a zero score; nine tricks without benefit of a trump suit.

THREE-ODD. Three tricks over book, or nine tricks.

THREE-QUARTER NOTRUMP. The use of a weak 1NT opener in all situations except vulnerable against non-vulnerable. Players who combine this with a fourth-hand weak notrump at all vulnerabilities (safe because neither opponent can double and dummy must have some values) can be said to play 13/16ths.

THREE-SUITER. A hand with at least four cards in each of three suits, and therefore distributed 4-4-4-1 or 5-4-4-0. Specialized opening bids for three-suited hands are listed in the Conventions chapter.

THROUGH STRENGTH. The old whist idea that a defender should lead “through strength” is one of the least valuable rules of thumb. Related: Up to weakness.

THROW AWAY. (1) To discard. (2) To defend or play so badly that a very poor score results.

THROW IN. (1) To make a throw-in play. (2) In rubber bridge, to toss the cards into the center of the table, after four passes. Used in Great Britain as a synonym for pass out.

THROWING THE LEAD (into a desired defender’s hand). Another way of describing the Throw-in Play.

TICKETS. A colloquialism used to refer to (1) pick-up slips, (2) the right high cards for a particular action, as in, “He had the tickets.”

TIE. Equality of result in a competition. (1) On a board; (2) in a knockout match, additional boards must be played in accordance with the conditions of contest to determine a winner; (3) in overall standings or section standings. Since 1992, in ACBL contests, any margin is a win.

TIERCE. A term, obsolete in bridge, used to describe a sequence of three cards, one or more of which usually has honor rank.

TIGHT. A colloquialism usually indicating a doubleton or tripleton, as in “ace-king tight,” meaning a doubleton A-K.

TIMING. An element in the play of a contract similar to tempo.

TOP. (1) On a board, the best score made in the play of a particular hand in a duplicate tournament. If one pair earns a top, their opponents must score zero points or a bottom. (2) Score: the best score for a session of play among the contestants in direct competition (3) A card: to play a card higher in rank than the ones previously played by the second or third player to play to the trick; (4) The highest card in dummy’s suit, as, declarer called for the top heart.

TOP HONOR. A primary honor (ace or king).

TOP OF NOTHING. The normal lead in many partnerships from three low cards, particularly in leading partner’s suit after having supported it.

TOP ON A BOARD. The maximum number of matchpoints possible on a board. Two different methods are used, one by ACBL and the other by the rest of the world. In ACBL, top on a board is the number of times the board is played minus one. In the rest of the world, top on a board is the number of times the board is played multiplied by two, minus two. In ACBL, a board played 13 times would have a top of 12 (13 times played minus 1). In the rest of the world, a board played 13 times would have a top of 24 (13 times 2 = 26, minus 2 = 24). Effectively, all matchpoint scores in the rest of the world are double those in ACBL, but this in no way affects the outcome. The difference in scoring methods is one of the major reasons why most final scores are now posted as percentages.

TOTAL-POINT SCORING. Computation of scores based on points earned minus points lost, from the scoring table of contract bridge. The British term is aggregate scoring.

TOTAL TRICKS, LAW OF. The theory that the number of tricks on a particular deal will be roughly equal to the number of trumps in the best fits by both sides.

TOUCHING CARDS. (1) Cards that are in sequence in the same suit, as the 10 and 9 in a holding of K-10-9-6. (2) In duplicate bridge, it is illegal for any player to touch any cards other than his own, unless he is arranging the dummy’s cards and so declares.

TOUCHING HONORS. A holding of two or more honors that are in sequence. In a holding of Q-J-10-7 of a suit, the first three are touching honors.

TOUCHING SUITS. Suits that, within the order of ranking, are next to each other: spades and hearts, hearts and diamonds, and diamonds and clubs are touching suits. For some purposes, such as selecting the suit for an opening bid, clubs and spades are regarded as touching, with the clubs the “higher” suit.

TOURNAMENT. In the days of whist, gatherings of players for the purpose of competing at the game were termed “congresses,” a term still current in Britain and Australia. As auction bridge replaced whist, the term “congress” gave way to “tournament,” as the accent shifted from sociability to competition. A tournament can describe a club game among local groups, up to competition at national and international levels. The essentials of a tournament are the planning thereof by a sponsoring organization, publicity and promotion, the programming of events, the competition itself, the scoring and determination of winners, and the hospitality in connection therewith.

TRAIN BRIDGE. Regular games on commuter trains.

TRAM TICKETS. Very poor cards (British colloquialism). This is usually used in a pejorative sense to intimate that a player showed poor bidding judgment: “He was bidding on tram tickets.”

TRANCE. A protracted break in the tempo of bidding or play during which a player attempts to solve a problem. Trances and huddles are frequent causes of ethical difficulties and disputes.

TRANSFERABLE VALUES. As a general rule, most of a player’s high-card points that are located in short suits have transferable strength – that is, they are usually good for offense or defense. Jeff Rubens, editor of *The Bridge World*, describes transferable values this way: “Strength that is likely to be useful on either offense or defense, thus high cards in suits where the partnership is not known to have great combined length.”

In highly competitive auctions, it is possible to use a double as optional, suggesting transferable values, letting partner decide whether he wants to bid on or defend. Consider this hand (East):

♠ A 10 6 5 3
♥ A 7
♦ 9 6 5 2
♣ K 5

in the following auction

West	North	East	South
1♣	1♥	1♠	3♥
4♠	5♥		

In a forcing auction of this sort, a double by East to show working values would give partner the chance to bid on with shape and defend if balanced.

This concept has something in common with the Pass-Double Inversion used by Eric Rodwell and Jeff Meckstroth after intervention in their forcing auctions. Double shows cards, pass is a transfer to double.

TRANSPORTATION. A synonym for communication between hands. This can apply to declarer and dummy or to the defenders. If declarer has “transportation” to the dummy, he has a means of entering dummy when he wishes. If a defender has a suit ready to run and there is “transportation” to his hand, the defenders will prevail.

TRAP PASS. A pass by a player holding a strong defensive hand, hoping the opposition will bid themselves into

difficulties. It is usually made by a player holding length and strength in the suit bid by the opener on his right.

TRAVELING SCORE SLIP (TRAVELER, TRAVELLING SCORESHEET in Britain). The official score of each deal in a pair duplicate game may be recorded either of two ways: on a traveling score slip or an individual pick-up card, assuming wireless electronic scoring is not being used.

A majority of clubs and lesser championship events use the traveling score slip. This slip travels with the board, folded and inserted in a pocket so that scores for tables that have played it earlier are not visible until the slip is opened after the board has been played. The score at the new table is then entered. At the end of the session, when the board has been played at each table in the game, all results have been entered on the slip. The tournament director then enters the scores on his computer or matchpoint the scores if he is scoring manually.

TRAY. (1) An obsolete term for a board. (2) The tray that is pushed back and forth under the screen in major championships, carrying the bids selected from the bidding box cards from one pair of opponents to the other pair. It was invented by Henny Dorsman of Aruba and introduced at the Central American and Caribbean Championships at Aruba in 1977.

TREY. The 3 or three-spot of each suit.

TRIAL BID. A game suggestion made by bidding a new suit after a major suit fit has been located.

TRICK. Four cards played in rotation after a card has been led by the player whose turn it was to lead (play first). A trick is won (1) by the player who plays the highest card of the suit initially led; (2) by the player who is out of the suit led and plays the highest (or only) trump to ruff that suit; (3) by the player who has established a suit by repeated leads and thus has the only cards of the suit remaining (in notrump contracts).

TRIPLE RAISE. A raise of partner’s opening suit bid to the four level.

TRIPLETON. A holding of three cards in a given suit. The term is usually used to describe an original or dealt combination, as an ace-king tripleton in diamonds.

TRUMP. The suit named in the final bid, other than notrump. Such suit is the trump suit, and a card of the trump suit, when played, is a winner over any card of a plain (not trump) suit. If two or more trumps are played on the same trick, the highest trump card played wins the trick. Sometimes used erroneously to mean ruff.

TRUMP TRICK. A playing trick in the trump suit.

TTASL. English colloquial acronym standing for “Teach Them A Sharp Lesson.” The usual example occurs when the opponents reopen the bidding at the partscore level and allow a game to be bid and made.

TURN. (1) Noun: the appropriate moment for a player to make a bid or play, as in “It’s your turn to bid;”(2) verb: to quit a card at duplicate or a trick at rubber bridge (turn it over) after all four players have played; (3) verb: to take a trick, as “We turned six tricks against 3♠.”

TWO or TWO-SPOT. The lowest-ranking card in any given suit. Sometimes referred to as the deuce.

TWO-DEMAND BID. A forcing opening bid at the two level when playing strong two-bids.

TWO-ODD. Two tricks over book or eight tricks in all.

TWO-SUITER. A hand with one suit of more than four cards and another suit of more than three cards. The term used to be confined to hands with at least five cards in each of two suits. A 5-4 distribution was called a semi-two-suiter.

UNBALANCED DISTRIBUTION. Referring to either the distribution of the suits in a hand or the distribution of one suit among the four hands. Unbalanced is the opposite of balanced distribution. Among the requirements for unbalanced distribution is the combination of one or more long suits and one or more singletons or voids.

UNBEATABLE. The same as “cold” or “frigid” in reference to a contract that cannot be defeated if played competently.

UNBID SUIT. Usually considered in the context of a defender selecting an opening lead, it is a suit that has not been bid by declarer or his partner during the auction. Frequently, without any attractive opening lead, a player will select a lead on the basis that the suit has not been bid. This applies particularly to a major suit against a notrump contract. Bidding an unbid suit may be a useful waiting move in the auction, as with the convention fourth-suit forcing.

UNCONSTRUCTIVE. A bid that is distinctly discouraging, but does not bar partner from making a further move. Non-constructive is a synonym.

UNDER THE GUN. A term borrowed from poker meaning the hand betting immediately after the dealer. In bridge, there are various meanings, both in bidding and play. The term can be used in bidding situations to cover the position where a hand or player can be said to be “under the gun” if he is bidding directly after a preemptive bidder and before a hand that has not yet been heard from. The term also can describe a position where a player has to make a bid-or-double decision at the slam level. In play, it is used to describe the hand between dummy and declarer that has a high card or high cards that are finessable and are in a vulnerable position as a result.

UNDERBID. A bid lower than the value of the hand warrants.

UNDERBIDDER. A player who regularly bids slightly less than the value his hand warrants. He is rarer and easier to play with than the overbidder. His psychological motivation is usually a reluctance to be set in any contract.

UNDERLEAD. The lead of a low card in a suit in which the master card or cards is held.

UNDERRUFF. To play a low trump when a trick has already been ruffed with a higher trump. This is usually not intentional. When it is intentional, it often qualifies as a brilliant play.

UNDERTRICK. Each trick by which declarer fails to fulfill his contract.

UNFACED HAND. During the play, the hands of the declarer and both defenders. After the opening lead, declarer’s partner’s hand is faced up on the table so that all players may see the cards (dummy’s hand). Prior to the play, none of the hands is faced. In claiming or conceding tricks, a player faces his hand in properly stating his claim.

UNFAVORABLE VULNERABILITY. Your side is vulnerable and your opponents are not. Preempts must be stronger because penalties mount much faster at this vulnerability. Balancing and sacrifices also need careful evaluation.

UNFINISHED RUBBER. A rubber ended by agreement before either side has won two games. A side that has won one game is credited with a bonus of 300 points; a side that has the only partial is credited with a bonus of 100 points (it was 50 until a change in the 1993 Code).

UNLAWFUL. An action not in accordance with the rules and mechanics of the game.

UNLIMITED BID. A bid with wide limits in valuation.

UNMAKABLE. Describing a contract that cannot succeed without error(s) by the defenders.

UPPERCUT. A ruff, usually by a defender, aimed at promoting a trump trick for partner. Sometimes confused with trump promotion.

UP THE LINE. In bidding, the practice of making the cheapest bid when responding or rebidding with two or three four-card suits.

UP TO. Toward the hand that will play last to a particular trick (as in the next entry) or toward a vulnerable third-hand holding such as K-x-x or K-Q-x, as opposed to leading away from such a holding.

UP TO WEAKNESS. The corollary to the old whist maxim that effective defense is “through strength” and “up to weakness,” meaning a lead when dummy, with a poor holding, will be last to play to the trick.

UTILITY. A British expression that summarizes the straightforward bidding methods used in Great Britain in many rubber bridge clubs: strong 1NT opener (15-17), 2♣ as the forcing opening, intermediate two bids and 3NT for takeout over opposing three-bids.

VALUES. Strength in high cards or in distribution.

VIEW, TO TAKE A. To make a decision in the bidding or play, often used to explain or excuse an unsuccessful effort taken against normal odds, as in, "I took a view."

VIOLATION (system). A deliberate breach of a system agreement. Judgment may occasionally lead an expert player to pass a forcing bid or continue bidding after a signoff bid, but such violations are very rare among good players, mostly for the sake of partnership confidence. A mistaken bid that is not according to the adopted system is not considered a violation but merely an erroneous action.

VOID. No cards in a suit, whether the hand originally held none or became void from playing all the cards in that suit. "Chicane" is a much older term. "Blank" is a synonym once in use.

VULNERABILITY. The condition of being subject to greater undertrick penalties and eligible to receive greater premiums as provided by the scoring table. In rubber bridge, vulnerability comes about by having won one game toward rubber. In duplicate bridge, vulnerability is arbitrarily assigned by board numbers. Vulnerability in duplicate is on a 16-board cycle, repeating for each succeeding 16 boards; boards 1, 8, 11 and 14 have no vulnerability; boards 2, 5, 12, and 15 have North-South vulnerable, East-West not vulnerable; boards 3, 6, 9 and 16 have East-West vulnerable, North-South not vulnerable; boards 4, 7, 10 and 13 have both sides vulnerable. This can be remembered fairly easily by the 16 letters forming this arrangement:

O N E B
N E B O
E B O N
B O N E

where O stands for no vulnerability, N for North-South, E for East-West and B for both.

In Chicago, a four-hand variation of rubber bridge, the vulnerability also is arbitrarily assigned in similar fashion; no vulnerability on the first hand; dealer vulnerable on the second and third hands; and everyone vulnerable on the last hand. A variation in a few clubs that is technically, perhaps, a slight improvement assigns the vulnerability on the second and third hands to the opponents of the dealer. The purpose is to allow opener more latitude in preempting.

The feature of vulnerability gives rise to many variations in the strategy of bidding and play. These variations probably are foremost among the reasons for the great interest that contract bridge has stimulated. Some strategies: (1) bidding low-point games when vulnerable, (2) preempting with minimum values when not vulnerable, (3) taking saves when not vulnerable, etc.

VULNERABLE. A term indicating that the values of premiums and the severity of penalties are greatly increased. In rubber bridge, a pair becomes vulnerable when they win their first game of a rubber. In duplicate and Chicago, vulnerability is arbitrarily assigned. Premiums for bidding and making slam or game are larger, but penalties when set, especially when doubled, are much greater than when not vulnerable. The term was coined by a woman aboard the ship on which Cornelius Vanderbilt codified contract bridge.

WALLET. British name for a form of duplicate board in which each pocket is formed in the fold of a wallet-shaped receptacle. The board can be folded into one-half size for ease in carrying. Plastic wallet boards are popular in Europe. They date back to the 1932 World Bridge Olympics.

WEAK SUIT. A suit the opponents are likely to lead and in which they can probably cash several tricks. Sometimes the term refers to an unstopped suit, but if a notrump contract is being considered, it could also apply to a suit in which the opponents hold nine or more cards and in which declarer has only one stopper.

The weakness of a suit is relative to the auction. A low doubleton used to be regarded as a weak suit for the purposes of a 1NT opening, although there are two schools of thought, and few modern players would allow themselves to be deterred. For the purposes of a notrump rebid, a low doubleton in an unbid suit is undesirable, and a low tripleton is unattractive. The chance that the opponents will lead the suit is increased, and the chance that partner can guard it is decreased.

If a side has bid three suits, a notrump bid requires at least one positive stopper and preferably two in the fourth suit.

Sometimes anything less than a double stopper would certainly represent a weak suit:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Dbl	Pass	3NT	

As West is likely to have a diamond shortage, the jump to 3NT shows a double diamond stopper. Anything less would constitute a weak suit, unless perhaps East held a single stopper with a long strong club suit.

WEAK TAKEOUT. An English term for a natural unconstructive suit response to 1NT. The American colloquialism is "drop-dead bid."

WEAKNESS RESPONSE. A natural response that indicates a strong desire to close the auction.

The most common case is the response of 2♠, 2♥, or perhaps 2♦ to an opening 1NT bid. Using traditional methods (no transfers) with the Stayman 2♣ convention, responder shows at least a five-card suit and no desire to progress toward game.

In rare circumstances, the opener may make one further bid if he has a fine fit with responder, presumably four cards and a maximum notrump opening consisting largely of top honors, usually including two of the three top honors in responder's suit. If opener raises to the three level and the contract fails, it may prove that the raise has forestalled a

successful balancing action by the opponents.

If opener bids a new suit (1NT - 2♥; 3♣) he implies a maximum with a fine fit for responder's suit. The clubs may be, by agreement, either a doubleton or concentrated strength.

Another example of a weakness response:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
1NT	2♥		

North's failure to double 1NT marks him with a weak hand (fewer than 8 or 9 high-card points) and heart length. South will rarely be strong enough to attempt a game, and should rarely rescue relatively.

Weakness responses, which are natural, are sometimes confused with negative responses, which are conventional. Examples of these would be a negative 2♦ response to a conventional 2♣ bid, or a Herbert Negative.

WEST. The player who sits to the left of South. South is to his right and North to his left. He is the partner of East.

WHEEL. The pivot player in a game of Chicago.

WHISK. An alternative name for whist. It was an English lower-class term, according to Dr. Samuel Johnson, used until about the end of the 18th Century.

WHITE. Not vulnerable. Also British colloquialism meaning neither side vulnerable. Other British references include amber, green and red.

WIDE OPEN. A phrase describing a suit in which declarer has no stopper or is extremely vulnerable to attack. For example, "Declarer was wide open in spades."

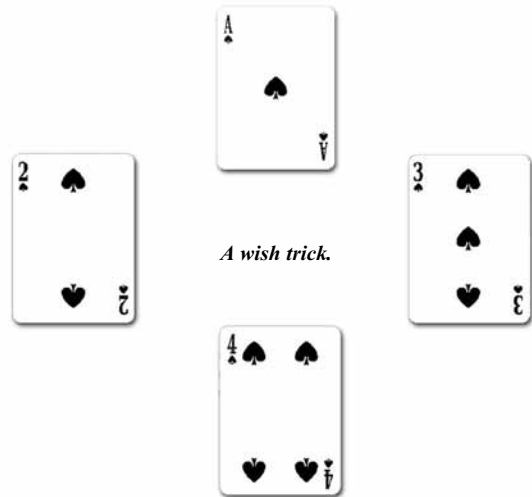
WINNER. (1) A card that may reasonably be expected to win a trick in dummy or declarer's hand. On defense, a card that will win a trick during the play of a given hand may be termed a winner, as well. (2) The player, the pair or team with the highest score in an event at a duplicate tournament.

WINNING CARD. The card that takes the trick. In a notrump declaration, this is always the highest card played in the suit

that has been led; it may be a long card, led in a suit to which the other players cannot follow. In suit declarations, the above will apply, except that on a trick where more than one trump is played, the highest trump wins the trick.

WINNING TIE. In win-loss Swiss teams, a match that is won by 1 or 2 IMPs. It counts as three-fourths of a win.

WISH TRICK. The play of an ace, 2, 3 and 4 on the same trick. The cards do not necessarily have to be in order.



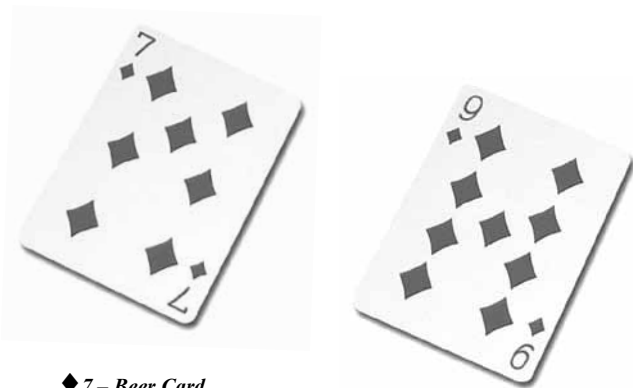
WORKING CARD. A high card or cards that, on the basis of the auction, rate to mesh well with partner's hand for suit play. For example, a secondary honor or an unsupported king is usually discounted opposite a known singleton, whereas any top honor is likely to be "working" if it is in one of partner's suits.

WRONG SIDE. The hand of the declaring partnership that is less well equipped to cope with the opening lead. The opposite of "right-siding" the contract.

X. (1) A symbol used in lower case in bridge literature to signify an insignificant low card in any suit, a card lower than a 10. Thus, K-x-x means the king and two low cards in that suit. (2) A capital X indicates a the call of double, and is used in recording bidding, and in written bidding, by hand, in important matches. Similarly, XX means "redouble."

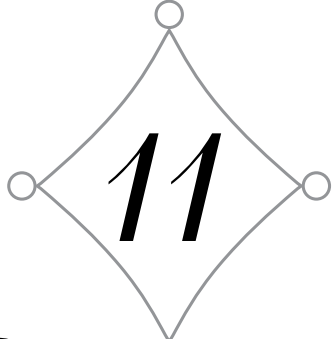
YARBOROUGH. Any hand containing no card higher than a 9, named after an English lord who customarily would offer to wager 1000 pounds to one against the chance of such a hand being held by a player. The odds against holding a yarborough are 1,827 to one, so he was giving himself a substantial edge. In postmortem discussions, the term "yarborough" has gained currency to describe bad hands even if they do not meet the strict requirements. In some circles, any hand with no card higher than a 10 is considered a yarborough.

ZERO. The lowest score possible on a duplicate board, hence loosely, a very bad score. It also refers to a lost board in a team-of-four contest. Note that a score on a board of zero points (all four hands pass) may be any matchpoint score from none to top.



♦7 - Beer Card.

♦9 - Curse of Scotland.



BIDDING

Successful bridge players are good at communicating with their partners – in the language of the game and in the cards they play as signals when defending. This chapter is not intended to advocate a particular approach to bidding – *e.g.*, 2/1 Game Force versus Standard American. Rather, it is intended to provide some basic information about hand evaluation, methods of assessing strengths and weaknesses and some fundamentals that apply to all bidding. Careful readers will find many helpful principles. For more innovations on bidding, refer to Conventions.

APPROACH PRINCIPLE. The precept of Ely Culbertson favoring opening suit bids and a slow exchange of information in preference to notrump opening bids and responses. This predated the Milton Work Point-Count. Culbertson described the principle this way:

“In view of the fact that in making an opening bid, the player is entering into unknown territory, it is wise for him to proceed cautiously, to feel his way and thus, protected by a network of approach suit bids of one, act with care until he learns something about the distribution of honor strength held by his partner and his adversaries.

“The Approach Principle, as applied to contract, may be stated as follows: Whenever a hand contains a biddable suit, even a shaded four-card minor, that suit and not notrump should usually first be bid. The notrump complex, which suggests that the opening bid on a hand should be notrump even when the hand contains a biddable suit, is a disease especially prevalent among advanced players. The logical place for notrump bidding is after information has been exchanged as to suit lengths and distribution. Notrump bids in the early stages crowd the bidding too much and eliminate many valuable suit-bids, while the bid of a suit always leaves the alternative of notrump without increasing the contract. The use of the Approach Principle does not decrease, but, as a matter of fact, increases the number of safe notrump contracts undertaken.”

Culbertson’s dislike of indiscriminate notrump bids stemmed from experience. Too many of his contemporaries carried over from auction the phobia created by the scoring table (where if the opponents held three honors in a suit they might outscore the declarer who made only two-odd or three-

odd). Thus they tended to bid 1NT with almost any hand lacking a suit headed by three honors. Hampered by lack of a Stayman convention to discover a 4-4 fit after the 1NT opening, the wrong contract was reached far too often. In support of the approach idea, Culbertson quoted the following hands:

<i>West (dealer)</i>	<i>East</i>
♠ A Q 5 4	♠ J 6 3 2
♥ A 7	♥ 5
♦ A J 4	♦ K 8 6 2
♣ A 10 7 6	♣ K 9 4 3

Culbertson’s suggested bidding was:

<i>West</i>	<i>East</i>
1♠	2♠
3NT	4♠
Pass	

A few years later, most good players – including Culbertson’s followers – would open with 1♣, and arrive at the same final contract. But in citing this example, he was shooting at the flaw of opening 1NT with more than the desirable strength, as well as the danger of missing the spade fit.

In the beginning, Culbertson recommended 1NT openings on a range of three honor tricks not vulnerable to four-plus honor tricks vulnerable. His zeal for approach principles caused him to limit the bid to 4-3-3-3 distribution with an occasional exception for 4-4-3-2, including a strong doubleton (not less than Q-x).

Thus, analysis of the 1937 prototype World Championship reveals that the Culbertson team did not use a single opening bid of 1NT. As methods of responding to 1NT were improved so as to discover suit fits after the notrump opening, Culbertson gradually relaxed his strictures against opening 1NT on hands of the wrong distribution in order to use the bid on more hands of the right high-card strength. Thus, by 1949, 4-4-3-2 and 5-3-3-2 distributions (but not five-card majors) were officially included in the 1NT family – no longer as exceptions. But while the distributional range was spread, the high-card range was narrowed, standardized at three and one-half to four-plus honor tricks that were later interpreted – by Culbertson as well as by others – as 16-18 high-card points, with even 6-3-2-2 distributions admitted to the 1NT family on hands of proper high-card strength and strong doubletons.

Over a span of more than 30 years, the Culbertson Approach

Principle remained, with but little alteration, a basic principle of bidding. A few more hands containing biddable suits were opened with 1NT, and the standards for biddable suits in responder's hand were shaded down. But it remained standard practice to avoid indiscriminate 1NT openings, and especially to avoid responses of 1NT to partner's suit bid if a response could be given at the one level in another suit. The 1NT response sometimes results in a suit fit being missed, and may lead to the weak hand becoming declarer at notrump. Many experts play that a response of 1NT to 1♦, for example, absolutely denies holding a four-card major suit. Others, however, would not choose to respond in a worthless four-card suit. Related: Biddable Suit.

ASSETS. A method of distributional valuation originated by Alan Truscott and described by him in several books. It provides for automatic re-evaluation by opener and responder as the bidding develops.

For a long suit (five or more cards), count one asset.

For a singleton, count one asset.

For a void, count two assets.

Each asset, or distributional point, is counted at the start and may bring the high-card total up to the 13 points required for an opening. This gives a sound result, for it distinguishes between 4-3-3-3 and 4-4-4-1, which the long-suit method does not, and between 5-4-2-2 and 5-4-3-1, which neither the long-suit method nor the short-suit method does.

Both opener and responder adjust their assets in the light of the auction:

If there appears to be no fit, assets disappear.

If there is an eight-card fit, assets count normally.

If there is a nine-card fit, assets double.

If there is a 10-card fit, assets triple.

Suppose that after a 1♠ opening showing a five-card suit, responder holds:

♠ J 7 6 4 3
♥ 8 5 4 3 2
♦ —
♣ 5 4 3

Four assets triple, and the jack gives a total of 13 for a bid of 4♠.

BAD HAND. A hand containing little or no honor strength.

S. J. Simon pointed out that underbidding with a bad hand is a common error of the average player. He gave this spectacular example of the need to bid with a weak hand:

East
♠ 4 3 2
♥ K 2
♦ 5 4 3 2
♣ 5 4 3 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	Pass	2♣
2♦	3♣	Pass	3♦
4♣	4♦	Pass	5♣
5♦	Pass	5♠	Pass
6♠	Pass	?	

East has been forced to express a choice between the major

suits, and has shown no strength whatever. He has the vital ♥K, and West must be confident of making 12 tricks without that card. Therefore the ♥K must be the 13th trick, and East should bid the grand slam.

If partner shows great strength, a player should always ask himself whether his hand is better than it might be in the light of his earlier bidding.

BELATED SUPPORT. Support for the opener's original suit during the second round of bidding. Sometimes it is very similar to Preference and Jump Preference. Some examples follow.

In the following two sequences, East is showing real support for opener.

<i>West</i>	<i>East</i>
1♥	1♠
1NT	2♥

<i>West</i>	<i>East</i>
1♠	1NT
2♣	3♠

In the next sequence, East is taking a preference.

<i>West</i>	<i>East</i>
1♠	1NT
2♣	2♠

Sometimes opener offers belated support to responder's suit. In the following sequence, East's 2♣ is an artificial forcing bid (New-Minor Forcing). West shows three-card heart support.

<i>West</i>	<i>East</i>
1♦	1♥
1NT	2♣
2♥	

The following shows three-card support with extras:

<i>West</i>	<i>East</i>
1♦	1♥
1♠	1NT or 2♦
2♥	

BIDDABLE SUIT. The minimum requirements for a bid in terms of the length and strength of the suit.

In the Thirties, Culbertson laid down Q-J-3-2 as a minimum biddable suit, but permitted this to be shaded slightly in certain circumstances. Modern writers tend to reject a generalized rule for biddable suits, recognizing that the requirements must depend on the circumstances in which the bid is made. Four main situations can be listed.

Opening bid

The higher the rank of the suit, the higher the suit requirements tend to be. 1♣ is often used as a prepared bid with 4=3=3=3, 3=4=3=3 or 4=4=2=3 distribution. The advent of five-card majors has seen this tendency grow. Some authorities require that a three-card suit be headed by an honor, but this is not always possible:

♠ A J 8 5
♥ A K J
♦ 5 4 2
♣ 8 5 3

Most if not all players using standard methods would bid 1♣ and hope for the best.

If the red suits were reversed in this example, some experts would open 1♦, regarding the quality of the suit as of greater importance than the convenience of rebid provided by an opening of 1♣. But this is an exceptional case. A bid of 1♦ usually shows at least a four-card suit, but no guarantee is made about the quality of the suit. Four low cards may be sufficient in certain circumstances. Opening on a three-card diamond suit occurs occasionally when opener, playing five-card majors, has 4=4=3=2 distribution.

Standards are generally higher for major-suit openings (not taking into account players who favor five-card majors). A few players distinguish between hearts and spades, opening four-card heart suits more readily than four-card spade suits. Related: Short Club.

Responses to suit bids

A similar principle applies: The most economical bid may sometimes be made with a three-card suit, especially a minor suit, while the most space-consuming bid usually indicates a five-card or longer suit.

(a)	(b)	(c)
♠ K 7 5	♠ 9 7 5	♠ 9 7 5
♥ A 5 2	♥ A 5 4 2	♥ A K 4
♦ A 6 3	♦ K 6 3	♦ 6 4 3
♣ 9 6 4 3	♣ A 6 3	♣ 8 7 4 3

With hand (a), most experts would select a response of 1♦ to an opening bid of 1♣ if not playing Inverted Minor Raises. This is a waiting bid that can come to little harm, and there is no good alternative unless a 2NT response is being used as a limit bid.

Hand (b) presents a problem when responding to an opening bid of 1♠ if a 1NT response is not forcing. 2♥ is clearly ruled out because nearly all experts reserve this space-consuming response for hands containing a five-card or longer

heart suit. The hand is not strong enough for 2NT (unless this is played as limit), so the general expert choice would be 2♣.

It is usually dangerous to bid a three-card major suit, but Pierre Jais of France used to recommend 1♥ in response to 1♦ with hand (c), or 1♠ in response to 1♥ if the major suits are reversed. This is an extreme treatment, but illustrates the general principle of striving to make the most economical bid.

Conversely, a response at the two level in the suit ranking immediately below the opener's almost always shows a minimum of five cards, as with the response of 2♥ to 1♠.

The most controversial problem concerning biddable suits is whether a weak four-card major suit should be bid at the one level in preference to 1NT.

The authorities who favor five-card majors require a four-card suit of any strength to be shown at the level of one, but other leading writers are divided or noncommittal on this point. Related: Walsh System.

Rebids

This is similarly controversial when the choice lies between showing a weak four-card major suit and rebidding 1NT. In 1959, a number of American experts were asked whether they subscribed to the idea of "giving highest priority to finding a major-suit fit." There were 29 panelists who answered yes, without reservations; 38 panelists answered yes, with reservations; 17 replied that they would bid the four-card major suit only if it was worth showing. On this specific hand:

♠ 7 4 3 2
♥ 5 3
♦ A Q 7
♣ A Q J 7

the panelists were asked to choose between a rebid of 1♠ and a rebid of 1NT after opening 1♣ and receiving a response of 1♥. There were 49 votes for 1♠ and 43 for 1NT.

In a survey conducted by *The Bridge World* in 1967, 90 leading experts were asked whether a 1NT rebid after an opening bid of 1♣ and a response of 1♥ denied a four-card spade suit. Sixty-five percent replied yes, indicating that the tendency at that time favored rebidding major suits regardless of quality.

In 1984, *The Bridge World* asked experts whether they approved of the 1♠ rebid on these hands:

(a)	(b)	(c)
♠ A J 6 4	♠ A K J 6	♠ J 5 3 2
♥ J 4 3	♥ K 4 3	♥ K 6 4
♦ K 6 4	♦ 10 4 2	♦ A Q 10
♣ A J 4	♣ Q 4 3	♣ K 10 3

Fifty-nine percent approved on (a), 66 percent on (b), but only 47 percent on (c). On such hands, therefore, it seems that experts are increasingly willing to use judgment and rebid 1NT to give a general picture of their strength and pattern. The numbers were affected at the time by an increasing number of players who used the Walsh idea of responding in a major suit and concealing a diamond suit of any length unless the hand is strong.

The problem is different at the two level, when the choice lies between rebidding a five-card suit and introducing a weak four-card suit. Almost all experts would prefer to show the four-card suit, if lower ranking.

OUT OF HAND

BY BILL BUTLER



"All finished bidding? - OK! - This time, hand your cards to the left, and twos and fours are wild!"

Overcalls

In most situations, the overcaller can apply the standards of a rebiddable suit, but standards must vary widely in accordance with such factors as vulnerability, level of the auction and preemptive effect. Related: Opener's Rebid, Overcall, Rebiddable Suit.

BIDDING SPACE. The amount of room used in terms of bids that have been skipped. A response of 1♥ to 1♦, for example, uses no bidding space, but a response of 2♣ would use up a good deal of bidding space. The general theory is that the length of a suit tends to increase as the space consumed in bidding increases.

(1) In opening the bidding, 1♣ is infrequently a three-card suit, and the length expectancy increases up the line. 1♠ is usually a five-card suit, even for players who do not require five-card majors.

(2) Similarly, a response using no bidding space – e.g., 1♣ – 1♦ – may occasionally be a three-card suit. A response using maximum bidding space – e.g., 1♠ – 2♥ – is nearly always a five-card suit.

(3) In rebidding by the opener, a rebid in the original suit can be played as a five-card suit if it consumes no space (1♥-2♦; 2♥), but is almost sure to be a six-card suit if maximum bidding space has been used (1♥-1♠; 2♥). The same logic applies in comparing 1♠-2♣; 2♠ and 1♠-2♥; 2♠, although systemic issues – such as whether a 2NT rebid shows extras or a reverse promises extra shape or high cards – may also affect this decision.

(4) For tactical reasons, overcalls represent exceptions. 1♠ over an opposing bid of 1♣ is slightly more likely to be a four-card suit than it would be over 1♥. In the former case, the overcaller may be taking a calculated risk in the hope of shutting the opponents out of a heart fit. Related: Useful Space Principle.

(5) The entire available range of bids into which many bidding sequences must be squeezed is also relevant.

BISSELL. An original method for showing distribution with the first bid, devised by Harold Bissell of New York and published in 1936. It attracted favorable attention from B. Jay Becker, Louis Watson and Edward Hymes, and anticipated some modern European systems, such as Roman and Relay.

Valuation. This was by a distributional point-count that ingeniously took into account the strength of combined honors as well as suit lengths. Honor cards were valued at 3, 2 and 1 point respectively, if there were 0, 1 or 2 higher honors missing in the same suit.

To these were added distributional points: 1 for the fourth card in any suit, and 4 for the fifth and succeeding cards in any suit.

The grand total bore a direct relation to the playing-trick strength of a hand (three times the number of playing tricks) and was therefore an accurate measure of the power of the hand.

BORDERLINE OPENING BIDS. When the decision seems to be close between opening the bidding with one of a suit and passing, a number of considerations may influence a good player. A poll of experts in BWS 2001 favored a moderate

style, with a conservative style favored by nearly as many.

Position at the table

The third player can open relatively freely, with a point or two fewer than normally required. This may inconvenience the fourth player, who is likely to have the best hand at the table. The third player can open light because there is no necessity to rebid. Indeed, to do so would suggest a sound opening, hence a desirable feature of a light opening is the ability to pass any response in comfort. A light opening should still contain acceptable defensive values. It should be based on a good suit inasmuch as lead direction is a principal reason to risk such an opening.

Vulnerability

This may sway a borderline decision, especially at matchpoints. With a 5-3-3-2 hand, for example, when the five-card suit is weak, there is a distinct possibility of playing a partscore down two to save an opposing partscore. The vulnerability would then make the difference between a good score and a bad one.

Quality and location of honors

In general, a hand with honors in the long suits is well placed in attack, while a hand with honors in its short suits is more effective in defense. This factor is allowed for to some extent in most point-count systems, which devalue singleton kings, queens, jacks and doubleton queens and jacks.

Consider the following two hands:

(a)	(b)
♠ 9 4 3	♠ A J 4
♥ A J 7 5 3	♥ J 7 5 3 2
♦ A Q 5 4	♦ J 5 4 3
♣ 3	♣ A

The distribution and point count are the same, but hand (a) has a sound opening bid, and hand (b) does not – although it could represent an acceptable opening bid in some situations. The difference lies in the location of the honor cards. Hands with supporting honors are generally stronger than hands with scattered honors.

(a)	(b)
♠ A 8 6 4	♠ A K 5 3
♥ K 5 3	♥ 6 4 2
♦ K 4	♦ 8 5
♣ Q 7 4 2	♣ K Q 4 2

Every experienced player would open hand (b), but hand (a) is more questionable.

Hands that contain primary honors (aces and kings) are more attractive to open than hands filled with queens and jacks. Aces and kings will win tricks on defense if the opponents compete and obtain the contract. Related: Primary Honors and Secondary Honors.

Rebid prospects

The ease or difficulty of the rebid will often be a determining factor.

♠ 6
♥ A Q J
♦ K 9 4 2
♣ Q 8 6 4 2

If this hand is opened 1♣, the likely 1♠ response leaves opener with no attractive rebid; nor it is desirable to open 1♦

and rebid 2♣ with minimum values and weak suits. An original pass avoids these difficulties.

Majors or minors

The possession of a major suit, particularly spades, favors an opening bid. An opening bid in a major has some obstructive value, and the prospects of outbidding the opponents and of scoring a game are slightly improved.

Playing tricks and body

The prospect of winning tricks, regardless of how many high-card points are held, is a logical argument for opening the bidding. In 1984, *The Bridge World* magazine polled experts on their standards for opening bids. Ninety percent said they would open:

♠ 8 6
♥ 7
♦ A Q 4 2
♣ A J 10 8 4 2

as dealer, neither vulnerable. Fifty-one percent would open:

♠ 8 6
♥ 7
♦ A J 10 3
♣ A J 10 8 4 2

However, experts also pay attention to body, or the presence of intermediate cards. Only 16 percent would open:

♠ 8 6
♥ 7
♦ A J 8 3
♣ A J 8 7 4 2

Presumably, for the reasons given earlier, more experts would open if the long suits were spades and hearts.

Pearson point count

This is a method used by many players to determine whether to open a borderline hand in fourth position. The count works this way: The number of high-card points is added to the number of spades. If the total is 15 or more, the recommendation is to open the bidding. The spade suit often is the key when bidding for pluses on partials. Related: Fourth-Hand Bid and Passed-Hand Bids.

CAPTAINCY. The control of the auction assumed by one partner in certain situations.

The classical approach to constructive bidding is that each partner fully describes his hand, then the partners act together to choose a contract.

<i>West</i>	<i>East</i>
1♠	2♥
3♣	3♠
4♦	4♥
4♠	5♣
6♠	

The above auction is a dialogue between equals: both players participate in the search for the best contract; both can use their judgment. In the given auction, East forces game with 2♥, West shows a second suit (not necessarily extras after East's game forcing bid) and East shows spade support and slam interest (or he would simply bid 4♠). Cuebids showing controls follow, and when West signs off in 4♠, he is clearly indicating he does not have control in clubs. When East shows

a control in that suit, West bids slam. Related: Italian Cuebids.

In many auctions, however, one player's bidding narrowly defines his strength and suggests a trump suit (or notrump). He is said to limit his hand. The basis of the limit approach is that the auction is easier if one player limits his hand quickly. His partner then becomes captain of the partnership and must place the contract at the proper level.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
3♠	4♥	Dbl	Pass
4♠			

West has violated captaincy – his descriptive 3♠ opening put East in charge.

In Blackwood auctions, the 4NT bidder is captain, and his partner merely follows instructions in making the agreed responses. But captaincy may shift from one partner to another in a single auction. For example, if the Blackwood bidder continues with 5NT, indicating his side's possession of all the aces, in some circumstances – perhaps an unrevealed source of tricks – responder may bid a grand slam.

The idea of captaincy is best seen in relay systems: One player makes meaningless bids (relays) to obtain information about his partner's strength and distribution, then places the contract.

The term also applies to the player in charge of the affairs of a team. The captain can be a player or a non-player. The captain makes the key decisions for his team – who will sit out, who will play with whom, what table which players will sit at, whether to appeal a director's decision, etc.

CHANGE OF SUIT. The first mention of a suit not previously bid by any player – used on a wide variety of hands that call for exploration. In standard methods, the general rule is that a change of suit by responder is forcing for one round but a change of suit by opener is non-forcing. This is subject to many exceptions.

Changes of suit by the responder are non-forcing in the following cases:

(1) If responder passed originally. But a jump shift by a passed hand is a doubtful case. Most authorities treat this bid as forcing for one round, implying a fit with the opener's suit. Some players reserve the right to pass, especially if the jump is from a minor suit to a major.

(2) If the second player doubled at the one level, although most players consider a change of suit over a double as forcing. Some vary their treatment according to the level at which responder acts.

(3) If the second player overcalls 1NT. Similarly, when the second player overcalls with a conventional bid, such as a Michaels Cuebid, responder can double to show strength; a bid in a new suit is non-forcing.

(4) If the opener rebids 1NT and responder's new suit is not a reverse; for example:

<i>West</i>	<i>East</i>
1♣	1♠
1NT	2♦

However, most tournament competitors play this sequence as forcing. The new minor is conventional, asking partner to clarify his holdings in the major suits. Related: New-Minor Forcing.

(5) In response to a 1NT opening at the level of two if transfers are not in use.

(6) After a 1NT response and a two-level rebid by opener:

<i>West</i>	<i>East</i>
1♠	1NT
2♣	2♥

Changes of suit by opener are forcing in the following cases:

(1) A jump shift below the game level.

(2) A reverse below the game level.

(3) After a single raise by responder:

<i>West</i>	<i>East</i>
1♥	2♥
3♦	

(4) After responder has shown strength:

<i>West</i>	<i>East</i>
1♥	2NT
3♦	

<i>West</i>	<i>East</i>
1♥	2♠
3♣	

<i>West</i>	<i>East</i>
1♠	2♣
2♥	

CHOICE OF SUIT. In opening the bidding and responding, a long suit is normally bid ahead of a short one, but a few exceptions should be noted:

(1) A three-card minor suit, particularly clubs, is often bid ahead of a four-card major suit. Using five-card majors, the prepared minor-suit bid is made in all situations. In traditional methods using four-card major openings, the major suit will usually be preferred if the suit is biddable and there will not be any rebid difficulty. In practice, however, a four-card major is rarely bid with a 4-3-3-3 distribution: with a minimum hand, you want to keep the bidding at a low level; a hand of medium strength normally opens 1NT, and a maximum hand may bid 1♣ in order to make it easy for partner to respond. Related: Short Suit.

(2) A strong four-card suit is occasionally bid ahead of a five-card suit that ranks immediately beneath it. However, with strong hands, a reverse from the long suit into the short suit becomes possible. An acute problem can arise if both suits are of poor quality:

♠ A 6 4 2
♥ A 8 5 4 3
♦ A J 6
♣ 8

To bid 1♠ followed by 2♥ would be risky. One solution is to open 1♥ and improvise a 2♦ rebid if responder bids 2♣.

♠ Q
♥ A J 4
♦ K 7 5 2
♣ A 10 8 5 2

The diamond suit is weak, so the best plan may be to open 1♣ and rebid 1NT over the likely 1♠ response. This sequence

does not precisely describe opener's pattern, but neither does a 1♦ opening followed by 2♣. Furthermore, a 1NT rebid better limits opener's strength.

♠ 4
♥ A K 4
♦ K Q 9 5
♣ K J 7 5 3

A 1♦ opening may be deemed preferable. If the response is 1♠, opener rebids 2♣. If responder then returns to 2♦, opener has enough extra strength to act again by bidding 2NT.

♠ 7 5
♥ A K 5 4
♦ A K 6 5 4
♣ Q 6

Players whose style allows a reverse on hands of this strength can open 1♦. If a reverse promises more strength, opener must start with 1♥ or, more likely, 1NT.

With 3-3 in the minors, 70 percent of the BWS 2001 experts voted to bid 1♣ uniformly. Thirty percent voted to exercise judgment. The BWS 2001 consensus was to use judgment when opening minimum hands with 4-5 in the minors. A small minority (19 percent) favored 1♣ in all cases.

Cases are on record in world championship play where players opened in a strong four-card minor suit ahead of a weak five-card major, as a U.S. player did when he bid 1♦ on:

♠ 10 7 5 3 2
♥ 8
♦ A K J 10
♣ K 4 3

(3) A five-card suit may be bid ahead of a six-card suit ranking immediately below it if the hand is a minimum:

♠ 2
♥ A J 5 4 3
♦ A Q 6 5 4 3
♣ 7

1♦ followed by a heart bid would not be justified by the strength of the hand, and opposing bidding might shut out the heart suit. Most players will bid 1♥, treating the hand as a 5-5 distribution.

(4) In response to 1♠, a three-card club or diamond suit is sometimes bid in preference to a four-card heart suit.

(5) In response to an opening bid in a red suit, a major suit is sometimes bid at the one level in preference to a five- or six-card minor suit at the two level. This may be because the hand is not strong enough to bid at the level of two, or to avoid concealing the major suit when the hand is not worth two constructive bids. Related: Canapé, Walsh System, Biddable Suits and Three-Card Suit, Bid In.

With two or three suits of equal length, the choice is more complicated:

(6) With two five-card black suits, expert opinion favors bidding 1♠ in all cases (39 percent in BWS 2001). A substantial minority (27 percent) favored bidding 1♠ unless the hand was very strong. With a five-card suit and a lower-ranking six-card suit, the expert consensus was to bid the higher-ranking if the suits are touching, but not otherwise.

(7) With two or three four-card suits, opener at one time would usually begin with the suit below the shortage, or most

nearly below it – if using four-card majors – to prepare an economical rebid after the expected response in his short suit.

(a)	(b)
♠ 6 5 2	♠ 5 4
♥ A K 6 4	♥ A K 6 4
♦ 5 4	♦ 6 5 2
♣ A Q 7 5	♣ A Q 7 5

Opener would start with 1♣ in (a) and 1♥ in (b). With hands containing two strong four-card major suits, such as:

♠ A Q 10 6
♥ A K 10 5
♦ 5 4 3
♣ J 3

experts disagree on the better opening bid. And if the “rule” dictated opening in a weak four-card major suit, most players would search for another bid.

(a)	(b)	(c)
♠ 7 5	♠ 7 4	♠ 6 4 3
♥ Q 8 6 4	♥ J 5 4 3	♥ K 10 5 3
♦ A 4 2	♦ A Q 6 4	♦ A Q 7 5
♣ A K 6 4	♣ A K 4	♣ A 4

The opening bid would be 1♣ with (a), 1♦ with (b) and (c). In all three cases, opener could comfortably rebid 1NT over a response of 1♠.

The advent of five-card majors further eroded the “rule.” Pairs using this style found the choice of a suit limited by system. However, the five-card-major style is not trouble-free. On hand (c) in the previous entry and on the two hands below,

♠ J 5 4 3	♠ J 7 5 3
♥ J 7 4 2	♥ A K 5
♦ A K 3	♦ J 8 5 3
♣ A 10	♣ A 10

opener has a doubleton club and in the old style, would therefore have a problem after a response of 2♣ to a 1♦ opening. In the modern style, there is no difficulty – opener’s 2NT rebid after a 2/1 response suggests no extra strength.

If opener’s hand is extremely strong, he rarely has a rebid problem. In that case, a minor suit is often bid in preference to a major, with the idea of keeping the bidding low and giving partner maximum opportunity to respond if his hand is weak.

If opener holds both minor suits, he often has a free choice and may be guided by tactical or lead-inhibiting (or lead-directing) considerations. Opener will seldom wish to bid both suits, so he need not open 1♦ to prepare a 2♣ rebid. However, 1♦ may be preferable holding a worthless tripleton heart:

♠ A J
♥ 10 6 4
♦ K J 10 3
♣ K J 5 3

A 1♣ opening would leave opener with an awkward rebid after an overcall of 1♥ and a response of 1♠.

♠ 6 5
♥ J 6 4
♦ A Q 7 5
♣ A K 6 5

In this case, opener must plan his rebid after a 1♥ response.

If he is willing to raise to 2♥ or rebid 1NT, he can start with 1♣; otherwise, he must open 1♦, planning to rebid 2♣.

Hands with three four-card suits are often difficult to describe. To open in the “middle” suit may sometimes fare better than the traditional “suit below the shortage”:

♠ K Q 9 4
♥ K Q 10 4
♦ A 9 5 3
♣ 3

A 1♥ opening avoids the awkward rebid that opener faces if he opens 1♠ and receives a response of 1NT or 2♣. Again, a 1♦ opening is required in a five-card major style.

♠ Q
♥ K J 9 3
♦ K 7 6 4
♣ A J 7 3

If opener expects a 1♠ response and is willing to rebid 1NT, he can open 1♣. To open 1♦, keeping a 2♣ rebid in reserve, would work well if the response were 1NT. A 1♥ opening might lose if the response is 1NT. Opener would have to guess which minor suit to bid next.

(8) With five-card suits, responder invariably prefers the higher-ranking for his response. Related: Up the Line.

CONTROLS. (1) Generally, holdings that prevent the opponents’ winning one, two or conceivably three immediate tricks in a specified suit.

First-round control: ace or a void in a trump contract.

Second-round control: guarded king or a singleton in a trump contract.

Third-round control: guarded queen or a doubleton in a trump contract.

Controls may be discovered or revealed by means of Asking Bids or Cuebids.

(2) Specifically, aces and kings. An ace is normally counted as two “controls,” a king as one. Related: Blue Team Club, Symmetric Relay system and Expected Number of Controls in Balanced Hand.

CUEBID. A forcing bid in a suit in which the bidder cannot wish to play. It is applied to (1) bids in the opponent’s suit at any level; (2) bids to show controls at a high level after a suit has been agreed directly or by inference. It is possible to use the term “cuebid” for a bid that is neither in opponent’s suit nor a show of control. Related: Competitive Bidding and Slam Bidding,

DISCOURAGING BID. A bid indicating that game or slam is unlikely but not impossible. Examples: responder’s raise of opener’s suit from one to two (as a first response or as a rebid), responder’s bid of 1NT as a first response or as a rebid; opener’s minimum rebid of his suit after a one-round forcing response at the two level and, in some styles, a suit takeout in response to an overcall.

The bidder expects a combined point-count in the range of 18-22, or the distributional equivalent, and partner continues only if he has considerable additional strength in terms of high cards, distribution or fit.

DISTRIBUTIONAL COUNT. Distributional points added to high-card points are used to arrive at an overall hand valuation. There are various ways in which the standard 4-3-2-1 point count can be supplemented:

Goren Count, devised by William Anderson of Toronto, and adopted and developed by Charles Goren.

Void	3 points
Singleton	2 points
Doubleton	1 point

This applies to opener's hand, and these points are added to the high-card point count (subject to the usual corrections).

If the responding hand plans to raise the opener's suit, he applies a different count:

Void	5 points
Singleton	3 points
Doubleton	1 point

In addition, responder makes certain corrections, deducting a point for each of the following; (a) a raise with three trumps; (b) a 4-3-3-3 distribution; (c) an insufficiently guarded high card. Also, a point is added for a king, queen or jack in the trump suit provided this does not bring the total number of high-card points in the trump suit to more than 4.

Karpin Count, popularized by Fred Karpin, who was the first to achieve a large following with a distributional point-count method.

Distributional points are assigned for length: one point for each card over four in any suit. Thus, any five-card suit counts 1 point, any six-card suit 2 points, and so on.

Short suits are counted in raising partner according to the following schedule:

<i>Trump holding</i>	
4+	3
<i>Distributional Points</i>	
Void	3 2
Singleton	2 1
Doubleton	1 0

These are in addition to points for length.

A simple version of the Karpin idea was published in 1947 by Richard Miller. An even earlier pioneer of distributional point count was Victor Porter of Boston. His method, published in 1938, allowed 4 points for each singleton and void, and 2 points for a doubleton in both hands.

Culbertson Count, published by Ely Culbertson in 1952. For an opening suit bid, count each card over three in any suit as one point except that the fourth card does not count in the trump suit. When declarer's opening bid has been raised, he counts the fourth trump as a point and adds 2 points when he holds six or more trumps. Responder also counts 2 points for holding six or more trumps when giving a raise and makes some minor correction: (a) 1 point is deducted for three-card trump support or 4-3-3-3 distribution; (b) 1 point is added for holding a void or two singletons.

Prior to Culbertson's adoption of point count, he advocated a distributional count. Honor winners and long-suit winners were added, and the total of the combined hands represented the level to which the side could bid. A supporting hand counted ruffing values, but did not count length in side suits.

Roth Count, devised by Al Roth to quantify the point-count

adjustments in hand evaluation that experts make in light of the bidding. The Roth system retains the 4-3-2-1 Work point count for honor cards and the basic 3-2-1 Goren count for shortness. It adds points for long suits: 1 point for any six-card major or for a good six-card minor; 2 points for any seven-card major or for a good seven-card minor.

Adjustments to shortness and length points are made in light of the degree of fit shown by partner's bidding. With zero, one or two cards in partner's suit, no points are counted for shortness in a side suit; with three cards in partner's suit, the normal 3-2-1 scale of shortness count should be used; with four cards in partner's suit, one extra point should be added for each singleton, plus one extra point if there are any doubletons. If one's own suit is raised by partner or if partner makes a notrump bid showing a balanced hand, one point is added for each card in the suit in excess of four.

Combination Count, devised in England, uses lengths and shortages immediately. Karpin length points are supplemented by 2 for a void and 1 for a singleton. This is applied to both opener and responder in all situations with two provisos: (a) the opening bidder may not count more than 3 distributional points; (b) in responses and rebids, no player may count more distributional points than he has cards in his partner's suit.

All distributional counts are an attempt to reach by formula the bid that an expert will make on the basis of experience. Their chief value is in giving guidance to inexperienced players; experts seldom make any conscious calculation of distributional points. Related: Valuation and Assets.

DISTRIBUTIONAL VALUES. The trick-taking possibilities of a hand that depend on the distribution of the cards in the other three hands rather than on the rank of the cards in their respective suits; low-card tricks in general, including long-suit tricks and ruffing tricks (short-suit tricks).

The classic example of the power of distribution versus points is the Duke Of Cumberland Hand. A slight variation, which follows, was immortalized by Ian Fleming in his book, *Moonraker*.

The famous James Bond, sitting North and playing with M, sets out to teach a lesson to the cheat Drax.

Having prearranged the pack, Bond sees to it that the evil Drax gets the West hand, and it will be clear that, no matter which of his three suits East chooses to lead, the final contract of 7♣ redoubled by Bond cannot be defeated. Playing for enormous stakes, this costs Drax something like 15,000 pounds – a salutary lesson indeed!

♠ —		♠ 6 5 4 3 2			
♥ —		♥ 10 9 8 7 2			
♦ Q 8 7 6 5 4 3 2		♦ J 10 9			
♣ A Q 10 8 4		♣ —			
♠ A K Q J	<table border="1"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S	
N					
W E					
S					
♥ A K Q J					
♦ A K					
♣ K J 9					
♠ 10 9 8 7					
♥ 6 5 4 3					
♦ —					
♣ 7 6 5 3 2					

DOUBLE RAISE. A bid in the suit bid by partner, raising the level of bidding by skipping a level. The most common double raise occurs when responder jumps a level in support of partner's opening bid, e.g., 1♠ – 3♠. The Goren system used this raise to show good support for partner's suit – usually at least four-card support – and 13-15 HCP. Many rubber bridge players still use this method, but most tournament players have switched to either the limit raise or the weak raise. Using limit raises, the 3♠ bidder is showing four-card or better support with 10-12 support points. Using weak raises, he is showing very good trump support and some helpful distribution with very little in the way of high-card points. Over an intervening takeout double, most players – even those who play limit jump raises – use the jump to show the weak hand. The limit raise is shown with a jump to 2NT. Other players use 2NT as the weak raise with the jump in partner's suit being a limit raise.

Over 1♠, bid 3♠ as a strong jump raise with

♠ A 10 5 4
♥ K Q J
♦ A 8 7 5
♣ 9 2

Over 1♠, bid 3♠ as a limit double raise with

♠ Q 8 4 2
♥ A Q 3
♦ 7 5 4 2
♣ K 10

Over 1♠, bid 3♠ as a weak double raise with

♠ J 10 5 4 2
♥ 6
♦ Q 8 5 3
♣ 9 8 6

Many tournament players now use Bergen Raises to show the limit and constructive raises and use the weak jump raise to show the weak distributional hand.

When the suit involved is a minor, the traditional meaning of a jump raise is a limit bid – 10-12 HCP and at least four-card support – usually five-card support. However, a large number of tournament players have opted for Inverted Minor Raises. A simple raise, as 1♣ – 2♣, is forcing, showing at least the values for a limit raise. A jump raise, as 1♣ – 3♣ is weak. Some players use the single raise as a force to game, using a Crisscross Raise to show the limit raise.

If the opening bidder makes a jump raise in the suit bid by partner, he is showing a hand with enough reserve values to invite game.

DUPLICATION OF VALUES. A concentration of strength and control in the same suit between two partners. When too much of the combined strength of the partnership is concentrated at one point there are likely to be serious weaknesses elsewhere and an unsound contract is often reached.

West	East
♠ A K	♠ Q J
♥ K Q J 10 4	♥ A 9 7 5
♦ A 7 5	♦ K 6 4 3
♣ 4 3 2	♣ 8 6 5

The above hands contain sufficient values to warrant a game contract in hearts, which has to fail owing to the poor

division of strength in the black suits.

Another form of duplication:

West	East
♠ 6 4	♠ A K Q 8 7
♥ A J 10 4 3	♥ K Q 7 6
♦ K Q 8	♦ 9
♣ 9 7 5	♣ 6 4 2

A contract of 4♥ would be almost impossible to avoid, though declarer has four quick losers. Both hands contain, in effect, second-round control in spades and diamonds, leaving a glaring weakness in clubs. If West's ♦K Q (5 HCP) were changed to the ace (4 HCP), the game would be laydown because East's singleton diamond would then be pulling its weight.

Certain sequences have been devised to identify duplication of values at the slam level – for example, staying out of six where there is a prospect of two immediate losers in a suit:

West	East
1♠	3♠
4♦	4♥
5♠	

Here the opener's last bid asks partner to bid a slam if he has as much as a second-round control in clubs, the unbid suit.

In a general way, duplication can be detected when a player has a void or singleton in a suit in which his partner has indicated some strength. For example:

West	North	East
1♥	1♠	1NT

West holds:

♠ —
♥ K Q 8 6 2
♦ A Q 9 3
♣ K J 7 4

and must tread warily, for his partner's values (in spades) seem to be misplaced for purposes of a suit contract.

FAST ARRIVAL. The idea that the faster a contract is reached, the weaker the hand that places the contract. Conversely, the slower the approach, the stronger the suggestion that a higher contract may be appropriate.

(a)	West	East	(b)	West	East
	1♠	2♣		1♠	2♣
	2♠	4♠		2♠	3♦
				3NT	4♠

East's bidding is more encouraging in (b) than in (a).

For decades, constructive bidding was based on the idea that the better your hand, the higher you bid. In the Fifties and Sixties, a minimum-bidding style arose that espoused slow, scientific investigation for the best contract. The principle of Fast Arrival was a logical product of this style. Jumps to game left less room for slam investigation, so they implied an absence of slam values and discouraged more bidding.

The significance of the two auctions above is indisputable, but the implications of other auctions are less clear and a matter for partnership discussion.

West	East
1♥	2♦
2♠	4♠

After East's response at the two level and West's reverse, East-West are assured of game. In the classical approach, East's raise to 4♠ promises excellent spade support and willingness to hear West bid again. In Fast Arrival, East's 4♠ promises minimum values, trumps that may be only fair and no slam aspirations. If East wanted to leave room for slam investigation, he would raise to 3♠.

<i>West</i>	<i>East</i>
1♥	2♦
2♠	3♠

In the classical approach, East promises spade support, but the rest of his hand is not clearly defined. Using fast arrival, East implies interest in slam.

Though Fast Arrival often shows to advantage, a jump bid may be needed to emphasize a crucial feature. For example, trump quality is a major factor in slam bidding, and a jump in trumps should promise strong support.

<i>West</i>	<i>East</i>
♠ A 9 4	♠ J 10 8 7
♥ A	♥ K 9 5 4
♦ A Q J 9 4	♦ K 10 8 2
♣ A 9 7 3	♣ K
1♦	1♥
3♣	3♦
3♠	4♣
4♦	5♦

This auction occurred in a U.S. Team Trials. At the other three tables, East followed his first response with a jump preference in diamonds, promising strong support, and reached the excellent slam.

Fast Arrival auctions also sustain a loss when they end in the wrong contract.

<i>West</i>	<i>East</i>
♠ A 8 5	♠ J 6 3
♥ J 9 6 4 2	♥ A 7 3
♦ A Q 5	♦ K 10 9 6 2
♣ K 2	♣ A 7

Table 1

<i>West</i>	<i>East</i>
1♥	2♦
2NT	4♥
1♥	2♦
2NT	3♥
3NT	

Table 2

The auction at Table 1 was Fast Arrival. A spade opening lead sank 4♥, while 3NT made at Table 2. However, the BWS 2001 consensus was for slow arrival. Fast arrival is an integral part of some conventions. However, it should not be assumed without partnership agreement.

Refer to *The Bridge World*, December 1978. Related: 2/1 Game Force.

FIVE-CARD MAJORS. The concept in which an opening bid of one of a major guarantees at least a five-card suit. This method has become standard in American tournament play, but European methods vary. The five-card major guideline applies

only in first and second position. The overwhelming expert consensus (95 percent in BWS 2001) was that a bid in a four-card major suit is acceptable in third and fourth positions if the auction rates to be manageable thereafter.

The knowledge that partner has five cards in the suit when he opens with a major simplifies responder's problems, especially if there is competitive bidding. Now a jump raise to three (either forcing or limit) can be made with only three-card support, and sometimes a single raise can be made with only a doubleton honor.

Problems can arise when using the five-card major system. First, it can force opener to make frequent prepared, and slightly unnatural, minor-suit opening bids. Opening bids on three-card club suits, and occasionally a three-card diamond suit, become necessary. When opener has 4-4-4-1 or 4-4-3-2 and must open 1♦, the bidding can get sticky if partner responds 2♣ and the partnership is not playing a 2/1 game forcing system. More important, the more frequent use of minor-suit openings makes it much easier for the opponents to get into the bidding. An opening bid of 1♠ is especially preemptive by nature.

The expert consensus in BWS 2001 was to use judgment in deciding which suit to bid with 4-4 in the minors. A small minority (14 percent) favored bidding 1♦ in all cases. In BWS 1994, experts favored a bid of 1♦ with 4-5, but only if the diamonds were strong and the clubs were weak. They were neutral on the question of whether a 1NT rebid with a singleton in partner's major suit was acceptable.

Because of the rebid problems that often arise using five-card majors, most users also employ the 1NT response as forcing for one round. They also tend to use negative doubles, which makes it easier to uncover fits that might stay hidden otherwise.

Five-card majors were introduced into American tournament bidding in the Fifties as part of the Roth-Stone, Kaplan-Sheinwold, *Bridge World* Standard, Eastern Scientific and Walsh systems.

FORCING BID. A bid which, because of system or convention, requires the partner to keep the bidding open by making some call other than a pass if there is no intervening call.

One such example is a forcing pass during a competitive auction.

Perhaps the most widely used forcing bids are the strong jump shift by an unpassed hand and a response of 1/1 (e.g., 1♣ – 1♥) or 2/1 (e.g., 1♠ – 2♦) by an unpassed hand.

FORCING SEQUENCE. A series of bids that require the bidding to continue. Some sequences cannot be passed because the last bid showed strength. In such cases, the bidding may be forcing for one round only. Other sequences are forcing because the partnership has established that they have the values for game or slam. They are committed to continue until they reach game (or extract a worthwhile penalty).

Examples of forcing sequences follow. No unanimity of opinion exists as to the nature of many sequences. With the plethora of bidding systems and styles, sequences admit to varying interpretations, not only from system to system, but from pair to pair.

Sequences that are forcing for one round:

1. A new suit by a responder who has not already passed:

- (a) 1♥ 1♠
 (b) 1♣ 1♠
 2♣ 2♥
 (c) 1♣ 1♥
 1♠ 2♦

Related: Fourth-Suit Forcing.

- (d) 1♣ 1♦
 1NT 2♥

Note that

- 1♣ 1♥
 1NT 2♦

is not forcing unless the partnership is playing New-Minor Forcing.

- (e) 1♠ 2♦
 2♠ 3♣
 (f) 3♣ 3♠

2. A reverse by opener:

- (a) 1♣ 1♠
 2♥

For traditionalists, this is not absolutely forcing.

- (b) 1♠ 2♦
 3♣

3♣ in this sequence is sometimes called a high reverse.

3. A new suit by opener after a 2/1 response:

- 1♠ 2♣
 2♥

4. A new suit bid after the trump suit is agreed:

- (a) 1♥ 2♥
 3♣
 (b) 1♠ 3♠
 4♣
 (c) 1♦ 1♠
 2♠ 3♣

5. A strength-showing sequence by opener:

- 1♦ 1♠
 2♣ 2NT
 3♦

Note, however, that in this sequence

- 1♦ 1♠
 2♦ 2NT
 3♣

3♣ is not forcing.

6. A new suit bid by responder after responder redoubles at his first turn:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	Dbl	Redbl
Pass	Pass	1♥	1♠

7. A passed-hand jump shift after a major suit opening:

- Pass 1♥
 3♦

The 3♦ bid by the passed hand implies a heart fit, so most pairs treat it as forcing. Related: Drury and Fit-Showing Jumps.

Game forcing sequences

1. A first-round jump by responder:

- (a) 1♠ 2NT (natural)

Note that an 11-12 point 2NT response is standard in the Acol system after any opening bid. In North America, it is common after an opening bid in a minor suit.

- (b) 1♥ 2NT (an artificial forcing raise)

- (c) 1♥ 2♠

Related: Weak Jump-Shift Response.

2. A jump rebid or reverse by opener after a two-level response:

- 1♥ 2♣
 3♥ or 4♣

3. A jump shift by opener:

- 1♥ 1♠
 3♣

4. Miscellaneous sequences:

- (a) 1♥ 1♠
 3♥ 3♠
 (b) 1♥ 2♦
 2NT 3♥

However, if opener's 2NT rebid suggests no extra strength, this sequence also could be played as invitational, according to partnership agreement.

- (c) 1♦ 1♥
 3♦ 4♦

The modern style is to play this as forcing, perhaps inviting the start of a cuebid sequence. However, there are still many pairs who play this sequence as merely invitational to game.

- (d) 1♠ 2♥
 3♦ 3NT
 4♣

Many modern pairs use a style in which a response in a new suit at the two level usually commits the partnership to game. An advantage of this style is to create more forcing sequences and permit leisurely investigation for the best contract.

In this style, the sequence:

- 1♠ 2♣
 2♠ 3♠

is forcing to game. Related: 2/1 Game Force and Fast Arrival.

The previous discussion centers on forcing sequences after opening bids of one of a suit. For other forcing sequences, refer to Forcing Two-Bid and 1NT Opening.

FOURTH-HAND BID. For a discussion of minimum openings in fourth seat, refer to Borderline Opening Bids and Pearson Point Count in that entry.

The idea that the fourth player must have additional strength to open the bidding is now quite obsolete, and at duplicate a player may open slightly light in the hope of snatching a partscore.

Opening three-bids and weak two-bids in fourth position show maximum values, close to an opening bid, but rarely occur. Other opening bids are not affected by the positional factor. Related: Passed-Hand Bids.

FOURTH-SUIT FORCING. The bid of the fourth suit as a convention (frequently artificial). Most partnerships employ it as forcing to game.

GENERAL UNDERSTANDINGS. There are a number of areas in which it pays a partnership to have a general agreement to cover situations that have not been specifically discussed. BWS 2001 determined that the following are the consensus choice of the experts and should apply as a default without discussion. In some cases the vote was for an ad hoc decision about which choice is more sensible. Alternatives that partners can agree on are shown in order of preference.

(1) If a call could logically be considered forcing or non-forcing, whichever seems more sensible prevails. Forcing was a popular second choice.

(2) If the choice is between natural and artificial, natural prevails. Second choice, whichever seems more sensible.

(3) If the choice is between a double being penalty or non-penalty, whichever seems more sensible prevails. Non-penalty was a popular second choice.

(4) If the choice is between a double being lead-directing (Lightner) or not, whichever seems more sensible prevails. Second choice, lead-directing.

(5) If the choice is between a redouble being for business or escape, whichever seems more sensible prevails. Second choice, escape.

(6) If there is a pass over an opposing redouble, whichever meaning, penalty or escape, seems more sensible prevails. Second choice, almost as popular, was penalty or non-forcing.

(7) If the choice in a competitive auction is between a situation being forcing for the partnership or non-forcing, non-forcing prevails. Second choice, whichever seems more sensible.

(8) When a pass would be forcing in a competitive situation, a double should discourage further offensive bidding in all cases. A popular second choice was penalty double when partner is limited, and discouraging further offensive bidding when unlimited. Third choice, penalty when a suitable hand is a live possibility, discouraging otherwise. Fourth choice, penalty otherwise.

For the items 9-12 concerning doubles in a competitive situation: (a) means penalty; (b) means undescribed high-card values with no further definition; (c) means undescribed high-card values but with sufficient length in the suit doubled, based on the level of the auction, to sustain a penalty pass on ordinary distribution; (d) means a relatively strong offensive hand with sufficient defense to expect a set when partner passes with a normal hand.

(9) When a pass would be non-forcing in a competitive situation and both partners are unlimited: (c) prevails; (d), (a) and (b) are acceptable alternatives in that order of preference.

(10) When a pass would be non-forcing in a competitive situation and the doubler is unlimited and his partner limited: (a) prevails; (c) and (d) are acceptable alternatives in that order of preference.

(11) When a pass would be non-forcing in a competitive situation and the doubler is limited and his partner unlimited: (a) prevails; (c) is an acceptable alternative.

(12) When a pass would be non-forcing in a competitive situation and both partners are limited: (a) prevails. Alternatives unacceptable.

Summary: Penalty is the consensus choice except when both partners are unlimited.

(13) When a forcing bid is doubled, pass and redouble are both non-forcing, suggesting a contract.

HELP-SUIT GAME TRY. After a suit has been agreed in an auction where a game force has not been established, new suits will frequently be used artificially. A long-suit (or help-suit) game try suggests three or four cards in that suit, with one top honor only – possibly with a jack or ten in addition. Responder should value highly any two of the top four cards in this suit, or a doubleton honor, or any less-strong holding when allied with decent trump length or a maximum hand in the context of the auction. Any three- or four-card holding without an honor or with only a minor honor rates to be unhelpful. Help-suit tries can be used when looking for slam and in Bergen or Drury auctions. Related: Weak-Suit Game Try, Short-Suit Game Try and Reject.

IN AND OUT VALUES. This concept of hand evaluation was popularized by Jeff Rubens in *The Secrets of Winning Bridge*. The idea was to develop the concept of determining which cards in your hand are sure to be working, and which might or might not be useful.

A typical example would be to evaluate

♠ Q 10 4
♥ A 7 5
♦ A 8 6 4 2
♣ 9 3

facing a major-suit opening bid.

This hand might be evaluated as a limit raise facing a 1♠ opening bid. The point is that both aces and the trump honors are sure to be pulling their full weight. Facing a 1♥ opener, this looks like a constructive raise to the two level in the context of a forcing INT base.

An important consideration is that the ♠Q 10 4 are known to be so-called “working cards” opposite a 1♠ opener, but they are doubtful assets opposite a 1♥ opener when nothing is known about opener’s spade holding.

From Rubens’ book, “It is better to have your secondary honors in partner’s suit(s) and your primary values outside.” Related: Plastic Valuation and Transferable Values.

INVITATION, INVITATIONAL BID. A bid that encourages the bidder’s partner to continue to game or slam, but offers the option of passing if there are no reserve values in terms of high-card strength or distribution. Related: Limit Jump Raise.

In nearly all cases, such bids are one level below the game or slam that is being suggested, so bids of 2NT or three of a major suit often fall into this category. Example:

<i>West</i>	<i>East</i>	or	<i>West</i>	<i>East</i>
1NT	2NT		1♥	1♠
			2♥	2NT

A jump rebid by responder may be an exception, being forcing in old-style methods but invitational in the modern style, as in:

<i>West</i>	<i>East</i>
1♣	1♥
1♠	3♥

In the old style, 3♥ is game forcing. In modern style, it is invitational, as is a jump rebid by opener:

<i>West</i>	<i>East</i>
1♥	1♠
3♥	

Similarly, a single raise from two to three in the later stages of the auction suggests game but can be passed:

<i>West</i>	<i>East</i>	or	<i>West</i>	<i>East</i>
1♥	1♠		1♠	1NT
2♥	3♥		2♥	3♥

Related: Conventions listed in Game Invitation.

ITALIAN CUEBIDS. The following was taken from the web site of the Gravesend Bridge Club in Gravesend, Kent, England, and was written by Chris Burton.

The standard methods of bidding slam controls is for a player always to show a first-round control (ace or void) first. Only after one lap of the suits has been completed can a second-round control (king or singleton) be shown.

Italian cuebids are an approach to the bidding of slam controls that treats first- and second-round controls equally. If a player fails to show a control (by bypassing a suit) that means that he has neither a first-round nor a second-round control in that suit.

The advantage of Italian cuebids is that an uncontrolled

suit is found very quickly and the bidding can stop at the four level. Just as important, if there is no suit uncontrolled, this is discovered before the bidding has passed 4NT. Now Roman Key Card Blackwood can be used to check that there is not more than one key card missing.

The disadvantage is that the cuebidder's partner cannot be sure whether first- or second-round control is held. This disadvantage can be overcome in most auctions that continue with cuebidding (rather than RKCB) by a player bidding the suit a second time to confirm first-round control (though it doesn't promise ace and king, as two standard cuebids would).

The Italian cuebidding style is recommended for pairs who use Roman Key Card Blackwood. The two conventions fit together very well and make slam bidding very easy. Even better is the ability to stay at the four level when an uncontrolled suit is discovered.

JUMP REBID BY RESPONDER. These are jump bids short of game by responder at his second turn. The meanings of such bids vary widely. In traditional Standard American, all such jump bids were considered forcing, whether or not responder rebids his own suit, supports partner's suit or names a new suit. In the modern style, all such secondary jumps are non-forcing unless they are in a new suit. Some players treat some as forcing and some as non-forcing. Partnership discussion is essential.

Here are some guidelines for the old style and more modern style (see chart below):

		Jump Rebids by Responder	
		<i>Forcing Style</i>	<i>Non-forcing Style</i>
1♣ – 1♥	13-15 HCP		10-12 HCP (with 13-15 responder bids 3NT or makes a fourth-suit bid)
1♠ – 2NT			
Jump Preference			
1♣ – 1♥			
1♠ – 3♣	13+ HCP		10-12 HCP. Perhaps only three-card support if used in combination with limit raises.
1♠ – 2♣	13+ HCP		10-12 HCP, three-card support, but if 2♣ is game forcing, the range is 12 or more with slam interest and strong spades.
2♥ – 3♠			Probably three-card support because of failure to bid 3♠ directly.
1♥ – 1♠	13+ HCP, three-card support		10-12 HCP, three-card support
1NT – 3♥			
1♦ – 1♠	12+ HCP, at least four-card support		10-12 HCP, at least four-card support
1NT – 3♦			
Jump Raise			
1♣ – 1♥	13-15 HCP, four-card support		10-12 HCP, four-card support. Stronger hands bid 4♠ or fourth suit followed by 4♠ as a mild slam try.
1♠ – 3♠			
Jump Rebids			
1♣ – 1♥	Game values with a six-card suit		10-11 HCP and a six-card suit
1♠ – 3♥			
Jump Shift			
1♣ – 1♥	Standard in either method is that 3♦ is forcing, showing 5-5 or better in the two suits. Other possible agreements are 5-5 invitational, splinter raise of spades or a mini-splinter.		
1♠ – 3♦			

JUMP SHIFT. A new suit response at a level one higher than necessary. For example:

<i>West</i>	<i>East</i>	<i>West</i>	<i>East</i>
1♥	2♠	1♥	3♣

In standard methods this shows a hand of great strength that can almost guarantee a slam (19 HCP or more including distribution). The hand is usually one of four types: a good fit with opener's suit, a strong single-suiter, a strong two-suiter or a balanced hand with more than 18 HCP. However, the last type is not easy to handle with a jump shift. An alternative method is described under Impossible Bid.

LIMIT JUMP RAISE. Originally a feature of the Acol and Kaplan-Sheinwold systems, this is now the norm in tournament play.

A raise from 1♥ to 3♥, for example, is non-forcing but strongly encouraging. It shows a hand with about 10 or 11 HCP or the distributional equivalent.

If the opening bidder has a minimum, he normally passes. If the nine-trick contract fails, it will often turn out that the opponents could have made a partscore or even a game.

Limit jump raises were a part of the original Culbertson system (to 1934) and were revived for minor suits only in 1948. A few players use limit jump raises in competition only – that is, after a suit overcall by an opponent. But those who use limit raises in non-competitive auctions would treat jumps as mixed or preemptive if in competition. Some play weak jumps even in non-competitive auctions. Nearly all players ascribe to them quite a low limit over an opponent's takeout double. Related: Forcing Raise, Limit Jump Raise To Show A Singleton and Weak Jump Raise.

Rebids by opener after a limit raise:

(1) In a major suit, 1♠–3♠; 3NT makes little sense as a natural rebid. The BWS 1994 expert choice was to use the cheapest action as a request to show a singleton. 1♥ - 3♥; 3♠ - 3NT shows a spade singleton. 1♥ - 3♥; 3NT is a cuebid in spades. Refer to Serious 3NT to see whether a new-suit bid, such as 1♠-3♠; 4♦ should show length or simply a control.

(2) In a minor suit, 1♣-3♣ or 1♦-3♦; 3NT is natural. Three of an unbid suit shows strength, not necessarily control, and is a move towards 3NT.

LIMIT JUMP RAISE TO SHOW A SINGLETON. A part of the Walsh systems, using an immediate jump raise of opener's major suit opening to show three or four trumps, 10-12 HCP, and a singleton. If opener is interested in locating responder's singleton, he makes the cheapest bid over the limit raise (a Mathe Asking Bid). This device can be used with other bidding styles if the partnership uses a forcing 1NT response to opening bids of 1♥ or 1♠. The forcing 1NT followed by a jump to three of opener's suit can be used to show a balanced limit raise, usually with three-card support.

LIMIT RAISE. A raise with closely defined limits of strength. Many such bids are limited in this way in standard methods, such as the single raise of opener's suit. The chief application is the jump raise from one to three. The bid indicates at least four-card trump support with 10-11 HCP or the distributional

equivalent. The corollary is that a jump raise on the second round is invitational but non-forcing:

<i>West</i>	<i>East</i>	<i>West</i>	<i>East</i>
1♠	3♠	1♣	1♥
		1♠	3♠

Related: Jump Rebids By Responder.

When the opponents overcall, another method of showing a limit raise is available – a cuebid in the opponents' suit.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	1♠	2♠

2♠ shows heart support (at least three and usually four) and at least enough strength for a limit raise. A jump raise is weak and preemptive.

A limit raise also is available over an opening 1NT. The bid of 2NT indicates a willingness to go to game if opener has a maximum notrump. When playing four-suit transfers, responder may have to bid 2♣ Stayman – with or without a four-card major – and then rebid 2NT to show the limit raise. Many methods of making a limit raise are possible.

LOSING-TRICK COUNT (LTC). A method of hand valuation. In 1934, the principle of assessing a hand in terms of “losers” was put forward by F. Dudley Courtenay in his book, *The System the Experts Play*. The general idea was this: when a suit fit came to light, you added the number of worthless cards in your hand to the number of losers revealed by your partner's bidding; the total was subtracted from 18, and the answer would tell you how many odd tricks the combined hands were likely to take.

After years of semi-obscurity, the LTC was revived by Maurice Harrison-Gray and is now accepted as a reasonably accurate ready measure of the trick-taking power of two hands.

This method of valuation is no longer treated with disdain by experts. For example, it is an integral part of the Roman System, which helped Italy win seven world championships.

LTC applies only to trump contracts. At notrump, the standard yardstick is the Milton Work Count. Related: Point Count.

Basic count of losers. With a void or singleton ace, count no loser in that suit; with any other singleton, or with A-x or K-x, count one loser; with any other doubleton, count two losers. In each suit of three or more cards, including the trump suit, count one loser for each missing high honor (ace, king or queen). Do not count more than three losers in any suit. Count one loser only in a suit headed by A-J-10. Some distinction must obviously be made between A-x-x, K-x-x, and Q-x-x. The first is a better two-loser holding than K-x-x, and three losers must be counted in a queen-high suit unless: (a) it is the proposed trump suit, (b) the suit has been bid by partner, (c) the queen is supported by the jack or (d) the queen is “balanced” by an ace in another suit.

The initial count. An opening bid of one is made with: (a) not more than seven losers, (b) adequate high-card values, including two defensive tricks and (c) a sound rebid. A response in a new suit is made with: (a) at the one level not more than nine losers (sometimes 10 with compensating values), (b) at the two level, not more than eight losers (sometimes nine with

compensating values).

The count on the second round. Neutral rebids by opener (e.g., 1♥-1♠; 2♥, or 1♠-2♣; 2♦ or 1♣-1♠; 2♠) do not promise fewer than seven losers.

A jump rebid by the opener in his original suit (e.g., 1♣-1♠; 3♣) shows seven winners and (in most cases) only five losers.

A reverse rebid by the opener at the two level (e.g., 1♣-1♠; 2♦) shows five losers (sometimes six with a high point count). A reverse at the three level (e.g., 1♠-2♥; 3♣) shows not more than five losers.

A jump rebid by responder in his original suit (e.g., 1♥-1♠; 2♣-3♠) shows six losers.

A responder's reverse at the two level (e.g., 1♦-2♣; 2♦-2♥) shows six to seven losers. A reverse at the three level (e.g., 1♥-1♠; 2♥-3♣) shows not more than six losers.

It soon becomes second nature to adjust the original count of losers in light of the bidding. Trump control is an important factor, and a loser should be deducted whenever the quota of aces and other key features, such as a king or a singleton in the right spot, is better than it might be on the bidding. Related: Cover Card.

1NT OPENING. A bid usually showing a point count within a specified range in a reasonably balanced hand.

Ranges: The consensus of the expert BWS panel in 2001 favored slight adjustments in the range of opening bids in notrump and rebids in notrump. The choices in 2001 (1984 choices in parentheses):

Suit then minimum notrump – strong 12 to weak 15 HCP (12-14)

1NT – strong 15 to weak 18 HCP (15-17)

Suit, then strong notrump bid – strong 18 to weak 20 HCP (18-19)

2NT – strong 20 to weak 22 HCP (same)

2♣ then minimum notrump – strong 22 to weak 24 HCP (same)

Strong 22 to 24 HCP – 2♣ then strong notrump bid 24-26.

Related: Borderline Opening Bids.

The development of notrump bidding is discussed in Culbertson's Approach Principle. Limit bidding and the Stayman Convention have combined to make 1NT a cornerstone of modern bidding methods. In considering an opening notrump bid, three aspects have to be reviewed.

(1) Strength. Only high-card points are counted, but a five-card suit is usually worth a point, and the presence of 10s can be taken into account. The standard range in tournament bridge is 15-17. In rubber bridge, the range usually is 15-17 or 16-18. In tournament play, there are many variations. These include:

(a) 17-20 HCP, used in the Roman system.

(b) 15-18 HCP, a relaxation of the standard range.

A common compromise is 15+–18.

(c) 14-16 HCP, once used in the Little Major system, and now used in the modern style of Precision.

(d) 13-15 HCP, originally used non-vulnerable in the Acol system but now rare; an integral feature of the original version of Precision and some other strong 1♣ systems.

(e) 12-15 HCP, sometimes used instead of 13-15, offering greater frequency but far less accuracy.

(f) 12-14 HCP, the usual range for a Weak Notrump, employed by many players using standard methods as well as the followers of the Kaplan-Sheinwold and Baron systems. Some partnerships relax the requirements to include 11-point hands.

(g) 10-12 HCP, a very weak notrump often called a mini-notrump or Kamikaze Notrump. Used most often in duplicate pairs tournaments, often played only at favorable vulnerability. It is also the lower range of Woodson Two-Way Notrump, whose upper range is 15-17. Many American experts employ the mini-notrump when vulnerability and/or position are favorable. The original range was 8-10, but this was generally abandoned when the ACBL Board of Directors ruled that the Kamikaze is a conventional bid, and no conventional bids, not even Stayman, could be used in conjunction with it.

(h) 8-10 HCP, a super-weak notrump used by some expert partnerships as a preemptive tool.

(i) Combinations of two ranges, one weak and one strong, depending on vulnerability and position at the table. The most common is 12-14 HCP not vulnerable and 15-17 HCP vulnerable, used in Acol and, with a different valuation method, original Culbertson. Some favor a weak 1NT at all vulnerabilities in fourth position because a double is virtually impossible. The so-called Three-Quarter Notrump uses the weak variation in all but unfavorable vulnerability.

(2) Distribution. An orthodox notrump opening bid has one of the following distributions: 4-3-3-3; 4-4-3-2; or 5-3-3-2 with the five-card suit a minor. The following exceptions occur: (a) 5-3-3-2 with a five-card major suit, preferably in hearts. This may be tried either because tenace holdings make a notrump contract particularly attractive, or because a 16-point hand is held. The latter is likely to create a rebid problem after a one-level response or a single raise. (b) 5-4-2-2 if 1NT will avoid a rebid problem, which will occur with 2=2=4=5, 2=4=2=5, or 2=4=5=2. Two doubleton major-suit kings and/or queens and a 16-point hand would be typical: An opening bid in a minor suit would lead to a rebid problem after a major-suit response.

(c) 6-3-2-2. In this case also, the doubletons should preferably be strong, and the strength of the hand is likely to be a minimum or sub-minimum. The expert panel in BWS 2001 determined that the following distributions should all be considered optional 1NT bids: 5-3-3-2 with a five-card major; 2-2-4-5 and 2-2-5-4; 2-4-2-5 and 2-4-5-2; 6-3-2-2 with a minor.

(3) Location of strength. There is a tendency to prefer a notrump bid holding tenaces, making it likely that the opening lead will be an advantage to declarer. Conversely, a notrump bid is unattractive with points concentrated in two suits, as with

♠ 7 6 3
♥ 8 3 2
♦ A K J
♣ A K Q 5.

On the other hand, a serious rebid problem would occur

after an opening of 1♣ and a one-over-one suit response. There is also a tendency, which some more serious authorities make a rule, to avoid a 1NT bid holding a weak doubleton. The objection to this treatment is that declining to open 1NT often creates an impossible rebid problem. For example:

♠ 8 7
♥ A J 6
♦ A Q 10 5
♣ K Q 9 6.

If the opening bid is 1♦ or 1♣, the rebid will be difficult after any one-level response except 1NT. For reasons of this kind, many players open 1NT whenever the point-count and distribution are suitable, regardless of the location of the honor strength.

1NT REBID. A 1NT rebid by the opening bidder after a suit bid of one by responder. Related: Opener's Rebid, Crowhurst, New-Minor Forcing; Stayman on Second Round, 2♣ Rebid By Responder as Only Force after 1NT Rebid.

1NT RESPONSE. A bid of 1NT when partner has opened the bidding with a suit. The normal range for the bid is 6-9 HCP, but 10 is possible, particularly by a passed-hand player who does not wish to bid a four-card suit at the level of two. This assumes that 1NT is not forcing, but the subsequent developments are similar in the modern style. Related: 1NT Response to Major, Forcing.

1♠ – 1NT, the most common situation, covers a wide range of hands. The responding hand may be quite unbalanced but unable to respond at the level of two:

♠ 3
♥ K 7 6 4 3
♦ K 10 8 7 2
♣ J 3

If the opener's rebid is 2♣, suggesting 5-4 distribution, responder should bid 2♦ (also, refer to Bart in Conventions). This does not exclude a heart contract because opener will continue to 2♥ with 5=3=1=4 distribution. If opener rebids a lower-ranking suit at the two-level, responder should very rarely go beyond two of the original suit. When he does so, the reason is usually a fine fit for opener's second suit:

(a)	(b)
♠ 5	♠ 5
♥ A 8 5 4 2	♥ A 7 4 3
♦ K 7 4 3	♦ K 8 6 2
♣ 10 7 6	♣ J 8 5 3

After

1♠ 1NT
2♥

hand (a) can jump to 4♥. The five-card trump support, combined with the singleton spade and two useful honors, is enormously powerful. With (b), 3♥ is sufficient. Ten tricks may be out of reach if the opener has a minimum with a four-card heart suit.

Because the sequence

1♠ 1NT
2♥/2♦/2♣

has a very wide range (10-18 HCP), very few experts outside

the U.S. consider a jump rebid of 3♥ or 3♦ non-forcing. 3♣ then becomes an artificial game-force, unrelated to the club suit. The result is that the rebid at the level of two is more limited, and there is less temptation to try for game.

In the U.S., other strong rebids available to the opener include:

(1) 2NT:
1♠ 1NT
2NT

This shows about 17+–19 HCP and probably a five-card or even six-card spade suit; the failure to open 1NT is significant. If responder bids a new suit, it is long, weak and non-forcing.

(2) A reverse:
1♥ 1NT
2♠

Traditionally encouraging with about 17-18 HCP. Shows four spades and five (or six) hearts. The modern style is for the reverse to be forcing, often with a three-card spade suit.

(3) A jump rebid:
1♠ 1NT
3♠

Encouraging but non-forcing, and roughly 16–17 HCP.

(4) Jump shift:
1♠ 1NT
3♦

Game forcing, more than 18 HCP. Usually five spades and four or five diamonds, with a singleton or void in an unbid suit – but see the alternative treatment above.

(5) 3NT:
1♠ 1NT
3NT

A solid six- or seven-card spade suit.

(6) Jump rebid to game:
1♠ 1NT
4♠

An unbalanced hand with 8½ or more playing tricks, and at least a six-card suit.

An "impossible" sequence can develop:

1♥ 1NT
2♣ or 2♦ 2♠

Responder cannot wish to bid spades naturally, so many partnerships use this to show a club or diamond raise stronger than a three-club bid would be. Related: Bart.

The lower the rank of the opening bid, the lower the frequency of the 1NT response. This is because minimum responding hands have alternative possibilities without going to the level of two. Over 1♥, 1NT traditionally denies a four-card spade suit. Some experts are prepared to conceal a weak four-card spade suit, and many who use the Flannery convention will conceal any four-card spade suit. Similarly, the 1NT response to a minor suit denies a four-card major suit in principle and strongly suggests a balanced hand. Over 1♣, 1NT strongly suggests 4-3-3-3 distribution, and the four-card suit is normally a minor. Related: 1NT Response to a Minor and Strong Notrump After Passing.

1NT RESPONSE TO A MINOR. Some systems lay down 8-10 HCP as the requirement for a response of 1NT to an

opening of 1♣; in Goren, 9-11 HCP are needed. This is because a weaker hand can usually find some other bid, perhaps a suit at the level of one, a raise to 2♣ if inverted minors are not in use, or, if need be, a response of 1♦ based on a three-card suit. Some players treat a response of 1NT to 1♦ in the same way, but this creates problems when responder has a weak hand including a club suit.

A modern tendency is to relax these requirements and respond 1NT to 1♣ with as few as 6 HCP. This has some preemptive value because the fourth player cannot bid at the one level, but it loses slightly in constructive efficiency.

In Kaplan-Sheinwold, the range is 5-8 HCP, so that if opener was planning a 1NT rebid with 15-17 HCP, he may pass and not miss a game.

In BWS 1994, the consensus choice was 8-10 for a response to 1♣ and 6-10 for a response to 1♦. 1♣ – 1NT does not guarantee four-card club length.

1♣ – 1NT always shows a balanced hand, but 1♦ – 1NT does not. It strongly suggests club length, usually four, five or six cards because the ability to bid a major or raise diamonds is denied. Those using Inverted Minor Raises may be forced to respond 1NT with 4-5 in the minor suits when a diamond raise is not appropriate.

ONE-OVER-ONE RESPONSE. A suit response at the level of one to an opening suit bid – e.g., 1♣ – 1♥. The usual minimum strength for this response is 6 HCP, but in some styles a response is permitted with 3 or 4 HCP and distributional features. If responder has an unbalanced hand with a one-suiter, depending on style, there may be some theoretical upper limit to a non-jump response, which would be just below the level fixed for a strong jump shift, i.e., about 17 HCP in standard methods and about 15 HCP in Acol. For pairs using the weak jump shift response, the 1/1 has no upper limit. The longest suit is usually chosen for the response, and if two five-card suits are held, the higher-ranking is given preference. However, a four-card suit that can be bid at the one level is often preferred to a five- or six-card suit that has to be bid at the two level when the strength of the hand does not justify a 2/1 response. Many modern players have adopted the Walsh idea that in response to 1♣, a four-card major is bid ahead of equal or longer diamonds unless the hand has invitational values or better. Related: Courtesy Bid, Choice of Suit and Up The Line.

OPENER'S REBID. The second bid by an opener who began with a suit bid of one is frequently the crucial point in the auction, and judgment begins to be a factor. The following summary refers to standard methods (unless otherwise noted) and is limited to auctions in which responder made a non-jump bid in a new suit. Related: Jump Shift, 1NT Response, 2NT Response, Single Raise and Double Raise.

(1) After a 1/1 response.

(a) 1NT rebid. 13-15 is the standard range using a 16-18 1NT opening, but 12 is possible. If the opening 1NT shows 15-17 HCP, the 1NT rebid shows 12-14 HCP. For users of a weak 1NT opener, the 1NT rebid promises a minimum of 15 HCP (15-17 HCP in Kaplan-Sheinwold and 15-16 in Acol). The

sequence 1♥ – 1♠; 1NT is given distinct treatment. In Kaplan-Sheinwold, it shows 12-14, equivalent to a 1NT opening.

A debatable point is whether a 1NT rebid is acceptable with a singleton in partner's major suit. This avoids problems when holding 1=4=4=4, 1=3=4=5, 3=1=4=5 and 1=4=5=3 hands. In BWS 1994, experts were evenly divided on this.

(b) Rebid in first suit. This suggests minimum strength and usually requires a six-card suit. Opener avoids rebidding a five-card suit. A six-card suit is almost a certainty if the response was the most economical:

<i>West</i>	<i>East</i>	<i>West</i>	<i>East</i>
1♥	1♠	1♣	1♦
2♥		2♣	

In each case, West had four other minimum rebids at his disposal, but chose to rebid his first suit. Opener is more likely to rebid a five-card suit if the response consumed bidding space:

<i>West</i>	<i>East</i>
1♣	1♠
2♣	

West may have an unbid four-card suit that he could not show without making a strength-showing reverse.

(c) Rebid at the one level. For example, 1♣ – 1♥; 1♠. This is an unrevealing rebid, covering a wide range of hands. Opener has fewer than 19 HCP; otherwise, he would have made a jump shift. His black-suit lengths remain a mystery: The clubs will often be longer – 5-4 and 6-4 are common distributions, and 6-5 is possible. In a five-card-major style, opener could be 4-3-3-3, but some players would prefer to rebid 1NT with that distribution. Even 5-3 and 6-3 are conceivable – some experts might rebid 1♠ on:

♠ A K J
♥ 5
♦ K 6 4 2
♣ A 9 6 4 2

4-4 distribution is common. Opener could be 5-5, though many experts would then open 1♠. Related: Choice of Suit. In truly exceptional cases, the spades may be longer:

♠ 7 5 4 3 2
♥ 7
♦ A 3 2
♣ A K Q 4

With this awkward hand, the lesser evil may be to open 1♣ and rebid 1♠ over 1♥. Similar considerations apply to the sequences 1♣ – 1♦; 1♠ and 1♣ – 1♦; 1♥, although in the latter case, 5-5 distribution is unlikely. 1♦ – 1♥; 1♠ is more precise because a three-card diamond suit is improbable and so is 5-5 distribution.

(d) Rebid in a lower-ranking suit at the two level. Four sequences are possible, all consisting of a red-suit opening, a major-suit response and a minor-suit rebid. For example:

<i>West</i>	<i>East</i>
1♥	1♠
2♣	

West's most likely distribution is 5-4, but 5-5, 6-4 and 6-5 are possible. 4-5 and 4-4 are possible in some styles, but this course is risky because responder may wish to give preference on a doubleton. When opener's rebid bypasses 1NT in this way, responder can reasonably assume that opener's distribution is

not balanced and his first suit is a five-carder. These sequences have a wide range in standard methods –10-18 in high cards – and are therefore difficult to handle. They are strong in Roth-Stone and Kaplan-Sheinwold, and in the latter system, a 2♣ rebid by opener after a 1♦ opening is forcing and virtually artificial. However, when opener changes suits, he is more likely to hold extra strength. With:

♠ Q 6
♥ A K 7 5 3 2
♦ 5
♣ A Q 6 3

opener would rebid 2♣ because a 2♥ rebid would suggest a minimum hand. Furthermore, with:

♠ Q
♥ A Q 4
♦ A 10 6 3
♣ Q 9 6 4 2

opener might reject the popular notion of opening 1♦ and rebidding 2♣ because doing so distorts his distribution and leaves the strength of his hand poorly defined. Many players would open 1♣ and rebid 1NT over a 1♠ response. Related: Choice of Suit.

(e) Reverse. Opener's second suit is of higher rank than his first. For example:

<i>West</i>	<i>East</i>
1♣	1♠
2♥	

West's most likely distribution is 5-4. His reverse strongly suggests longer clubs than hearts, so alternative distributions are 6-4 and 6-5. A three-card heart suit is possible, especially if opener has spade support in reserve:

♠ K Q 5
♥ A K 4
♦ 5 4
♣ A Q 7 5 3

This atypical reverse is prompted by the weakness in the fourth suit. The same factor may even cause opener to ignore the principle that the first suit must be longer:

♠ K 5 3
♥ A K 4 3
♦ 6 5
♣ A K Q 6

Experts disagree on the high-card requirements for a reverse. One school is willing to reverse with hands worth only a trick more than a minimum. The other treats a reverse as equivalent to a jump shift. Most modern pairs accept a reverse as forcing on any normal response. Related: Reverse.

(f) Single raise in responder's suit. For example, 1♦ – 1♠; 2♠. This shows 12-15 HCP and an expectation of four-card trump support. However, a single raise with three-card support is not uncommon and is desirable unless the hand is completely balanced or the trumps are poor. Expert opinion is divided on the correct rebid when opener has three-card support and a six-card suit.

♠ K 10 3
♥ 4
♦ A 7 5
♣ A J 9 6 4 2

After 1♣ – 1♠, some experts would raise; others would rebid the clubs, hoping to support spades later.

(g) 2NT rebid. A balanced hand, filling the gap between a 1NT opening and a 2NT opening. A common range for those who use a 15–17 1NT opener is to rebid 2NT, showing 18–19. A singleton in partner's suit is just possible if there is no other convenient rebid. 1♦ – 1♠; 2NT might have 1=4=4=4 distribution. With this 18-19 range, responder continues unless his values are a dead minimum or sub-minimum. All rebids by responder are forcing, although a rebid of responder's suit is a signoff in Acol.. The rebid of responder's suit is a signoff in Acol because 2NT has a slightly lower range. Related: Wolff Signoff.

(h) Jump reverse. For example, 1♣ – 1♠; 3♥. Traditionally, this was simply stronger than a normal reverse. In the modern style, with a simple reverse forcing, the sequence has no obvious meaning. It is often used as a mini-splinter, inviting game with a four-card fit for responder and a singleton in the suit shown. It also is sometimes used as a three-card splinter raise with six or more cards in the minor.

(i) Jump rebid in opener's suit. For example, 1♣ – 1♥; 3♣. This shows a good six- or seven-card suit and about 15-17 HCP. The bid is encouraging, not forcing, and responder should bid 3NT with extras. A new-suit bid by responder at the three level may show a stopper for notrump and not necessarily length.

(j) Jump raise in responder's suit. 1♦ – 1♠; 3♠ shows 16-18 support points, which could be an actual 16-18 HCP or 15 with a singleton. In standard methods, it cannot be a hand suitable for a 1NT opening. It is a more common action for pairs using weak 1NT openings.

(k) Jump shift. For example, 1♦ – 1♠; 3♣. This shows unbalanced distribution and is forcing to game. Opener sometimes has a fit for responder's suit that he plans to show next.

(l) 3NT rebid. A hand with a long, solid suit, usually a minor, and stoppers in the unbid suits. A singleton in responder's suit is likely. The hand is probably worth 8-9 playing tricks. For several reasons, the traditional Goren meaning of 21 balanced points is obsolete. With

♠ 5
♥ K J 5
♦ A J 4
♣ A K Q 10 9 8,

open 1♣ and jump to 3NT if the response is 1♠.

(m) Jump to game in responder's major suit. 1♥ – 1♠; 4♠. This shows four-card support and the values to justify game. The most common type of hand is relatively balanced with 18-19 HCP. A powerful, unbalanced hand is likely to prefer a splinter or jump shift – see (k) and (p).

(n) Jump to game in opener's major suit. 1♥ – 1♠; 4♥ is the only possible sequence. Many powerful hands with a seven-card suit or even an eight-card suit would qualify. A six-card suit is possible:

♠ Q 5 4
♥ A K Q J 10 4
♦ A J 3
♣ 3

In this case, the partial fit in spades improves opener's hand. In Acol, the spade fit is indicated because many other hands with enough playing strength would qualify for a 2♥ opening.

(o) Double jump rebid. This can be a jump to four of opener's suit, or responder's suit:

(a)		(b)	
<i>West</i>	<i>East</i>	<i>West</i>	<i>East</i>
1♣	1♥	1♣	1♦
4♣		4♦	

Sequence (a) is often used to show a hand worth a raise to 4♥ with a long, solid club suit. A typical hand would be:

♠ 4
♥ K Q 5 4
♦ A 5
♣ A K Q 8 5 2

An alternative meaning for this sequence is to show a hand with a long minor, probably seven cards, and exactly three cards in partner's major.

Sequence (b) has no natural meaning, but some partnerships use it as a Kickback or Blackwood substitute, although a freak hand with 5-6 or 5-7 distribution is barely possible.

(p) Double jump shift rebid:

<i>West</i>	<i>East</i>
1♣	1♥
3♠ or 4♦	

This is a splinter raise for nearly all modern partnerships. In an earlier era it might have been a Culbertson Asking Bid. Related: Asking Bid, Fragment Bid, Splinter Bid and Void-Showing Bid.

(2) After a 2/1 response.

(q) 2NT rebid. For example, 1♥ – 2♣; 2NT. There are two schools among standard players. One school treats the bid as forcing, showing 15-17 HCP or whatever the opening 1NT range may be; players who adopt this treatment tend to avoid a 1NT opening with a five-card major – very common in France. The other school is willing to rebid 2NT on a minimum balanced hand. In Roth-Stone (13-16) and Kaplan-Sheinwold (15-17), the bid is forcing.

(r) Rebid in first suit. For example, 1♠ – 2♦; 2♠. This shows a minimum opening bid with 10-14 or possibly 15 HCP (no limit if playing 2/1 game force). The suit will usually be a six-carder, but occasionally may be a good five-card suit. The chance of a five-card suit is greatest when the response is in the suit ranking immediately below opener's: 1♠ – 2♥; 2♠, 1♥ – 2♦; 2♥ or 1♦ – 2♣; 2♦. The sequence 1♠ – 2♣; 2♠ suggests a six-card suit. If opener had only five spades, he would often find a more descriptive rebid.

Many players would avoid rebidding a weak five-card suit that would play badly opposite a singleton.

♠ J 6 4 3 2
♥ A 5
♦ A Q 6
♣ Q 4 2

If the response to 1♠ is 2♣, some experts would rebid 2NT or raise to 3♣ if those actions promised no extra strength. See (s). Otherwise, the choice lies between 2♦, which may do no harm, and 2♠.

If the response to 1♠ is 2♥, 2NT is the best rebid if style

permits. Otherwise, opener must repeat the bad spades or support hearts on the doubleton.

The quality of the suit is more important in a traditional style because the bidding may die short of game. In the modern style, the partnership is committed to continue, normally to at least game.

(s) Rebid in a lower-ranking suit. For example, 1♠ – 2♣; 2♦. Although in standard this sequence does not promise a strong hand (opener may have 5-5 with 11 HCP), neither does it deny extra strength. Hence, responder, having bid at the two level, cannot pass even if the response was not game forcing. A 2♦ rebid after a 2♣ response might occasionally be made with a strong tripleton.

(t) Single raise in responder's suit. For example, 1♥ – 2♦; 3♦. There are three schools of thought. (1) Ambiguous, may or may not have extra values. This applies if 2/1 is game forcing, but Fast Arrival may affect 1♠ – 2♥; 3♥. (2) Extra values, in traditional standard. Opener will often have to rebid his suit with a minimum. (3) Minimum values, in modern standard.

(u) Reverse at the two level. For example, 1♥ – 2♣; 2♠. All players would regard the sequence as game forcing. The first suit is strongly suggested to be longer than the second; 5-4 is the expected distribution, with 6-4 or 6-5 possible. Players who raise a two-level response with a minimum may temporize with a reverse in a three-card suit if one is available:

♠ A Q 4
♥ A K 7 5 2
♦ 7 3
♣ K J 3

After 1♥ – 2♣, a 2♠ rebid is best if a raise to 3♣ would be non-forcing, as it is in Acol.

(v) Second suit at the three level (sometimes called a "high reverse"). For example, 1♥ – 2♦; 3♣. This sequence is forcing in all methods and game forcing in most. The distribution is usually 5-5 or 5-4; 5-5 may be less likely if the suits are spades and clubs because some players would open 1♣. Opener's second suit may be a three-carder:

♠ 5 4
♥ A Q 8 5 2
♦ A J 5
♣ A K 4

After 1♥ – 2♦; 3♣ would be the expert choice, but only if a raise to 3♦ is non-forcing.

(w) Jump shift to three level. For example, 1♠ – 2♣; 3♦. Game forcing and suggests 5-5 distribution. By partnership agreement, this can be a splinter.

(x) Jump rebid in opener's suit. For example, 1♠ – 2♦; 3♠. This is game forcing in all methods and shows a good six- or seven-card suit with extra high-card strength.

(y) Jump to game in opener's suit. For example, 1♠ – 2♦; 4♠. This shows a strong six-card or longer suit with the values for game, but no interest in a notrump contract. The bid also suggests a hand without controls in the unbid suits and therefore unsuitable for slam. After 1♠ – 2♦, a typical hand would be:

♠ A K Q 10 5 4 2
♥ J 7
♦ 7
♣ K 6 4

In Acol, the bid implies a moderate fit for responder's suit because of the failure to open with a two-bid.

(z) Jump raise in responder's suit. This is game forcing of course – for example, 1♠ – 2♦; 4♦ – with four-card support. The bid is non-forcing by definition in Acol, but some pairs play it as forcing. 1♠ – 2♥; 4♥ is a special case; it shows a hand only slightly too good for 3♥ (according to style), but with strong heart support. Some play it as a fast arrival bid if 3♥ is game forcing.

(aa) 3NT rebid. For example, 1♠ – 2♦; 3NT. Equivalent to a 2NT rebid after a one-level response; therefore, 18-19 HCP. Some experts would make this bid, however, with even 17. In a style where a 2/1 response forces to game, the bid may even suggest no extra strength. Another option is to play it as 15-17 with 2NT game forcing and either 12-14 or 18-19 HCP.

(ab) Double jump shift. For example, 1♠ – 2♣; 4♦. If 3♦ is a splinter, then 4♦ should be a splinter based on a void rather than a singleton. Related: Golden Rule.

OPENING SUIT BID. An opening of 1♣, 1♦, 1♥, or 1♠ has a normal range of 10-20 HCP. It may sink below 10 in some freak cases – with 6-6 distribution, for example. It may rise above 20 with unbalanced hands, usually 4-4-4-1 or 5-4-3-1 patterns, unsuited to a 2NT opening and not quite strong enough for a forcing opening. Related: Biddable Suit, Borderline Opening Bids and Choice of Suit.

PARTNERSHIP MISUNDERSTANDING. All partnerships have misunderstandings about the meanings of bids and signals. Bidding misunderstandings fall into four general categories:

(1) The strength of a bid. For example, the range for a response of 1NT to 1♣: 5-8, 6-9, 7-10 and 9-11 HCP are all in use.

(2) The nature of a bid: signoff, discouraging, encouraging, or forcing (for one round or to game). A good example is a jump in a new suit over an opposing takeout double. According to the partnership understanding, this bid can be preemptive, encouraging, forcing for one round, or fit-showing. Related: Response over Opponent's Takeout Double.

(3) Artificial or natural quality of a bid. Confusion can occur when a partnership has not specifically agreed whether a particular artificial device is being employed. Both players may normally use a convention and be aware that the partner normally uses it, but still be in doubt about whether it is in use because it has not been discussed. A more common source of difficulty is doubt about whether a convention is applicable to a particular situation. It is sometimes difficult to diagnose, for example, whether 4NT is natural or conventional or whether a bid in the opponent's suit is a cuebid or an attempt to play in that suit.

(4) The nature of a double. There may be doubt about whether a double is for penalty, takeout, lead-direction, support, etc. A failure to agree on the use of responsive and/or negative doubles would be an example of this problem. There are also situations, usually after the first round of bidding, in which the intentions of the doubler are not clear.

The nature of a pass may also be crucial, especially if a forcing pass is a possibility. No partnership can avoid

misunderstandings altogether, but the following suggestions may help reduce the incidence of disaster.

First, a regular partnership should have a detailed understanding.

Second, a player should avoid making an ambiguous bid when an unambiguous alternative is equally satisfactory.

Third, when an ambiguous bid is made, a partnership should apply an automatic rule. A reasonable rule is to take the weaker interpretation in each case, that is: the lower point range; non-forcing against forcing; natural as against conventional; and takeout rather than penalty double. The opposite rule is also playable, and so are a variety of hybrid rules. In any case, it is advisable to have a rule. This often avoids impending trouble, provided both players are aware of the possibility of trouble.

As for signals, it is easy to mistake a suit preference signal for a count or attitude signal. Partners should always clarify their signaling methods, especially the signal given on the first trick. Misunderstandings involving signals can cause major disasters. Related: Partnership Understanding.

PARTNERSHIP NOTES. Most serious partnerships with prospects of winning national or international titles develop notes on their methods that go far beyond the items on the Convention Card. These often cover every area of bidding, with a little on defensive play, and may require 50 or more pages. Players will usually re-read these before the start of a major event, but are not permitted to consult them at the table. Sometimes it is permitted to have these notes at the table where a player may consult them between deals or before play. An opponent's convention may require reference to the defensive agreement.

PARTNERSHIP UNDERSTANDING. An agreement between partners that enables them to draw information or inferences from the bidding and play. Partnership understandings are of two types: explicit, describing agreements reached through discussion; and implicit, describing those not specifically discussed but arising through experience. The sum of a partnership's understanding comprises not only conventional bids and plays, but style – a player's tendencies in competing and exercising judgment.

In tournament play, pairs have a duty to see that understandings of which the opponents could not reasonably be aware are clearly and accurately stated on the Convention Card, Altered when required and explained in response to a query. At rubber bridge, understandings are best announced to the opponents before play begins. In extended team events such as the Bermuda Bowl, pairs are required to provide their competitors with a summary of methods weeks in advance.

Partnership understanding is not to be confused with a Private Convention, which is illegal and unethical. Related: Alerting, Explanation of Conventional Call or Play, Law 75.

PASSED-HAND BIDS. A bid by a previously passed hand usually carries with it the information that the hand is limited to below the requirements for a bid on the earlier round.

Exceptions are unusual passes such as the forcing pass

and trap pass. As a result of the added knowledge partner has about the bidder's lack of strength, the bidder who has passed previously can often safely be somewhat aggressive if his values, vulnerability and other factors warrant it.

When partner has opened the bidding in third or fourth seat, the problems of the responder may be rather special. There are two complicating factors: (1) a change of suit is no longer forcing, so responder must be prepared for a "sudden death" pass of his response and (2) partner may have opened a sub-minimum hand to direct a lead or to try for a small plus score, so he may be annoyed if responder gets too high.

Any response may be passed, so responder must be wary of responding in anemic suits. In general, the higher the response, the greater the chance that it will be dropped. This means that responder can answer 1♦ to 1♣ with a weakish suit (four to the jack) because someone at the table will likely bail responder out. But if he responds 1♥ or, more particularly, 1♠, he should have a respectable four-card suit (at least four to the queen-10). If the response is at the two level, responder must be prepared to play opposite a doubleton – partner is now even money to pass. So responder should have a six-card suit or at least a husky five-carder. Suppose you had passed this hand:

♠ K Q 2
♥ J 6 4 3
♦ A 9 6 3 2
♣ 7

If partner opens 1♣, respond 1♦. If, instead, he opens 1♦, it is arguable that you should respond 3♦ (not 1♥, as one might if it were forcing). If partner opens 1♥, you cannot temporize by answering 2♦, so 3♥ seems best – perhaps even 4♥. And if partner opens 1♠, you must still avoid the 2♦ response because the partnership belongs in spades, not diamonds – responder may choose between 2♠ or 3♠. The jump raise is better in the long run in the absence of Drury. Suppose you had passed this hand:

♠ K 6
♥ Q 10 4 2
♦ K 10
♣ K 9 6 3 2

Again, you must be careful about bidding suits. Should partner open with 1♦, a 1♥ response is preferable to 2♣. True, the hand is strong enough for a two-level response and a rebid; but (1) partner may pass before the second bid, and (2) partner is more likely to find a rebid if he can do so at the one level, and (3) if partner does pass, you would rather be in the higher-scoring major suit. What would be the response with the above hand if partner opened 1♠? Not 2♣ and certainly not 2♥. The best bet is 2NT. This jump response could easily be right over 1♦ or 1♣ as well. The expert consensus (87 percent in BWS 2001): An action taken by a passed hand should have the same general meaning as the corresponding action taken by an unpassed hand. That applies when it is logically possible, subject to any constraints imposed by the failure to open the bidding and when there is no explicit understanding to the contrary.

In contrast, if responder passed a hand that contains a strong suit, he can give himself a little more freedom in bidding at the two level. For example, holding:

♠ Q 7 5 2
♥ 7 4
♦ 2
♣ K Q 10 8 6 3

he would respond 2♣ to a 1♦ opening if he were a passed hand, while 1♠ would be correct if he were not. What makes the difference? Once responder passed, there is a fighting chance to play in 2♣ when the responder bids it. If partner rebids 2♦, responder can carry on with 2♠ without creating a forcing situation. What is more, it is dangerous to respond 1♠ – if partner passes there is no reason to believe that this is either the safest or most productive contract. The requirements for a 2/1 suit takeout are shaded down, so there is a worry about missing game when holding the normal solid values for this response.

Consider these hands:

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

If, for some reason that appealed at the time, either hand has been passed, jump shift over partner's opening. 2♥ or 2♣ in response to 1♠ is no longer nearly enough; you must jump to three. This puts partner on notice that there are game ambitions even opposite the bare minimum opening bid with which partner would pass a simple response.

Few players would pass either of these hands, so the traditional meaning of this jump shift has a very low frequency. The modern tendency is to use the jump shift only with a fit in opener's suit.

Passed hand jump raises and jumps to 2NT entail considerable risk of a minus score.

Consider these hands:

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

<i>West</i>	<i>East</i>
Pass	1♠
3♠	Pass

No one made a terrible bid – East's third-hand opening is irreproachable, and West has the values for a passed-hand jump raise – but the final contract is dangerously high. Unless two finesses succeed, it will go down for a poor score. How do East-West get to 2♠? It is no solution for West to temporize with 2♦, as he might had partner opened in first seat, for he will be left in this unappetizing contract. Some players might bid only 2♠ with the West hand, fearing a light opening. This risks missing game opposite a sound minimum, for the range of the single raise becomes impossibly broad. Note that five-card majors bidding avoids the problem (Pass – 1♣; 1♠ – Pass or 2♠).

Here is a similar problem:

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

<i>West</i>	<i>East</i>
Pass	1♥
2NT	Pass

This contract is not likely to be a success. What went wrong? Surely West had to bid more than 1NT or 2♥; 3♥ is a possible response, but it is almost certainly down one. A response of 1♠ would be passed, and declarer can develop ulcers playing in a trump suit like that, though it is by no means the worst fate on the hand. Perhaps light third- and fourth-hand openings are undesirable.

Not really. You will show a big matchpoint profit in the long run by opening these hands. When partner has a normal minimum count, you will earn a small plus or at least impede the opponents or direct a good lead. The examples above are unlucky, but there is an answer for them.

Reverse Drury solves many problems of this sort. When the bidding is opened in third or fourth seat with one of a major, the response of 2♣ by the passed hand is artificial. It asks opener if he has a normal bid, or if he opened light. If opener has shaded his values, he rebids his suit. If he has a reasonable hand, he makes any other bid, and will often jump to game in his suit.

In the examples cited earlier, West would respond 2♣, Drury. East would rebid his suit and end the bidding. Here is an auction in which opener has a full opener:

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

<i>West</i>	<i>East</i>
Pass	1♠
2♣	2♥
4♥	Pass

The advantage of Drury is in making it easy to find the essential heart fit. Without it, West would likely jump to 3♠. However, the principal use of this convention is in staying at the two level in case partner's hand is light. If East's hand was:

♠ A J 9 8 4
♥ 6 2
♦ 9 8 4
♣ A J 5

the bidding then would be:

<i>West</i>	<i>East</i>
Pass	1♠
2♣	2♠

This is called Reverse Drury, because the original form of Drury called for a 2♦ rebid when opener is sub-minimum. That method fell out of favor in the Eighties. Related: Fit-Showing Jump, SNAP (Strong Notrump after Passing) and Two-Way Reverse Drury and Rule of Sixteen.

POINT COUNT. An almost universally used method of valuation. Many such systems have become obsolete, including Four Aces, Reith and Robertson. In general use is the high-card valuation introduced by Bryant McCampbell in 1915 and publicized by Milton Work, after whom it was named:

Ace	4
King	3
Queen	2
Jack	1

This gives a total of 40 points in the pack, and makes an average hand worth 10 HCP.

The Work count is slightly less accurate mathematically than the Four Aces count, for example, but its simplicity led to its acceptance. It was regularly used by English experts in the Thirties, but did not find favor with American experts until it was adopted and publicized by Fred Karpin and Charles Goren in the late Forties. They supplemented the basic high-card count with valuation for distribution. Related: Distributional Count.

All authorities recognize that the 4-3-2-1 count has some weaknesses. Many recommend certain corrections:

(1) Aces are undervalued, so the presence or absence of aces materially affects the strength of a hand. Here are two evaluation methods: Add one-half point for each ace or deduct a point for an aceless hand, and add a point for holding four aces.

(2) 10s are valuable cards and are sometimes counted as a half-point or a plus value. One expedient is to consider aces and 10s as a group, and to count an extra point if the hand contains three or more such cards.

(3) Unguarded or insufficiently guarded honor cards may not be worth their full point value. An extreme case is a singleton king, which some authorities count as 1 point instead of 3, and a singleton queen, which is sometimes treated as worthless. It is more usual to deduct one point from the value of a singleton king, queen or jack. Even the singleton ace is not quite as good as it looks because it has little chance of capturing an opposing honor card and is inflexible in the play.

Sam Stayman went to the extreme of recommending the deduction of a point for each of the following holdings:

K-Q, K-J, Q-J, Q-2, J-2, Q-3-2, J-3-2. It is true that these holdings have a reduced value if partner has useless low cards in the suit. But if your side is destined to play the contract, there is a good chance that partner will hold a card that will combine effectively with the short honor holding.

(4) Honor combinations are slightly stronger than the same cards would be in different suits. For example, Q-J-2 is more effective than Q-3-2 in one suit and J-3-2 in another suit. But so much depends on what partner can provide that it is better to make no adjustment in this respect unless there is reason to think that partner's hand will be worthless or nearly worthless – or unless the honor is in a suit bid by partner. Related: Bissell, Honor Trick and Losing-Trick Count.

(5) Honor combinations not accompanied by at least one low card are not worth their full weight.

Standard procedure used to be to open balanced hands with a "good" 12 HCP, but the modern tendency is to weaken that slightly. Possession of aces and 10s, or lack of them, may determine whether to open borderline hands. Unbalanced

hands are often opened with 10 or 11 HCP. An 11-point hand with a singleton is usually an opening bid, as is a 10-point hand with a void. But many other factors come into play. Related: 1NT Opening.

PREFERENCE. When a player bids two suits, and his partner returns to the original suit at the lowest possible level, he is giving simple preference. This is in no way strength-showing and will frequently be passed. Preference at an unnecessarily high level is termed jump preference as described in Responder's Rebid.

Simple preference can occur in five common situations:

(1) After three bids at the one level (*e.g.*, 1♣ – 1♥; 1♠).

With a minimum responding hand (5-7 HCP) and three cards in clubs and spades, it may be best to pass. If the opener has to play a 4-3 spade fit instead of a 5-3 club fit at a higher level, it may be no great hardship. A preference to 2♣ would be appropriate with 8-9 HCP if diamond weakness rules out 1NT and responder wishes to give the opener another chance in case he has 17-18 HCP.

The most difficult situation arises when responder has not more than a doubleton in each of opener's suits, with exactly five cards in his own suit. A preference to 2♣ should never be given with a doubleton, so the choice lies between a pass, leaving the opener to play in a 4-2 fit with the prospect of a club ruff, or 1NT if the partnership method permits this to be weak, as would most.

(2) When opener bypasses 1NT (*e.g.*, 1♥ – 1♠; 2♦).

Automatic preference to 2♥ is called for if the responder has equal red-suit length (3-3 or 2-2). There is a virtual guarantee that the opener has a five-card heart suit. Some authorities suggest a timid pass when the response is a minimum instead of giving preference, but this is born of fear that the opener may continue bidding without justification. With 8-10 HCP, two hearts and three diamonds, false preference to 2♥ may be appropriate in case the opener has a maximum rebid. Related: Opener's rebid.

(3) After a 2/1 response (*e.g.*, 1♠ – 2♣; 2♥). In traditional style, this was the way to give a strong raise to 2♠ with about 10 HCP and three or four spades. The four-card support was ruled out by the general adoption of the limit raise. In the modern 2/1 style, the sequence is forcing, suggesting three-card support with at least 12 HCP.

(4) After a 1NT response (*e.g.*, 1♠ – 1NT; 2♥). The responder gives automatic preference, expecting opener to hold five spades and four or five hearts. If opener has chosen this sequence with four spades and five hearts, the wrong contract may be reached. The popularity of five-card majors and the Flannery convention has made this a rare problem. With 2-3 in the majors and a weak hand, responder may elect to pass 2♥.

If the opener's two suits are a major and a minor, false preference with two of the original suit and three of the second suit may be appropriate, especially at matchpoints. This applies particularly after the sequence 1♠ – 1NT; 2♣, when the opener is quite likely to have marginal clubs. In the modern style, with a 1NT response forcing, opener may well have five spades and three clubs.

(5) After a 1NT rebid (*e.g.*, 1♥ – 1♠; 1NT – 2♣). This

is a delicate situation, because the responder may hold a hand with four spades and five or six clubs that was not strong enough for an original response at the two level. The opener should usually refrain from giving preference, even if he holds three spades. Alternatively, a partnership may agree that with only four spades, responder should pass 1NT, in which contract the minor suit may prove useful. Related: New-Minor Forcing, Single Raise, Double Raise and Reverse.

PROMOTION OF TRUMP HONORS (in bidding). A higher value is given to a minor honor in a suit bid by partner than to a similar honor in a side suit. Related: Plastic Valuation.

PSYCH. A bid that bears little or no resemblance to a logical choice for the hand in either a natural sense or as a conventional or systemic partnership agreement. Such bids are made primarily to make it more difficult for the opponents to find their optimum spot. The bid has been defined as one that grossly misstates either the high-card strength or the suit distribution. Related: Inhibitory Double, Psychic Control and Psychic Bidding.

REBID. To bid again, as in rebidding a suit after opening or responding. Also synonymous with opener's or responder's second bid. In the auction, 1♠ – 1NT; 2♠ opener is rebidding his spade suit, virtually guaranteeing at least six cards in the suit. In the auction 1♠ – 1NT; 2♣ opener's second bid is often referred to as his rebid. Similarly, in 1♦ – 1♠; 1NT – 2♠, responder is rebidding his spade suit. In 1♣ – 1♥; 1NT – 2♦ responder's second bid is often referred to as a rebid.

REBIDDABLE SUIT. A suit of six cards or more that can be bid twice. In rare cases, a five-card suit may be bid twice. Related: Opener's Rebid, Responder's Rebid and Golden Rule.

RELAY ASKING BID. An asking bid whose distinguishing features are (1) that it is the cheapest possible bid (perhaps skipping trump or other signoffs) and (2) that it probably has no relationship to the suit bid. A relay can be used like other asking bids (asking about trump quality, controls, distribution, points), except for asking about a specific non-trump suit (when you would normally have to name that particular suit).

The most common relay asking bid is Stayman, asking the 1NT opener to bid a four-card major if he has one.

A relay is very often used to continue some other kind of asking bid, asking for more information or clarification. An example is Rolling Blackwood. After 4NT Blackwood asks for aces, a relay (perhaps skipping trumps) is the ask for kings. Another example: In the Precision System, opener has shown an exact 3=4=1=5 distribution and 11-15 HCP with 2♦ – 2NT; 3♣. Responder asks opener to clarify his high-card points by using the relay 3♦. Opener responds 3♥ with a minimum (11-13 HCP) and 3♠ (14-15 HCP) with a maximum.

RELAYS OVER WEAK TWO-BIDS. There are two ways of using a relay, one concerned with stoppers and the other with distribution.

(1) A method of responding to weak two-bids using the cheapest bid – either notrump if the opening bid was 2♠, or the

next higher suit – as a relay bid. The relay asks opener to bid a stopper outside his suit if he has one. If his stopper is in the relay suit, he rebids in notrump. Lacking any stopper, opener rebids his own suit. Using this method, the relay bid is the responder's only forcing bid.

(2) The Symmetric Relay method, usable by any pair employing weak two-bids, uses 2NT to start a relay structure, whether the opening is 2♥ or 2♠. The opener bids 3♣ with a minimum and makes other bids with extras. After 3♣, 3♦ is a relay. The following apply whether the opening bid is minimum or maximum:

- (a) 3♥ shows a balanced hand. Then 3♠ asks opener to bid 3NT with two top honors, 4♣ or more with one.
 - (b) 3♠ shows a singleton in the unbid major.
 - (c) Four-level bids are void-showing.
- Also:
- (d) 3♦ shows a singleton in a minor; subsequent 3♠ shows it is diamonds, 3NT that it is clubs.
 - (e) 3♣ followed by 3NT shows a singleton in a minor. Later 4♦ shows it is diamonds, 4♥ that it is clubs.
 - (f) 3NT in response to 2NT is normal, showing a solid suit.
- Related: Weak Two-Bids and Ogust.

RESPOND. To answer in the language of bidding. A pass, however, is not a response.

RESPONDER'S REBID. Many of responder's second bids are covered under separate headings:

Bart, Delayed Game Raise, Delayed Support, Fourth-Suit Forcing, Golden Rule, Jump Rebids by Responder, New-Minor Forcing, 1NT Response, Preference, Reverse, Single Raise, Stayman on Second Round, Trial Bid, 2♣ Rebid by Responder as Only Force after 1NT Rebid and 2NT Response.

Other situations:

(1) After three suits at the one level:

1♣	1♥
1♠	1NT

In most styles, the sequence suggests 6-10 HCP. Though responder usually has balanced distribution with strength in the unbid suit, exceptions arise.

(a)	(b)
♠ 5	♠ 6 4 2
♥ K 8 7 6 4	♥ A K 10 4
♦ K J 7 4 2	♦ J 4 2
♣ 9 3	♣ J 5 3

1NT is best on both hands. With (a), 2♦ fails to limit responder's strength; with (b), a 2♣ preference is risky, and though pass is an option, game is still possible.

♠ J 7
♥ A J 6 4 2
♦ K J 5
♣ J 8 4

A 2NT rebid is easy if that bid is non-forcing; if it is forcing, responder must underbid with 1NT or improvise a bid of 2♦.

1♣	1♥
1♠	2♠

Usually indicates four-card trump support and 7-10 HCP.

Occasionally, the raise is best with three-card support, even without a ruffing value:

♠ K 10 4
♥ A K 4 2
♦ 7 3 2
♣ 10 8 6

(2) After three suits ending at the two level:

1♦	1♠
2♣	2♠

Normally a six-card suit. If a jump to 3♠ would be forcing or if weak jump-shift responses are in use, the sequence is mildly encouraging. If 3♠ would be invitational, it is not encouraging.

1♦	1♠
2♣	2NT

1♠	2♣
2♥	2NT

In a standard system (not 2/1 game force) 2NT shows at least one stopper in the unbid suit with 10-12 HCP.

1♦	1♠
2♣	3♣

1♠	2♣
2♥	3♥

Encouraging but not forcing, showing 10-12 HCP and four-card support (or, in the first sequence, possibly five-card support). The second sequence is forcing in a style where the 2♣ response forces to game. Related: Preference and Jump Rebids by Responder.

(3) After a 1NT rebid:

1♦	1♥
1NT	2♥

A six-card heart suit (possibly a strong five-card suit) and discouraging. Opener almost invariably passes.

1♦	1♥
1NT	2♦

Discouraging, but game might still be possible, even if unlikely, if opener can give preference to hearts.

1♦	1♥
1NT	2♣

In the absence of special agreements, non-forcing and neutral. Opener should not rebid 2NT, but may give preference to 2♥ or raise to 3♣, either of which actions might lead to game. Responder is likely to have five hearts and four or five clubs. With only four clubs, he should not automatically retreat from 1NT. With 3=5=1=4 distribution, a pass may be best, especially in a pairs event. This change of suit is forcing in Roth-Stone. Related: New-Minor Forcing.

1♦	1♥
1NT	2NT

Invitational to game. The strength depends on the range of opener's 1NT rebid, but responder indicates that the combined hands have a minimum of 23-24 HCP.

1♦	1♥
1NT	2♠

Usually played as forcing to 2NT, possibly to game. Related: Reverse.

1♦ 1♥
1NT 3♣

A jump shift, forcing to game, with unbalanced distribution and probable weakness in spades, the unbid suit. In some styles, the sequence is used to sign off with a weak hand, four hearts and six or more clubs. Related: New-Minor Forcing.

1♦ 1♥
1NT 3♦

This needs agreement if New-Minor Forcing is used. The direct jump can be forcing and the slow 3♦ limit or –more typically – vice versa.

1♦ 1♥
1NT 3♥

At one time generally played as forcing, but the non-forcing treatment is logical and has gained popularity; a game-going hand with a six-card heart suit can jump to 4♥.

1♥ 1♠
1NT 2♥

A special sequence that suggests 9-11 HCP with three-card heart support. With less strength, responder would have raised to 2♥ directly.

1♥ 1♠
1NT 3♥

If the meaning of the previous sequence is accepted, this sequence is at least strongly invitational with three-card heart support. Many experts play it as an absolute force with possible slam intentions.

(4) After a minimum rebid in the original suit:

1♦ 1♠
2♦ 2♠

This is normally a six-card suit. If a jump to 3♠ would be forcing or if weak jump shifts are in use, the sequence is more likely to be constructive. If 3♠ would be invitational, it is not encouraging. With an extremely poor hand, responder could pass 2♦. At matchpoint scoring, however, he may wish to play in the higher-scoring strain.

1♦ 1♠
2♦ 3♣

Forcing, probably with (5-5 or) 5-4 distribution, but a probing rebid in a three-card suit may be necessary:

♠ A Q 5 4 3
♥ 8 4
♦ 8 5 3
♣ A K 5

This sequence can also be played as a game try. Related: Help-Suit Game Try.

1♦ 1♠
2♦ 2♥

Forcing, almost surely with five spades and usually with four or more hearts; rarely, with only three hearts. This is a one-round force, and opener must take clear action. It would generally be treated as a game force if a reverse (1♦ – 1♥; 2♦ – 2♠) or made at the three level (1♦ – 1♠; 2♦ – 3♣). (BWS 1994). Some would play the sequence as an auto-force – responder is permitted to pass opener's 3♦ rebid.

1♦ 1♠
2♦ 2NT

Encouraging but non-forcing: 10-12 HCP and presumably

guards in both unbid suits.

1♦ 1♠
2♦ 3♦

Encouraging but non-forcing. Probably 8 (10)-12 HCP and weak in at least one of the unbid suits.

1♦ 1♠
2♦ 4♦

Forcing or, by partnership agreement, strongly invitational with a distributional hand.

(5) After a single raise of responder's suit:

1♦ 1♠
2♠ 2NT

Encouraging but non-forcing. Stoppers in the unbid suits, 10-12 HCP, probably a four-card spade suit.

1♦ 1♠
2♠ 2NT

2NT can be played as an inquiry here or as natural 10-11 HCP.

1♦ 1♠
2♠ 3♣/3D

Forcing, maybe only a weak three-card club suit. Responder may be aiming for 3NT or trying to learn whether opener has extra strength for a spade game. Related: Trial Bid.

1♦ 1♠
2♠ 3♠

Encouraging but not forcing. Responder has a long, strong spade suit without notable features in the unbid suits. Opener will pass or bid on depending on his overall strength and the quality of his trump support. By agreement some play this as a preemptive bid.

(6) After a jump rebid by opener:

1♣ 1♠
3♣ 3♠

Forcing.

1♣ 1♠
3♣ 4♣

Forcing. In this situation, any action by responder at his second turn commits the partnership to game.

RESPONDER. The player who responds, normally to an opening bid by his partner.

RESPONDING HAND. The hand, or player, facing the opening bidder; the partner of the initial bidder.

RESPONSE. Usually bid by a player whose partner has opened the bidding, but may be used to describe a response to an overcall, takeout double, cuebid, conventional bid, etc.

REVALUATION. The reassessment of a hand in light of the bidding. Certain features of a hand may improve or deteriorate in value in the light of the bidding around the table. Related: Distributional Count.

If partner shows a strong two-suited hand, secondary suit honors are of greater significance in those suits but are probably useless in the other suits. A shortage in partner's side suit, together with a few trumps, is more valuable than a shortage in another suit that is likely to be duplicated.

A king (and possibly a queen) in a suit bid by an opponent improves if the bid was on the right, and deteriorate if the bid was on the left. Related: Positional Factor.

A holding of three low cards in a suit bid by an opponent at a low level may be a liability, but improves if the opponents bid and raise the suit strongly to a high level. It is then reasonable to assume that partner has no more than a singleton. In such circumstances, a doubleton is less attractive because there is an increased chance that there will be two losers.

REVERSE. An unforced rebid at the level of two or more in a higher-ranking suit than that bid originally – usually a strength-showing bid. The English definition of a reverse by opener is slightly wider in scope: a bid of a suit in an uncontested auction that prevents responder from returning to the original suit at the level of two. This allows for the situation described in England as a high reverse. The following are standard reversing sequences:

<i>West</i>	<i>East</i>	<i>West</i>	<i>East</i>
1♣	1♠	1♥	2♦
2♥		2♠	

Examples of reverses by responder:

<i>West</i>	<i>East</i>	<i>West</i>	<i>East</i>
1♦	1♥	1♣	1♦
2♦	2♠	1♠	2♥

All reverses, by opener or responder, show strong game possibilities – the combined strength is rarely less than 23 HCP. In most systems, reverses imply that the first-bid suit consists of at least five cards and the second is shorter. Related: Canapé system.

There has been a change of thinking concerning reverses when the 2/1 game force system is used.

<i>West</i>	<i>East</i>
1♥	2♣
2♠	

The two-level response to the opening bid already created a situation that called for reaching game under most circumstances, some play that the reverse by opener does not necessarily show any additional strength beyond the opening bid.

In the past, reverses were highly encouraging but not forcing after a one-level response. However, virtually all experts now treat them as forcing. 1♥ – 1NT; 2♠ is forcing but does not promise a rebid. Other reverses may be played as requiring a rebid.

If all four suits are bid, it is doubtful whether the term reverse should be applied, and the inference that the reverser's original suit is at least five cards in length is far less strong. Related: Fourth-Suit Forcing and lebensohl.

In the modern style, the forcing quality of the reverse creates problems when responder is weak. There is a tendency for partnerships to wander on to an unsound game when each player has a minimum. Regular partnerships discuss ways to put on the brakes. A common agreement, the consensus choice in BWS 1994, is this:

With a minimum hand, responder (a) rebids his suit with five cards or more; or (b) makes the cheapest available other bid, which is either the fourth suit or 2NT. Although weak, this is forcing.

<i>West</i>	<i>East</i>
1♣	1♠
2♥	2♠

This shows at least five spades and is neutral.

<i>West</i>	<i>East</i>
1♣	1♠
2♥	2NT

This shows a weak hand and denies five spades.

<i>West</i>	<i>East</i>
1♣	1♥
2♦	2♠

East denies a five-card heart suit and is likely to be weak. He may be hoping to play in 2NT, 3♣ or 3♥. The corollary is that other rebids by East, such as 3♣ or 3♥, or in this situation 2NT, are game forcing.

In some contested auctions, the reverse may not carry full weight.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	Pass	1♠	2♦
2♥			

This cannot be a minimum, but it is not necessarily as strong as it would be without interference.

SAFETY LEVEL. The maximum level a partnership is willing to reach, presumably without undue risk, in order to investigate a higher contract or compete against enemy bids.

At times, one partner may wish to suggest a slam. If his hand is not strong enough to guarantee a contract above the level of game, he must make a slam try below game. The game level is then his safety level. If his hand is strong enough to guarantee the safety of an above-game contract (such as 4NT or five of a major suit), he may make a slam try above game. In this case, the safety level is 4NT, 5♠ or whatever.

When the bidding becomes competitive, the previous bids of a partnership often indicate they hold the strength to reach a certain level. This is their safety level and the contract should not be sold (undoubled) to the opponents below this level. Related: Law of Total Tricks. For example: South opens and North responds with a two-level bid, forcing to game. If East-West enter the auction, North-South have a safety level at game, implicit in South's bid. North-South will not allow East-West to buy the contract below game unless they feel a satisfactory penalty can be obtained. Related: Forcing Bid, Forcing Sequence and Slam Bidding.

SANDWICH. A term coined in Europe to describe an overcall or double made in fourth position after both opponents have bid and partner has passed.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	Pass	1♠	?

The expert consensus in BWS 2001 is that 2♦ (84 percent) and 2♠ (88 percent) should both be natural. Jumps to 3♦ or 3♠ were undefined. 1NT was judged natural (76 percent) although obviously it is for takeout by a passed hand.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	Pass	1NT	?

The expert consensus was that double is takeout of opener's suit (96 percent); 2♥ is similar to that bid directly

over an opening bid, making it Michaels for most partnerships (90 percent); 2NT shows the low unbid suits, clubs and diamonds in this case (90 percent).

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	Pass	2♣	?

The expert consensus was that 2♥ should be for takeout (59 percent) and 2NT also (79 percent). 3♣ should be natural (46 percent) but there was a large minority (39 percent) favoring a takeout interpretation. The same meanings were judged appropriate after a jump response, weak or strong, such as 1♣ – Pass – 2♥.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	Pass	2♥	?

There is considerable disagreement in this situation, and partnership discussion is needed. A large minority (41 percent in BWS 2001) bid as if acting over a weak-two opening. Many favor “prebalancing,” in which South bids as if acting after two passes. Sixty-six percent favor the use of a 3♥ cuebid as Michaels, majors over a minor, major-minor over a major. A minority (27 percent) use the cuebid to ask for a stopper for 3NT.

Preemptive use of a jump overcall was favored by 55 percent. Some of this group (13 percent) made an exception of a jump over a major to four of a minor, using that to show that minor and the unbid major. A minority (30 percent) preferred the strong jump overcall. Related: Leaping Michaels.

A strong majority (80 percent) bid similarly after a jump raise, constructive or preemptive, of an opening bid; or a raise of a preemptive opening.

Artificial raises of the opening bid present a variety of problems. If it is a game-force, 74 percent believe the double should be lead directing and/or sacrifice-oriented. If it is a limit raise, the double should be for takeout of opener’s suit (42 percent, but 38 percent favored lead-directing). If it is a preemptive raise, the double should be takeout of opener’s suit (64 percent, but 30 percent favored “suit doubled and constructive”).

If a preemptive opening receives a new-suit response, forcing or not, a double should show the unbid suits. If a transfer bid is used, the fourth player should double to show the suit bid, and cuebid for takeout of the suit implied (53 percent).

SECONDARY JUMP. A jump rebid by responder.

SEMI-FORCING 1NT RESPONSE. The main drawback to the forcing 1NT is that opener is systemically obliged to bid – “remove” from 1NT – with a completely balanced hand, to cover the possibility that responder has a hand worth an invitation to game – or better. The principle behind the semi-forcing 1NT response, first documented by Marty Bergen, is that responder will not conceal game forcing hands in this bid, but may at best have a balanced limit raise or a balanced 10-11 count intending to rebid 2NT. Accordingly, opener should pass the 1NT response with all 12-14 balanced hands (in just the same way that opener would pass over a 1NT response with these hands if his partner were already a passed hand).

The corollary is that opener always guarantees an unbalanced hand when he removes 1NT to two of a new suit. This makes it easier for responder to play in a minor suit with knowledge of a fit.

This method works best if opener’s range for a 1NT opening bid is 14+ to 17. In other words, if opener has a good 14 HCP with a five-card major, he may be better off opening 1NT rather than opening one of the major and then feeling obliged to rebid over the non-forcing 1NT response for fear of missing a game.

SHORT CLUB. An opening bid of 1♣ that might be based on a two-card suit. Related: Systems.

SHORT-SUIT GAME TRY. After a suit has been agreed in an auction where a game-force has not been established, new suits will frequently be used artificially.

While the Help-Suit Game Try is most popular, this method has its adherents. The reasoning is that responder is easily able to devalue honor cards (other than the ace) in the game-try suit. Related: Kaplan-Sheinwold, Reject.

SIGNOFF BID. A bid that is intended to close the auction. These sometimes occur in partscore situations:

<i>West</i>	<i>East</i>	<i>West</i>	<i>East</i>	<i>West</i>	<i>East</i>
1♣	1♠	1♠	1NT	1NT	2♠
1NT	2♠	2♠			

In each case, the player bidding notrump has limited his hand so partner can place the final contract. In each case, partner is saying that the values of the combined hands are not strong enough for game and that the best place to play probably is spades because the spade bidder has a long suit of spades – probably at least six and maybe more. In the third auction, 2♠ shows five or more and assumes traditional responses to 1NT. Other signoff bids occur at the game level. The most common is the raise to 3NT, 4♥ or 4♠ by the partner of a player who opened 1NT. In general, signoff bids occur when a player names a contract after partner has described a narrowly limited hand both as to point count and distribution.

A signoff also occurs at the game level when one player makes a slam try and the other rejects it, or more definitively, after a slam mechanism such as Blackwood or Gerber and an unhelpful response. A signoff may even be conditional, *e.g.*, after a 0/3 response to Roman Key Card Blackwood.

SINGLE RAISE. A raise of opener’s one-level suit opening to the two level. The normal range of the bid is 6-9 HCP but 10 is possible, and less than 6 is common when there is distributional compensation.

The higher the rank of opener’s suit, the less length is required by responder to raise. 1♠ tends to be a five-card suit in traditional methods and can be raised freely with three-card support. The five-card major-suit bidders might raise, if only rarely, with only a doubleton. 1♥ is often raised to two with three-card support, but a raise from 1♦ to 2♦ almost invariably indicates four cards or more. This is a possible exception:

♠	4 3
♥	5 2
♦	A 5 2
♣	Q 9 7 4 3 2

In reply to 1♣, even four-card support may not be sufficient. With a 3-3-3-4 hand, 1♦ or 1NT might be preferred to 2♣. Related: Biddable Suit, Bergen Raises, Inverted Minor

Suit Raises and Single Raise in Major, Constructive.

Rebids by opener below the game level are almost always game invitations. Related: Reject, Romex, Reverse Romex, Short-Suit Game Try, Trial Bid, Two-Way Game Try and Weak-Suit Game Try.

Many partnerships make an exception if opener raises again. This can be regarded as a preemptive measure, especially if the suit is a minor. A rebid of 2NT (1♥ – 2♥; 2NT) shows 17-19 (or a poor 20) HCP, highly invitational but not forcing. If responder then rebids a lower-ranking suit, he is showing a long suit and general weakness.

A raise with a doubleton is possible in competition. If 1♠ is overcalled with 2♥, a 2♠ bid is acceptable with a doubleton honor and 8-10 HCP and unsuitable for a negative double.

Related: Scrambling 2NT.

SINGLE RAISE IN MAJOR, CONSTRUCTIVE. In the Roth-Stone system, a raise from 1♠ to 2♠ or 1♥ to 2♥ shows 10-12 HCP and is rarely passed.

♠ K 5 4
♥ A 9 6 3
♦ Q J 9
♣ 8 4 3

Related: INT Response To Major, Forcing.

SINGLE RAISE IN RESPONDER'S SUIT. Covered in Opener's Rebid.

SIX OF A SUIT OPENING. The theoretical meaning of this bid is a 12-trick hand missing only the ace or king of trumps. Such a hand has such low frequency that the bid is idle. It is perhaps more sensible to reserve it for a freak hand, possibly a complete two-suiter that is likely to offer some play for 12 tricks. This has the required preemptive value and does not encourage the opponents to save, as they would if the opener had guaranteed 12 tricks.

SLAM BIDDING. The methods by which slam contracts are investigated. Accurate slam bidding is vital for a winning player. Successful slams earn large bonuses, and those who fail are severely penalized (the undertrick penalty plus the value of the lost game). Ironically, the history of world championship matches is studded with failures in the slam zone.

The three vital ingredients of a successful slam are trumps, tricks and controls. A partnership must determine that it has a satisfactory suit, that it has the values to take 12 or 13 tricks and that the defense cannot beat the slam at the outset. Related: Strain.

The early creation of a game-forcing situation often provides the spark for slam investigation. Conventions have been devised to give slam information simultaneously with the announcement of a trump fit. Related: Fast Arrival, Jacoby 2NT, Splinter Bid, Super Swiss, Unbalanced Swiss Raise, Value Swiss Raises.

Once a satisfactory trump fit is established, either player may start the search if he suspects the possibility of slam. Cuebidding may be approached in various ways.

Control bidding, usually an ace, invites partner to

cooperate if his hand is suitable by cuebidding a control in return or bidding slam.

<i>West</i>	<i>East</i>
♠ A K J 10 4	♠ 8
♥ K J 9 8	♥ A Q 10 6 5 2
♦ 6 2	♦ Q 5 4
♣ K 9	♣ A J 3

<i>West</i>	<i>East</i>
1♠	2♥
4♥	5♣
5♥	

By bidding 5♣, East shows the ♣A and asks West his opinion of slam. Having no diamond control, West signs off by returning to the agreed trump suit.

Also, if Italian Cuebids are in use, 5♣ denies a spade control and 5♦ would promise both a spade and diamond control.

<i>West</i>	<i>East</i>
♠ A K 6 4	♠ 8 2
♥ Q 6 5	♥ A K J 9 2
♦ Q 6	♦ A K 5 3
♣ A 9 6 3	♣ 8 4

<i>West</i>	<i>East</i>
1NT	3♥
4♥	5♦
6♥	

After West raises hearts – suggesting support but the inability to cuebid – a slightly pessimistic view – East tries for slam with a 5♦ cuebid. West, with both black aces and fair trumps, accepts.

When a player invites slam with a cuebid, the partnership must clearly be in the slam zone.

<i>West</i>	<i>East</i>
1♥	2♥
3♣	

West does not promise slam interest. He may be trying for game.

Sometimes, however, slam tries are made below game:

<i>West</i>	<i>East</i>
♠ A K J 9 8	♠ Q 10 4 3
♥ 10 6	♥ K Q 9 7
♦ A Q 4	♦ K 10 2
♣ K J 9	♣ Q 2

<i>West</i>	<i>East</i>
1♠	3♠
4♦	4♠

Over East's forcing raise, West shows slam interest with 4♦, a convenient try that does not commit the partnership past game. Using Italian Cuebids, West would 4♣ over 3♠ because cuebidding 4♦ first would deny any control in clubs (West has second-round control in the form of the ♣K). East could cuebid diamonds, but West would sign off because of a lack of controls in hearts. With a balanced minimum for the bidding, East passes. Whenever possible, the first slam try should be below game. Related: Last Train.

<i>West</i>	<i>East</i>
♠ A J 8	♠ K Q 10 6 3
♥ K 10 7 6	♥ A 3
♦ A Q 10 7	♦ 8 3 2
♣ K 9	♣ A 8 6

<i>West</i>	<i>East</i>
1NT	3♠
4♦	4♥
4♠	5♣
6♠	

West's 4♦ does not suggest an alternative trump suit; spades are agreed by implication because without spade support, West would return to 3NT. The 4♦ bid is a slam try showing the ♦A, a maximum hand and good spade support. With two aces, East cooperates by showing the ♥A. West has nothing more to say, but when East makes a further try, West accepts. Related: Control Bid.

Slam auctions are invariably more accurate when the trump suit is agreed early.

Otherwise accidents can happen.

<i>West</i>	<i>East</i>
♠ A K J 8 5 2	♠ 7
♥ A J 5	♥ K 4
♦ K J 4	♦ A Q 10 7 2
♣ 4	♣ K Q 9 5 2

<i>West</i>	<i>East</i>
1♠	2♦
3♠	4♣
4♥	4♠
5♦	6♦
6♠	

East probably thought 4♥ showed a suit and felt obliged to take a 4♠ preference on his singleton.

West thought East's 4♣ was a cuebid, preparatory to showing spade support. 6♠ went down when 6♦ was on. West could have avoided this result if he had set trumps by bidding 4♦ or 5♦ over 4♣.

It is rare, but possible, to involve third-round controls:

<i>West</i>	<i>East</i>
♠ A K 9 8 5 2	♠ Q J 7 6
♥ A K 6 4	♥ 5 3
♦ A K 4	♦ Q 7 3 2
♣ —	♣ J 5 2

<i>West</i>	<i>East</i>
2♣	2♦
2♠	4♠ (1)
5♥	6♦ (2)
6♥	7♠

(1) Good spades, but no side ace, king or singleton.

(2) East has denied any first- or second-round control; this bid shows third-round diamond control. When West cuebids again in hearts, East knows his doubleton is a valuable asset, so he bids the grand slam. Related: Control Bid.

A voluntary bid beyond game is a slam try that usually asks about control of a specific suit.

<i>West</i>	<i>East</i>
♠ A K J 10 8 7	♠ Q 9
♥ Q 4	♥ 7 6
♦ A 10 7	♦ K Q 9 8 4
♣ K 6	♣ A Q 10 7

<i>West</i>	<i>East</i>
1♠	2♦
3♠	4♣
4♦	4♠
5♠	

West interprets East's sequence as a mild slam try. West has the minor suits under control, so his 5♠ bid compels East to bid slam with as much as second-round control in hearts, the unbid suit. Though East holds a useful hand, he must pass.

<i>West</i>	<i>East</i>
♠ Q 7 6 4	♠ A K J 5 3
♥ A 6 5 4	♥ 8 7
♦ A 10 4	♦ 7
♣ 5 4	♣ A K Q J 2

<i>West</i>	<i>East</i>
Pass	1♠
3♠	4♣
4♦	5♠
6♥	7♣
7♠	

East's 5♠ bid asks West to bid slam with a control in hearts. West has the ♥A, so he cuebids 6♥, and East-West reach the grand slam. In a more modern sequence, West would bid 2♣, the Drury Convention, describing a hand with spade support and 10-11 support points. Cuebidding could follow the same lines.

If the opponents have bid, a bid of five of the agreed trump suit asks partner to bid a slam if he controls the enemy suit, unless one member of the partnership has already cuebid the suit.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
2♠	3♥	Pass	5♥

South has a powerful hand, but losing spades.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
1♠	3♥	Pass	3♠
Pass	4♥	Pass	5♥

South has spades controlled, but poor trumps. South probably has both minor-suit aces – he would cuebid if he had one or the other.

The situation changes when the opponents' bidding forces the auction to the five level.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
1♠	3♥	4♠	5♥

South has no slam aspirations. He is either sacrificing or feels that doubling 4♠ will not produce a satisfactory penalty and prefers to try for 11 tricks at 5♥.

Even a bid of 5♣ or 5♦ by South would not clearly be a try

for slam. In a competitive auction, it is more practical to use new-suit bids to assist partner's judgment. South might bid 5♦ on:

♠ —
♥ A K J 6 5
♦ A J 10 5 4
♣ 6 5 2

to help North decide what to do if East-West go on to 5♠.

Cuebidding Style. One important cuebidding question a pair must answer is whether return cuebids below game are cooperative or constructive:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
1♠	2♦	Pass	2♥
Pass	4♦	Pass	?

South holds:

♠ A J
♥ Q J 10 7
♦ A 3
♣ J 8 7 6 3

Although South has a minimum hand, some players would consider a 4♠ cuebid mandatory; others would exercise judgment and bid 5♦.

Consider the following sequence.

<i>West</i>	<i>East</i>
1♠	3♠
4♦	5♣
5♥	

West's 5♥ sounds as if it is asking about trump quality; with no heart control, West would sign off in 5♠. He obviously has a heart control, so he must be showing doubt about the trump suit.

Few players are willing to go past game to make a doubtful cuebid.

<i>West</i>	<i>East</i>
♠ K 3	♠ A Q 4 2
♥ A J 10 5 4	♥ K Q 3 2
♦ A K J	♦ 7 6 5
♣ J 4 3	♣ Q 6

<i>West</i>	<i>East</i>
1♥	3♥
4♦	4♥

East has a minimum, so he refuses to cuebid 4♠.

With a choice of aces to cuebid, the usual choice is the cheapest ace to save bidding room.

<i>West</i>	<i>East</i>
♠ Q J 8 5 2	♠ A K 9 4
♥ A K 7 3	♥ 8 2
♦ 5	♦ A J 8 3
♣ A J 5	♣ K 4 3

<i>West</i>	<i>East</i>
1♠	3♠
4♣	4♦
4♥	5♣
5♥	6♠

Positional Slams. Occasionally slam can be made only from one side of the table. Thus, a player with a vulnerable holding

tries to become declarer for protection from the opening lead.

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

This deal is from the 1962 Bermuda Bowl match between Great Britain and North America. In one room, North America played 4♠, taking 11 tricks after a club lead. The British bidding was:

<i>South</i>	<i>North</i>
1♦	2♠
3♥	4♠
4NT	5♦
6NT	

North's bidding showed a solid spade suit and a minimum hand. Learning through Blackwood that the ♣A was missing, South bid slam in notrump to protect his ♣K.

<i>West</i>	<i>East</i>
♠ A J 10 8	♠ K Q 7 3 2
♥ K	♥ A 10 8 3
♦ A Q 10	♦ J 8 7
♣ K Q J 10 2	♣ 6

<i>West</i>	<i>East</i>
1♣	1♠
4♠	5♥
6NT	

West accepts his partner's slam try, but bids 6NT. At 6♠, a diamond opening lead might break the contract. Related: Right Side.

Asking About Controls. Controls are a necessary feature of successful slams, so conventions have been devised to determine how many aces and kings a partnership holds. The most prevalent is Blackwood.

<i>West</i>	<i>East</i>
♠ A	♠ K 8
♥ K 10 8 7	♥ A Q 9 6 3 2
♦ A 5	♦ K Q 10
♣ A Q 9 8 7 6	♣ 10 3

<i>West</i>	<i>East</i>
1♣	1♥
4♥	4NT
5♦	5NT
6♥	Pass

The 4NT and 5NT bids are conventional – Roman Key Card Blackwood – and West responds by showing his key cards (aces and the trump king). West's 5♦ showed one or four key cards (given the auction, it must be four). East's 5NT asks West to bid kings outside the trump suit up the line. West has no outside

kings, so he signs off in 6♥. Though East has a powerful hand, he must not venture beyond six, because he knows a critical king is missing. Standard Blackwood would show that a king is missing, but East won't know whether it is in trumps or clubs.

Although Blackwood determines the total number of aces and kings a pair holds, it reveals nothing about power, trump quality or the fit in a key side suit; nor should a player use Blackwood if he must identify specific controls. West holds:

♠ A K Q 10 7 4 2
♥ 7
♦ 8 3
♣ A Q 4

West opens 1♠ and jumps to 3♠ over a 2♣ response by East. East raises to 4♠. West wants to be in slam if East has the ♦A, but if East instead has the ♥A, the defense may take the first two diamond tricks. A 5♦ response to Blackwood will leave West no wiser, so he should cuebid 5♣, inviting East to cuebid an ace. If East then bids 5♦, West can jump to 6♠.

Variations of Blackwood are popular. Many are listed in Conventions.

Asking Bids inquire about controls in a specific suit.

<i>West</i>	<i>East</i>
1♠	3♠
5♣	

If asking bids are in use, West's 5♣ bid may conventionally ask East about his holding in clubs. East's responses would be conventional and confirm or deny controls. Related: Exclusion Blackwood.

<i>West</i>	<i>East</i>
4♥	5♣

East asks West whether he has a control in clubs (or even in diamonds). East might hold:

♠ A 5
♥ A 7
♦ A K Q 8 3
♣ 9 6 4 2

Related: Asking Bid and Relay Systems.

Distributional Slams. Well-fitting hands may produce slam with far fewer than 33 HCP. If a player shows his distribution while committing to game, he suggests slam and allows partner to judge the fit.

<i>West</i>	<i>East</i>
♠ K Q 10 8 4	♠ A J 6
♥ A 7 4 2	♥ 5
♦ 7 4	♦ K Q 8 3 2
♣ K Q	♣ A J 6 2

<i>West</i>	<i>East</i>
1♠	2♣
2♥	3♦
3NT	4♠
6♠	

Unless East-West are playing 2/1 game force, if East were interested only in game, he would bid 3♠ at his second turn. East stops to bid diamonds before supporting spades, so he promises extra strength and heart shortness. If West had an unsuitable heart holding (such as K-J-4-2) or no help in clubs, he would avoid slam.

Splinter Bid. This convention is a popular slam-bidding tool with wide application. A splinter bid is an unusual jump to show support for partner's suit with shortness in the suit in which the jump is made. Partner can judge how well the hands fit. More on splinters can be found in Conventions.

Trump Suit Quality. If a grand slam is on the horizon, trump solidity is a critical factor. When a trump suit is agreed, a 5NT bid is available. This is the Grand Slam Force, asking responder to bid seven if he holds two of the top three trump honors. West holds:

♠ Q J 8 4
♥ A K Q 6 4 2
♦ —
♣ A K 6

West opens 2♣, strong and artificial, and East responds 2♠, natural and positive. West's only concern is the spade suit, and a bid of 5NT, agreeing spades by inference, will let East bid seven if he holds the A-K; otherwise, East will settle for a small slam.

It has now become the norm at the expert level to use 5NT where a trump suit has not been firmly agreed as "pick a slam." The advent of Roman Key Card Blackwood means that 5NT as a Grand Slam Force is really necessary only when the inquirer has a void. Using 5NT to instruct partner to pick a slam occurs most often when at least three strains are in play. Suppose that responder to 1NT has

♠ 4
♥ A J 6 3
♦ K Q J 2
♣ K Q J 4

<i>West</i>	<i>East</i>
1NT	2♣
2♠	5NT

In general, 5NT is not needed as a Grand Slam Force because such hands can be handled with a 4NT Roman Key Card bid. 5NT bid is often useful in a competitive auction.

♠ —
♥ K 3
♦ K Q 6 4 2
♣ A Q 8 7 5 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♠	3♥	4♠	5NT

North is invited to bid 6♣, 6♦ or 6♥.

This use of the 5NT bid has diminished the use of the Grand Slam Force.

Blasting. The success of slam contracts often depends on the opening lead. A player may resort to an adventurous approach when he despairs of locating key cards in his partner's hand or feels that the opponents are more likely to profit from scientific investigation.

South holds:

♠ K 7 4 3
♥ A K J 10 6 2
♦ —
♣ 6 4 2

North opens 1♠ and rebids 2♠ over South's 2♥ response.

6♠ must have an excellent chance without a club lead, and rather than tip off the opponents, South might blast into 6♠. In the same vein, a player may bid a nonexistent suit en route to a slam to discourage a possibly lethal lead. South holds:

♠ Q J 6 4 2
♥ —
♦ A K 10 6 4 2
♣ 3 2

If North opens 1♠, South might jump to 6♠ directly. However, against ingenuous opponents, it may pay to bid a tactical 2♣ first in an effort to get a favorable lead. However, this tactic may induce a Lightner Double. Related: Lead-Inhibiting Bids.

<i>West</i>	<i>East</i>
♠ K J 7	♠ A Q 10 8 5 2
♥ A K J 4	♥ 3
♦ Q 8 6 3	♦ J 4
♣ Q 8	♣ A K J 4

<i>West</i>	<i>East</i>
1NT	3♠
4♣	5♣
5♥	5♠

This would be the auction if East-West used cuebidding. They would discover the lack of a diamond control and stop at 5♠. In real life, East might bash into 6♠ over 1NT or transfer and bid 6♠. South must find the diamond lead to beat the contract.

Bidding slams at notrump is often easier, especially after an opening bid in notrump. Point count can evaluate balanced hands and reduce the matter to simple arithmetic: Responder can add his points to opener's and place the contract. East holds:

♠ Q J 8
♥ A J
♦ K Q 3
♣ K J 8 4 2

If West opens 1NT, showing at least 16 HCP, East can leap to 6NT, counting at least 33 points in the combined hands.

With an in-between hand, responder needs his partner's cooperation, so he bids 4NT as an invitation. By going past game, East shows slam interest and asks West to continue with a maximum. Related: Expected Number of Controls in Balanced Hands.

<i>West</i>	<i>East</i>
♠ A 8 4	♠ K 6 3
♥ J 6 4	♥ A K
♦ K J 3	♦ A Q 7 4
♣ A K 8 3	♣ Q J 6 4

<i>West</i>	<i>East</i>
1NT	5NT
6♣	7♣

East's 5NT bid forces to 6NT and invites a grand slam. West shows his strong four-card club suit on the way, and East-West reach a good grand slam.

In notrump sequences, a 4NT bid has a quantitative meaning, so Blackwood is unavailable. A bid of 4♣, the Gerber convention, is used instead to check on aces and kings.

Power slam auctions are also available when a trump suit is agreed. If South opens 1♠ on:

♠ A Q 9 6 4
♥ K 5
♦ A J 4
♣ A Q 7

and North raises to 3♠ (forcing), South can try 6♠. The power for slam is there, and controls are no problem.

Jump shifts. An immediate jump shift by responder suggests slam and implies that responder knows in what strain the hand should play. Hence, responder may have great high-card strength for notrump, a solid suit or a fit for opener's suit. South has:

♠ 7
♥ K Q 5 4 3
♦ A K J 4 3 2
♣ 3

If North opens 1♥, South should jump to 3♦, intending to support hearts next.

On some strong hands, a jump shift is ill-prepared. South holds:

♠ A Q 10 5
♥ 5
♦ A K 5 4
♣ A Q 4 3

If North opens 1♥, South should respond 1♠. South needs bidding space to look for the best strain.

Slams at Duplicate. Because a minus score usually produces a poor result, matchpoint duplicate players tend to be conservative slam bidders. If good play is required to take 12 tricks, a good matchpoint score is available for plus 480 or plus 680. If most pairs in the field will bid a slam, however, players may prefer a higher-scoring strain even though a slightly superior slam is available in a minor suit.

Five-or-seven deals

Dlr: North ♠ 8
Vul: None ♥ Q 5 2
♦ A Q 8 7 6 5 2
♣ K 9

♠ Q J 9 7 5 3	<table border="0" style="margin: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td> S</td></tr> </table>	N	W E	S	♠ A K 10 4
N					
W E					
S					
♥ 10 8 4		♥ A 9 3			
♦ 10	♦ —				
♣ 6 3 2	♣ A Q J 10 8 4				
		♠ 6 2			
		♥ K J 7 6			
		♦ K J 9 4 3			
		♣ 7 5			

Table 1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	Dbf	1♥
1♠	2♥	5NT	Pass
6♠ (1)	Pass	7♠	All Pass

(1) One top honor, extra length

Table 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	Dbf	1♥
1♠	2♦	3♦	4♦
Pass	5♦	6♠	All Pass

This deal arose in the 1986 Vanderbilt Teams. At his table, East (Edgar Kaplan) thought he might as well bid seven. If South had held the ♣K, a heart lead would have beaten 5♠. As it was, 7♠ was cold.

East-West stopped in a small slam at the other table, so Kaplan was getting excellent odds. He would gain 11 IMPs if the ♣K was right and lose 2 if it was wrong.

SLOW ARRIVAL. Players using two-over-one game forcing often have a choice about whether to bid game quickly or slowly.

(a)	(b)
<i>West</i> <i>East</i>	<i>West</i> <i>East</i>
1♠	1♠
2♥	2♥
3♥/4♥	3♥/4♥

Many favor fast arrival, with the immediate jump to game showing minimum values. However, the expert consensus in BWS 2001 was against this. The majority view is that 4♥ in sequence (a) should be stronger than 3♥ and that 4♥ in (b) should show strong trumps. In each case, the single raise is non-descriptive.

STRENGTH-SHOWING BID. In some special situations, a suit bid can be used to show strength rather than length or control. This applies particularly when exploring for a 3NT contract as an alternative to an obvious minor-suit possibility. The following are typical cases. The suit bid might conceivably be as weak as Q-J-2, but would usually contain at least 4 points.

(a)	<i>West</i>	<i>East</i>
	1♦	2♣
	3♣	3♥

East can bid a strong three-card suit because West is unlikely to be interested in a major suit.

(b)	<i>West</i>	<i>East</i>
	1NT	3♦ (forcing)
	3♥	

West can bid a strong three-card suit because East is unlikely to be interested in a major suit. This may reveal duplication if East is short in hearts, permitting a final contract of 3NT.

(c)	<i>West</i>	<i>East</i>
	1♦	3♦
	3♥	

(d)	<i>West</i>	<i>East</i>
	3♣	3♦
	3♥	

In (c) and (d), the suit is unlikely to be raised. If it is, the choice lies between playing in a 3-4 fit and retreating to a minor suit.

STRONG JUMP OVERCALL. Covered in Jump Overcalls in Competitive Bidding.

STRONG MINOR RAISE. Another way of describing the Inverted Minor Raise.

STRONG NOTRUMP. The traditional range for an opening bid of 1NT was 16-18 HCP for many years, but that fell out of

favor in the Eighties. In tournament play, 15-17 HCP became standard, although 16-18 HCP still is occasionally used in rubber bridge. Some players straddle, using a range of 15-18 HCP, or 15½ to 17½ HCP. Sub-minimum hands in point count may be opened 1NT if there is a five-card suit or a wealth of aces and tens. Related: 1NT Opening.

Even stronger 1NT opening bids are advocated in some systems, notably Roman, Sims and Vanderbilt. Related: Dynamic Notrump, Little Roman Club and the Romex system.

STRONG TWO-BID. Another name for the Forcing Two-Bid.

TAKEOUT DOUBLE. The use of a low-level double in certain circumstances as a request to partner to bid an unbid suit. This is fully covered in Competitive Bidding.

THIRD-HAND BID. Refer to Borderline Opening Bids and Passed-Hand Bids.

THIRD-SUIT BID. A bid in a third suit at the one level that, is non-forcing except in the obsolete Baron System. If two suits are bid at the one level and a third at the two level, the situation is not forcing except when the second bid by opener is of higher rank than the first – e.g., 1♦ – 1♠ – 2♥. There is an exception in the Kaplan-Sheinwold system: 1♦ followed by 2♣ is forcing. After a response at the two level, a third-suit bid is forcing in any standard method.

THREE-CARD SUIT, BID IN. In many situations, the most convenient bid available may be in a three-card suit. Some of the more common examples are:

(1) In opening the bidding. Most frequent is an opening bid of 1♣ to keep the bidding at a low level and avoid an opening in a poor four-card major suit. Less common is an opening of 1♦ with a three-card suit, although this is standard practice with 4=4=3=2 distribution using five-card majors. Some bid 1♦ with 4-3-3-3 or 3-4-3-3 to avoid 1♣ with three low cards. Semi-psychic opening bids of 1♠ with a three-card suit are sometimes made, especially third-hand, non-vulnerable, with a subminimum opening. An opening bid in a three-card suit of any rank is often required in the Roman system. Related: Short Club.

(2) In responding. A response in the lowest possible suit is sometimes made with a three-card suit, especially if the suit is strong, because no good alternative presents itself:

(a)	(b)
♠ J 5 4	♠ A K 7
♥ 9 7 3	♥ 6 5 4 2
♦ A K 7	♦ 8 6 5
♣ 8 7 4 2	♣ A Q 6

(a) A response of 1♦ to 1♣ is slightly preferable to 1NT or 2♣.

(b) In response to 1♠, 2♣ is the least of evils unless 1NT forcing is available.

(3) In rebidding. Refer to Opener's Rebid.

(4) In responding to a takeout double. Related: Fourth-Suit Forcing, Fragment Bid, Interest-Showing Bid and Trial Bid.

THREE-LEVEL RESPONSE TO 1NT. Here are the possibilities, listed by strain:

3♣: possibilities include (1) strong and forcing, showing slam interest, (2) weak, preemptive, (3) invitational, which is normal with four-suit transfers because weak and strong hands can transfer via 2♠, (4) transfer to diamonds, (5) showing 5-5 in the minors, invitational or weak, (6) a prototype Stayman asking for a major – also nowadays played as asking for a five-card major or a good four-card major, (7) three-suiter with short clubs and (8) a diamond slam try.

3♦: (1) Strong and forcing, showing slam interest, (2) weak and preemptive, (3) 5-5 in the minors, forcing to game, (4) three-suiter short in diamonds, (5) heart slam try, (6) showing both majors, invitational or strong.

3♥: (1) Forcing to game, showing at least a five-card suit, slam oriented, (2) 5-5 in majors, invitational, (3) shortness in hearts (or shortness in spades), at least 5-4 in the minors and (4) spade slam try.

3♠: (1) forcing to game, showing at least a five-card suit, slam oriented, (2) 5-5 in majors, forcing to game and (3) singleton spade (or singleton heart), 5-4 in the minors, game forcing values.

3NT OVERCALL. An overcall at the game level, usually made on a strong balanced hand or one of a preemptive nature.

<i>North</i>	<i>East</i>
3♠	3NT

In the above example, East's hand might be:

♠ A J 9
♥ K 2
♦ A J 10 6 4
♣ K Q 2

East should not double 3♠ because he has poor support for the other major. Normally, the double of one major suit invites partner to bid the other if he can. East therefore “gamble” on 3NT. In these awkward situations it is generally a good idea to arbitrarily place 8 points in your partner's hand and proceed accordingly. An opponent's double or raise from partner may clarify the situation. In many situations, the 3NT overcall is gambling and semi-preemptive in nature.

For example:

<i>South</i>	<i>West</i>
1♥	3NT

West is trying to “steal” 3NT. His holding might be:

♠ 6
♥ K 5
♦ A K Q 7 6 3 2
♣ 8 7 6

If an opponent doubles, it usually is incumbent upon partner of overcaller to run out to 4♣ if he has nothing of great value. A pass by partner would indicate a desire to play 3NT. This bid is usually made when not vulnerable. However, many experts would require two side suits to be stopped, with a hand similar to a 3NT rebid after a one-level response.

3NT REBID. Refer to Opener's Rebid.

TRANSFERABLE VALUES. As a general rule, most of a player's high-card points that are located in short suits have

transferable strength – that is, they are usually good for offense or defense. Refer to Terminology.

TRANSFER BREAKS. After a 1NT opening bid and a transfer into a major, opener is not obliged to complete the transfer. There are two good reasons why opener, with a good fit, should take stronger action than completion of the transfer: (1) his side may miss a game if he does not do so; (2) simply making the transfer may well make it easier for the opponents to come into the auction if responder has a very weak hand with nothing but length in the transfer suit.

After a Jacoby Transfer, there are two common methods that allow opener to define his hand with a greater or lesser degree of precision. The first and simpler method is to use a new suit by opener as showing a four-card fit plus a source of tricks in the bid suit. 2NT shows a maximum and good three-card support, and a jump to three of the major shows a fit and a maximum with a hand that does not fall into any of the other categories. In this method, Marty Bergen has suggested that opener should break the transfer into two parts rather than show a source of tricks, with 2NT showing a 4-3-3-3 maximum and three of the major showing a 4-3-3-3 minimum.

The more complex method of transfer breaks focuses on describing shortness (and may be more appropriate when playing a weak 1NT because the likelihood of not having a source of tricks is clearly higher). Playing this method, opener simply completes the transfer with a 4-3-3-3 minimum, and jumps to three of the major with a 4-3-3-3 maximum. Opener bids a strong doubleton (A-x or K-x) if he has one, or bids the second step with a weak doubleton. Thus after 1NT – 2♦; 2♥ is normal; 2♠ shows a fit plus an unspecified weak doubleton. Responder can relay with 2NT to find out where the doubleton is, or retransfer with 3♦ to play 3♥ or 4♥ the right way up, or he can bid 3♥ as an invitation. After 1NT – 2♦; 2NT shows a doubleton ace or king of spades, 3♣ and 3♦ show the same holdings in the named suits, and 3♥ is a transfer break with a 4-3-3-3 maximum or five trumps.

After virtually all transfer breaks, responder can retransfer at the three level to play three or four of the major the right way up. Alternatively, he can bid three of the major as an invitation relating to whether his partner is minimum or maximum. Direct actions above three of the major are cuebids, while 3NT can be played as a serious slam try. A retransfer followed by a new suit can be played as a help-suit slam try. Related: Pre-acceptance.

TRANSFER RESPONSES TO 1♣. A bidding method whereby a 1♦ response to an opening bid of 1♣ shows four or more hearts, and a response of 1♥ shows four or more spades. New York expert Jeff Aker elaborates on the method:

“In response to this, there seem to be two schools of thought – some (and this is not best, in my opinion) accept the transfer with three-card support and bid 1NT with two. In any case, bidding two of responder's major – as in 1♣ – 1♦; 2♥ – shows four, a clear gain for the method.

“The better way to play, in my view, is to accept the transfer with a minimum balanced hand (note that you could play weak 1NT, such that a minimum balanced hand is 15-17

HCP) with either two or three trumps, and thus rebidding 1NT shows 18-19 HCP.

“This to me is another clear edge for a variety of reasons: (1) there is more room to bid out over 1NT than 2NT (2) you can afford to respond light to 1♣ tactically because partner can’t bury you by jumping to 2NT on a balanced hand, and (3) 2NT is freed up to show certain hard-to-bid strong hands. I use it to show either very strong hands with four-card support or game forces with club one-suiters. This latter is a hand on which standard players often reverse into short suits and stumble on from there.

“The main divergence comes in the treatment of the 1♠ response. Some play it guarantees diamonds. My style – until I just changed it to a game-forcing relay – was to treat a 1♠ response as a catch-all: no four-card major unless longer diamonds and a game force. Obviously, we lose some room here – the space you gain in some places needs to be paid back somewhere. 1NT is typically played as some range of balanced hand 6-10, 9-11 HCP. Both this and two-level responses tend to vary with the partnership based to a degree on the exact meaning of 1♠.”

TRAP PASS. A pass by a player holding a strong defensive hand, hoping the opposition will bid themselves into difficulties. It is usually made by a player holding length and strength in the suit bid by the opener on his right:

♠ 6
♥ A Q 10 7 4
♦ K J 7
♣ A K 5 3

If the right-hand opponent opens the bidding with 1♥, there is no good alternative to a pass. There is strong evidence that the deal is a misfit and that it will pay to defend. If 1♥ is passed out, the result should be reasonable. The same principle applies, only less forcefully, in a balancing position. A player with the above hand may consider passing if an opening bid of 1♥ is followed by two passes. This would certainly be sound tactics at matchpoint scoring against vulnerable opponents, as a score of 200 for the defense would beat all partscore results. A trap pass becomes a doubtful proposition when holding 18 or 19 HCP, and is usually unwise with 20 or more. The danger of passing up a game in favor of a small penalty becomes too great.

Passes with strong hands by the player on dealer’s right after an opening suit bid and a suit response are similar in principle, although the motive is slightly different: The prospect of a penalty is reduced, but the danger of taking action is greater. With a hand of exceptional strength, the fourth player should not necessarily rely on the fact that responder’s bid is technically forcing. It is not at all unlikely that the dealer has made a psychic bid, and if he passes, the other defender cannot be expected to balance with a very weak hand. An unusual, and experimental, type of trap pass may sometimes be ventured by the partner of the opening bidder:

♠ 6
♥ K 8 5 3
♦ A J 4 2
♣ Q 10 5 4

If partner opens 1♠ and the next player passes, there is

something to be said for a prompt pass if not vulnerable against vulnerable opponents. There is no certainty of a game, and if 1♠ is passed out, the loss as a result of missing a game is unlikely to exceed 300. On the other hand, the fourth player may balance, in which case the penalty should not be less than 500 and might be 1400. Such experiments should not be tried in matchpoints except when shooting. Related: Marmic System.

TREATMENT. A natural bid that indicates a desire to play in the denomination named (or promises or requests values in that denomination), but that also, by agreement, gives or requests additional information on which further action could be based. A treatment thus differs from a convention, a bid that gives or requests information unrelated to the denomination named. For example, a limit jump raise is a treatment, but a limit jump raise to show a singleton in a side suit is a convention.

TRIAL BID. A game suggestion made by bidding a new suit after a major-suit fit has been located:

<i>South</i>	<i>North</i>
1♥	2♥
3♣	

North-South have provisionally agreed to play a heart contract, although a final contract of 3NT is not completely excluded. However, it is completely impossible that the right contract could be clubs, except at the six level, so the club bid can only be an exploring maneuver.

If North has no interest in game, he signs off with 3♥. If he wants to accept the invitation, he bids 4♥ or 3NT. As a rare alternative, he may bid an unbid suit in which he has strength, as a move toward 3NT or as a way to show his honor location. The usual practice is for South to make his trial bid in a suit in which he needs support, so it will generally contain at least three cards and at least two losers, ideally one headed by precisely one top honor. Possible holdings would be: A-8-7, K-10-6-3, J-9-8-6, and many others.

The responder therefore takes his holding in the trial bid suit into account when making the decision whether to bid game. If his holding is neither maximum nor minimum in strength, he allows himself to be encouraged if he has real honor strength (two of the top four cards) or a shortage in the trial bid suit. Conversely, he should tend to reject the invitation if he has three or four low cards in the suit. A holding headed by the jack is only a slight improvement, and even three cards to one top honor is a below-average holding. A four-card suit to one honor is preferable. In one special case, the final contract may be in a suit other than the one originally agreed on:

<i>South</i>	<i>North</i>
1♠	2♠
3♥	4♥

4♥ may easily prove a superior contract to 4♠. If South holds four hearts, and North holds four, five, or even six hearts, spades will be an inferior landing place if the spade fit is 5-3.

There are two other situations in which bids of similar types are made.

<i>South</i>	<i>North</i>
1♣	1♠
2♠	3♥

North's bid invites 4♠ and suggests some length in hearts, in which he would welcome support.

South	North
1♣	2♣
2♥	

This is not a trial bid because no major suit has been agreed on. A heart fit is still possible, but it is very likely that the partnership will head for 3NT. South will tend to bid a suit in which he is strong, rather than a suit in which he is weak. His heart suit might be A-Q-5, but in no circumstances could it be three low cards unless he was making a psychic effort to inhibit a lead.

Similarly:

South	North
1♥	2♥
2♠	3♠

With three hearts and four spades in North, or with five hearts and four spades in South, the spade contract may be superior. However, restraint must be exercised. South's spade bid may be a three-card suit, so a jump in spades by responder is unwise and unnecessary. Related: Interest-Showing Bid, Preemptive Re-Raise, Two-Way Game Try, Short-Suit Game Try and Weak-Suit Game Try.

TRIPLE RAISE. A raise of partner's opening suit bid to the four level. In a major suit, the bid indicates that a fine distributional fit has been found but that slam prospects are remote. A typical hand for responder would include a singleton, five trumps, and 0-10 points in high cards. None of these requirements is essential, but the hand should give promise of nine tricks opposite a minimum opening bid. The opener can assume that responder does not hold two quick tricks, for he would then be likely to bid more slowly in case slam possibilities exist. Related: Fast Arrival and 3NT Response.

In a minor suit, the bid is rarer, indicating an even more distributional hand. It is markedly preemptive in character and weaker in high cards than the major-suit raise. A typical distribution would be 6-5-2-0 with length in both minor suits. The raise of the major-suit opening to game can have a much wider range, up to perhaps 14 points in high cards, if the opening bid is limited as in the Precision, Schenken and Blue Team Club systems. Related: Delayed Game Raise and Double Raise.

TRUMP SUIT. The principles governing the choice of a trump suit are well established. The following are basic rules, subject to certain exceptions.

- (1) Eight cards or more between the partnership constitute a satisfactory trump suit.
- (2) If the partnership can find an eight-card (or longer) fit in a major suit, the contract should usually be played in that suit.
- (3) If the partnership has values for game (*i.e.*, 25-26 points), the contract should be 3NT if no major suit fit can be found.

The following discussion centers on some of the exceptions.

When to play with fewer than eight trumps. Occasionally

a trump suit in which the partnership has only seven cards may be the best bet, especially if the suit is strong (at least three of the top four honors) and one of the other suits appears to be weak. This type of hand is not uncommon:

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

These hands are on the borderline between partscore and game as far as values go. Clearly the only sound game contract is 4♠, which needs a 3-3 break in spades or the ♠J falling doubleton. Notice the symptoms that point to this seven-card trump suit: a strong trump suit and a marked weakness in another suit.

When the seven-card trump suit is split 4-3, a strong trump suit and a weak side suit are still the signs to look for, but there is a further and most important complication. For the contract to be a good one, it is usually necessary for the hand that is shorter in the trump suit to be able to ruff the weak suit.

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

4♠ is laydown, barring very bad breaks, and on a heart lead, West can certainly make 11 tricks and perhaps 12. Although the 5-3 fit in diamonds looks like a better bet than spades, 5♦ has no chance whatever. As the heart ruffs come in the long trump hand, 10 tricks are the limit. The fact that the heart shortage is with the spade shortage is doubly advantageous. There is a positive profit, in that the heart ruffs score extra tricks, and a negative profit in that heart ruffs do not weaken control of the trump suit. The converse position is much less attractive:

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

If you play this hand in 4♠ and ruff the second heart lead, you are uncomfortably placed. It looks as though a 4-2 spade break will be fatal, but the play is interesting. West should cash his ♠K-J, leaving two trumps at large, and then play diamonds. A defender ruffs and plays another heart, and now West can please himself whether he ruffs and continues diamonds, or simply discards a club loser. Is there a simpler way of dealing with West's problems? He should, of course, quietly discard his two club losers on the second and third rounds of hearts. Then a fourth heart can be ruffed in dummy.

So in this situation, declarer has made 10 tricks by skillful play and can never make more. In the previous case, with the heart and spade shortages in the same hand, he makes 10 tricks without effort, and will often make more.

The moral is that a 4-3 fit in a strong suit will be satisfactory if the hand with three trumps has a shortage in the enemy suit. But if the hand with four trumps is going to be forced to ruff, the bidding should be more cautious: There will certainly be problems of control which may be difficult to solve.

Seven trumps divided 6-1 or 7-0, on the other hand, will usually prove adequate because declarer can accept ruffs without

losing control. In such a case, of course, it is better for the suit to be fairly robust, and if a six-card suit has only one high honor, there may well be a better spot for the final contract.

To play with six trumps is nearly always a mistake. It is true that a strong 6-0 fit will play well, and occasionally a strong 5-1 fit may be the best spot; it is even possible to construct hands on which the only game to be made is in a strong 4-2 fit. For practical purposes, we can rule out any deliberate intention of playing in a trump suit in which the opposition have the majority of cards.

When to reject an eight-card fit. There are three situations in which 3NT should be preferred to four of a major suit.

Type 1:

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

Although there is a ruff to be had in dummy, both hands are balanced and the heart suit is feeble. If East opens 1NT (strong), West can simply raise to 3NT, making no effort to play in hearts, or he can use Stayman and bid 3NT over the 2♦ response. If East has good hearts, the suit will pull its weight in notrump. It is easy to see that 3NT is a virtual certainty, while 4♥ needs a 3-2 heart break with the ace well placed.

Type 2:

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

Here the possible trump suit, far from being weak, is absolutely solid. But there are nine sure tricks in notrump and little chance of 10 in hearts – the East hand has no usable ruffing value. This is, of course, easy for West to spot, because he can count nine tricks in his own hand, but the position will be difficult and perhaps impossible to diagnose if some of West's strength is transferred to East. If West has eight tricks in his hand, he can sometimes take the gamble that East will produce the ninth and that the opponents will not manage to cash five tricks first.

To land this sort of contract, the tricks have to be quick ones. Aces in the side suits are essential, and the presence of minor honors will suggest that the suit contract is preferable. There is a paradoxical element in this: In a general way, the presence of aces normally suggests a suit contract, and the presence of minor honors suggests notrump.

Failure to recognize type 3 often does not show on the score sheet, so it usually stays unrecognized.

Type 3:

♠ J 5 3 2	♠ A Q
♥ K J 7 5	♥ Q 6 3 2
♦ A Q	♦ K J 7 5
♣ Q J 4	♣ K 8 7

Suppose East opens 1NT (15-17). West should now reason along these lines: Our combined count is about 30, so game is very easy, but there is no slam; even if there is a major-suit fit, the suit game may fail through a bad break, while 3NT is surely ironclad. So West raises to 3NT, which is impregnable, while 4♥ would fail with a little bad luck – a 4-1 trump break

and the ♠K with South. These tactics may cost 20 or 50 points aggregate, but this is good insurance except at matchpoints.

In the slam zone, there are other considerations that may cause us to reject a combined eight-card major-suit holding. The most common symptom is a weak trump suit:

♠ A 8 6 3	♠ J 7 4 2
♥ A Q J 7	♥ K 3
♦ A K 6	♦ 4 2
♣ J 7	♣ A K Q 10 8

Twelve tricks are obviously laydown in clubs or notrump, but many players would arrive disastrously in 6♠, which needs the 7 percent miracle of a doubleton K-Q. To avoid this type of trap often requires fine bidding judgment.

This is another example in which the major suit has one loser only, but that denomination is still wrong:

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

6♠ again needs a miracle. 6NT is a good contract, with slightly better than an even chance: As well as the ♥A with South, we can hope for a lucky spade position or a squeeze against North if he holds all the major-suit honors. But far and away the best contract is 6♣, in which the 12th trick may come from hearts or from ruffing out the spade suit. Again, the strength of the trump suit proves more important than the length.

It may sometimes be advisable to reject an eight-card fit headed by the three top trump honors:

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

6♠ and 6♣ are obviously sound contracts, depending on a 3-2 trump break. But with a lot of general strength, 6NT will often offer more chances. In this case, the notrump slam makes if either black suit breaks or if a squeeze develops.

When to play in five of a minor. It is much easier to make nine tricks than 11, so contracts of five in a minor suit are rare. It is nearly always possible to play in 3NT or in a seven-card major-suit fit.

This is particularly true in matchpoint events, when a successful contract of 5♣ or 5♦ usually scores badly. Other pairs are likely to score slightly more by making 10 tricks in notrump or a major. To play in a minor-suit game with a 4-4 or 5-3 fit is rare indeed. When it does happen, it is usually because both minor suits are held, and there is no seven-card fit in a major:

♠ 6	♠ 8 7 4 3
♥ A 5	♥ K 8 2
♦ A 5 4 3	♦ K 9 6 2
♣ A K 9 8 5 3	♣ 7 6

5♦ is the only possible game. It requires 3-2 breaks in both minor suits, representing a 46 percent chance.

This demonstrates two common symptoms of minor-suit games: a completely exposed suit and obvious ruffing values (singleton or void) in each hand.

If a solid six-card minor suit is held opposite a balanced

hand, 3NT is usually right. But in some cases, it may be possible to diagnose a serious weakness and play in the minor suit:

<i>West</i>	<i>East</i>
♠ 4 3 2	♠ A K 7
♥ 8	♥ 9 6 4
♦ A Q 8 6 5 3	♦ K 9 7 2
♣ A K 5	♣ Q J 3

The bidding may start:

<i>West</i>	<i>East</i>
1♦	2NT (forcing to game)
3♣	3♠

After the heart weakness is identified, the diamond game is reached. As is often the case when the choice lies between 3NT and a minor suit, the players bid suits in which they have strength but not necessarily length. Related: Strength-Showing Bid.

Interchanging East's clubs and hearts would produce a different contract:

<i>West</i>	<i>East</i>
♠ 4 3 2	♠ A K 7
♥ 8	♥ Q J 3
♦ A Q 8 6 5 3	♦ K 9 7 2
♣ A K 5	♣ 9 6 4

In this case, the first three bids would be the same, but East's second bid would be 3NT, showing stoppers in both major suits, and West would subside. Ten tricks in notrump are certain, and 11 are likely, while 5♦ needs a high heart lead or an endplay to succeed.

TRUMP SUPPORT. A variable factor, depending on the nature of the bid being supported. In general, a player will be very ready to give support if he knows that his side has eight cards in the suit and may give a single raise when a combined seven-card holding is guaranteed and there are reasonable prospects of eight. In most situations in constructive bidding, a suit bid promises four cards, and therefore four cards are needed for any kind of raise. But many special cases should be noted.

(1) Five-card support may be desirable if there is a fair chance that the suit being raised consists of three cards only. This applies particularly to minor-suit raises when the five-card major rule is being used and the incidence of prepared minors is therefore high. The Kaplan-Sheinwold system, for example, requires five-card support for a preemptive jump raise of a minor suit, and a single raise in a minor may be avoided with four-card support if there is a convenient alternative. In standard methods, there is a tendency to avoid raising 1♣ with four-card support. With 3=3=3=4 distribution, an expert would often choose a response of 1♦ in preference to a raise to 2♣.

However, many players are too reluctant to raise 1♣ or 2♣ with four-card support using standard methods. Such raises limit the hand, preempt the opponents, and allow opener to compete to the three level in some cases. Remember that a three-card opening is unlikely. Related: Short Club.

(2) Three-card support may be given to any suit that is known or expected to be of at least five cards (*e.g.*, a five-card

major opening, a response of 2♥ to 1♠ or an overcall).

Three-card support is normally considered adequate for a single raise of a major suit bid by opener or responder at the first opportunity. Many players prefer the three-card holding to be headed by a high honor, but consider the following cases:

(a)	(b)
♠ 4 3 2	♠ 4 3 2
♥ 3 2	♥ 3 2
♦ 4 3 2	♦ A Q 2
♣ A Q 4 3 2	♣ A Q 4 3 2

In (a), an opening bid of 1♠ should be raised to 2♠, unless a forcing 1NT response is available. Even if four-card majors are in use, much more often than not the opener will hold more than four spades. The raise is a lesser evil than 1NT because of the weakness in hearts. The responder does not wish to play notrump, nor to allow a heart bid by the opposition at the level of two. Hand (b) opens the bidding with 1♣ and gets a response of 1♠. A raise to 2♠ may again be a lesser evil than a rebid of 1NT, for similar reasons. A jump raise or a raise of a secondary suit requires at least four-card support, but there are occasional exceptions on a least-evil basis:

(c)	(d)
♠ A Q 3	♠ K 6 4
♥ 10 8 5 4 2	♥ 4 2
♦ A 5 3 2	♦ A Q 6 4 3
♣ 2	♣ 5 4 2

Hand (c) has to respond to a fourth-hand opening bid of 1♠ and a jump to 3♠ is superior to a non-forcing bid of 2♥. Better still, however, is Drury. Hand (d) has responded 1♦ to an opening bid of 1♣ and opener has rebid 1♠. With the prospect of a ruffing value in hearts, responder is not unwilling to play in a 4-3 fit, and the mildly constructive raise to 2♠ is much better than the rather negative preference bid of 2♣, especially at pairs.

(3) Two-card support may be given to any suit known or expected to be of at least six cards (*e.g.*, any opening preemptive bid, a vulnerable overcall at the level of two and almost any suit that has been bid twice). In an emergency, a doubleton may be sufficient to raise a suit known to be of at least five cards. Related: Opener's Rebid.

(4) One-card support is usually adequate only when the suit has been bid so strongly as to indicate that support is not needed. An exceptional case is suggested by Terence Reese. No one is vulnerable, and South holds:

	♠ Q J 6 2		
	♥ 8 6 5 4		
	♦ A K 4 3		
	♣ Q		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	2♣	2♥	?

Reese's suggestion, endorsed by an expert panel, was to bid 3♣. With bidding all round the table, North's overcall is likely to be distributional based on a good six-card suit; 3♣ is likely to be the best contract for North-South; and East-West may be tempted to bid 3♥ – which South can double effectively – and be surprised by the club situation. This is one case of a useful general rule: In competitive situations, raises should be given more freely. Related: Responsive Double.

TWO NOTRUMP REBID. Refer to Opener's Rebid.

TWO-BID. The bid of two in a suit as an opening bid is used in many different ways by various players. Specialized uses can be found in Conventions and Competitive Bidding.

TWO-WAY GAME TRY. A method devised by Robert Ewen that combines long-suit and short-suit game tries after a major-suit raise. If the auction starts 1♥ – Pass – 2♥, opener bids 2NT, 3♣ or 3♦ to make a short-suit try in, respectively, spades, clubs and diamonds. A 2♠ rebid by opener forces responder to bid 2NT, after which opener bids 3♣, 3♦ or 3♥ to make a long-suit try in, respectively, clubs, diamonds and spades. If the auction begins 1♠ – Pass – 2♠, a new suit by opener on the three-level is a short-suit try with the named shortage.

A 2NT rebid by opener forces responder to bid 3♣, after which opener bids 3♦, 3♥ or 3♠ to make a long-suit try in, respectively, diamonds, hearts and clubs. Reraises of the major (1♥ – Pass – 2♥ – Pass; 3♥) are general-strength game tries. This method may be expanded to include raises of overcalls, or as a slam try after a forcing double raise. A similar procedure, Reverse Romex, is recommended by George Rosenkranz. The converse procedure is possible – delayed tries with short suits, direct tries with long suits.

UNDERBID. A bid lower than the value the hand warrants. Sometimes such bids are made because of inferior judgment, sometimes they are made consciously and deliberately because some cards have been devalued as the auction has progressed. One justification would be a tactical situation in which the opponents seem likely to save if the full value of the hand is bid. If the final contract is reached with apparently less assurance, the opponents may be deterred from saving. An underbid may also be made as an upside-down type of shooting.

UNLIMITED BID. A bid with wide limits in valuation. The bid with the widest limit of all is a Stayman response to a weak 1NT opener. Stayman in this case could range from a worthless hand to a hand worth a forcing opening bid. Related: 2/1 Game Force, One-Over-One Response, Opening Suit Bid, Takeout Double and Weak Notrump.

UP THE LINE. The practice of making the cheapest bid when responding or rebidding with two or three four-card suits, laid down as a principle in the Baron system. The idea is employed in many bidding styles, with some reservations.

♠ K 8 4 3
♥ K 8 4 3
♦ A J
♣ K 10 5

A 1♥ response to an opening bid in either minor suit gives opener the opportunity to rebid in spades. If he fails to do so, responder can assume there is no spade fit and bid 3NT.

This idea has validity but there are many circumstances in which expert players would depart from the principle.

(1) If there is a great disparity in the strength of the suits:

♠ A Q J 3
♥ 8 4 3 2
♦ A J
♣ Q 10 5

The chief arguments in favor of bidding 1♠ in response to a minor-suit opening are that a heart response might lead to a notrump contract with an unguarded heart suit, and that a high heart contract might result in a weak trump holding. The opposing view is that 1♥ may inhibit a heart lead in notrump, and that a 1♠ response may exclude a 4-4 fit in hearts.

(2) With two strong major suits:

♠ K Q J 3
♥ A Q 5 2
♦ 8 3
♣ 9 4 2

Some authorities used to recommend a response of 1♠ to an opening bid in a minor, with the intention of bidding hearts on the next round. This approach, however, is obsolete.

The choice of response is closely connected with suit quality. If opener is not expected to rebid 1♠ with a bad four-card suit, the spade response is necessary to avoid missing a possible fit. Related: Biddable Suit.

A disadvantage is that 1♠ followed by a heart bid strongly suggests a five-card spade suit. The “up the line” response of 1♥, used by players who do not impose standards for biddable suits, leads to a problem if the opener rebids his suit. In that case an eccentric reverse bid of 2♠ may be tried.

(3) With one major suit and one minor suit:

(a)	(b)
♠ Q J 7 3	♠ 8 2
♥ 8 2	♥ Q J 7 3
♦ Q J 7 3	♦ Q J 7 3
♣ J 7 2	♣ J 7 2

In each of these cases there is a good argument for rejecting the 1♦ response to 1♣ in favor of the major suit. The danger of 1♦ is that opposing intervention may shut out the major suit, which is a serious possibility in case (b). In case (a), 1♠ may work well by shutting out an opposing heart contract. But if the responding hand is stronger, there is less likelihood of intervention, and therefore less reason to prefer the major-suit response.

The case for ignoring “up the line” is greater with diamonds and hearts than with diamonds and spades. Spades are less likely to be shut out by interference. Suit quality affects the decision. A strong suit may be playable in a 4-3 fit. There also could be lead-directing reasons.

If the response is at the two-level, the minor-suit response is preferable. The chance of interference is slight, and a response of 2♥ to 1♠ is generally expected to show a five-card or longer suit. Related: Choice of Suit.

USEFUL SPACE PRINCIPLE. When allocating bidding space under partnership agreements, assign it where it is most useful without reference to natural or traditional meanings of calls. This may involve deciding which tasks are most important to accomplish and arranging adequate space to perform those tasks efficiently. Techniques for allocating space include “lumping” (giving over all extra space to one function),

“spreading” (giving increments of space to each of several functions, usually by removing most or all space from one task deemed less important), and making compromises (not making use of all available space in order to achieve some or all of a transcending objective).

According to Jeff Rubens in a series of articles in *The Bridge World*, several popular conventions and many standard methods are based on a misguided idea of simplicity. “They are not well-designed because they ignore the Useful Space Principle,” he wrote. Rubens studied the Blackwood convention, among others, to illustrate the principle.

He pointed out that bidding the suit immediately above the agreed trump at the four level – known as Kickback – allows more room for control asking and trump-length asking, while 4NT works perfectly well as the cuebid in the suit that initiates a Blackwood sequence. For example, if the auction has begun 1♥ – 3♥; 4♠ would be Blackwood and 4NT would be a spade cuebid. If the agreed suit is clubs, 4♦ would be Blackwood and 4NT would be a diamond cuebid. However, if the agreed suit is spades, 4NT is Blackwood. Specialized responses allow much more specific exploration of slam possibilities. Rubens also offered new structures for new-suit responses to overcalls and new methods for using the Grand Slam Force, while pointing out that many other applications also are possible.

VALUATION. Valuation of a hand is covered under particular types of valuation in the following articles: Ace Values, Four Aces System, Reith Point Count, Robertson Point Count, Death Holding, Law of Total Tricks, Rule of Eighteen and Rule of Fifteen, Assets, Bissell, Borderline Opening Bids, Losing Trick Count, Point Count, Revaluation, Trump Support and Work Point Count.

WAITING BID. A temporizing bid by a player who aims to extract information from partner rather than give information about his own holding. A typical use is the 2♦ response to a strong 2♣ opening. Related: Fourth-Suit Forcing, New-Minor Forcing and Last Train.

WEAK-SUIT GAME TRY. A rebid by opener in his weakest suit to try for game after responder has raised the major suit opening bid to two. Most often called a “help-suit game try.”

For example, opener holds

♠ A K 7 6 3
♥ 9 7 2
♦ 5
♣ A Q J 8

The bidding:

<i>Opener</i>	<i>Responder</i>
1♠	2♠
3♥	

Opener’s 3♥ asks responder to bid game in spades if he has strength or shortness in hearts. Responder might hold any of the following hands:

(a)	(b)	(c)
♠ Q 5 4	♠ Q 5 4	♠ Q 5 4
♥ J 5 4 3	♥ A 8 5 4 3	♥ 4
♦ A 8 7 6 3	♦ J 7 6 3	♦ A J 7 6 3
♣ 5	♣ 5	♣ 5 4 3 2

With hand (a), responder would sign off in 3♠ because he has no help for opener in hearts. With hand (b) or hand (c), however, responder would bid game in spades because his strength in (b) and his singleton in (c) can take care of the heart situation.

A disadvantage of weak-suit game tries is that they usually reveal to the opponents the vulnerable spot of opener’s hand, and therefore the defenders’ most advantageous point of attack.

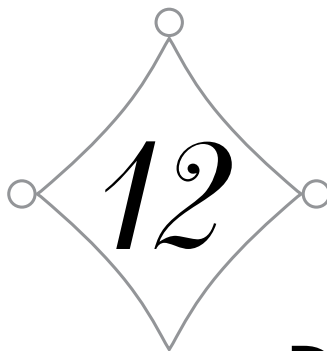
Another disadvantage is that the partnership may wish to shift to a different suit. Consider these two hands:

<i>West</i>	<i>East</i>
♠ K Q 5 4 3	♠ A J 8
♥ A Q J 7	♥ K 9 8 4 3
♦ A 6 4	♦ 9 5
♣ 6	♣ 7 4 3

<i>West</i>	<i>East</i>
1♠	2♠
?	

A game try of 3♥ may enable East-West to reach 6♥. Bidding 3♦, the weak suit, will not. Related: Short-Suit Game Tries and Two-Way Game Tries.

WORK POINT COUNT. A 4-3-2-1 point count based on the Bryant McCampbell count of 1915, publicized and advocated by Milton Work, circa 1923. Related: Point Count.



COMPETITIVE BIDDING

In the early days of duplicate, it was unusual for one side to get involved in the auction after the other side opened the bidding, especially if the opening was the now-old-fashioned 16-18 1NT. No longer can opening bidders expect unimpeded auctions to the best spot. The players of today must cope with all manner of aggressive defensive bidding. Some manage by dramatically lowering the high-card requirements for opening bids, but that style is not for everyone. Many players feel it is better to acquire some tools for dealing with opponents who insist on interfering.

This chapter should help both sides.

ADVANCE. At the suggestion of *The Bridge World*, the partner of an overcaller is known as the “advancer” to avoid confusion with the “responder” to an opening bid. This has gained wide acceptance.

ADVANCE SAVE. A sacrifice bid made before the opponents have reached their probable optimum contract. The ploy is also known as a premature or anticipatory save. The opponents will usually know that the sacrificer does not expect to make his bid, so his objective is to make them guess at a high level without giving them full opportunity to exchange information.

For example, East-West are vulnerable, and the bidding goes:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	2♥	3♥	6♥!

South holds:

♠ J 10 7 4
 ♥ K 10 7 5 3
 ♦ 7 4 2
 ♣ 6

North’s 2♥ bid is preemptive. East-West are probably headed for slam in clubs, so South wants to set them a problem. South is prepared to concede a penalty of 1100 or thereabouts, which may be an accurate sacrifice and may also goad East-West into attempting an impossible contract.

Dlr: North	♠ A K 5 4 2
Vul: N-S	♥ A 10 6
	♦ 9
	♣ A K J 6
♠ 6	♠ J 9 8 7
♥ 9 4	♥ 5 3
♦ Q 10 7 5 4 2	♦ A J 8 6
♣ Q 10 7 2	♣ 9 8 5
	♠ Q 10 3
	♥ K Q J 8 7 2
	♦ K 3
	♣ 4 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♠	Pass	2♥
Pass	4♦(1)	Dbl	4NT
7♦!	7♥	All Pass	

(1) Heart fit, diamond shortness.


In the 1980 U.S. International Team Trials, East’s double of 4♦ was turned into an advance save by West. North, with massive extra strength, guessed wrong by bidding 7♥.

The scoring changes in the 1987 edition of *Laws of Duplicate Bridge* make dramatic advance saves less desirable. Indeed, the possibility of quixotic results at IMP scoring was a catalyst for those changes. With pre-1987 scoring, if North-South could make 7♣ for plus 2140, East-West stood to gain 6 IMPs by going down 10 doubled at 7♦ for minus 1900.

Tactics

An advance sacrificer must avoid pushing the opponents into a cold contract. On the deal that follows, East had to preempt just enough: high enough to keep North-South from learning they had a slam, low enough to give them room to stop at game.

Dir: West ♠ K 5
 Vul: N-S ♥ Q 5 3
 ♦ 8 5 3
 ♣ K J 10 3 2

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

♠ 10
 ♥ A K
 ♦ A K Q 7 6 4 2
 ♣ A 6 4

Table 1

West	North	East	South
3♠	Pass	5♠	6♦
All Pass			

Table 2

3♠	Pass	4♠	5♦
All Pass			

At Table 1, East's strenuous efforts goaded South into the cold slam, and then East failed to save at 6♠ for minus 900 (old scoring). At Table 2, East beat par with a restrained raise to 4♠.

BALANCING. Known as "protecting" in England. Reopening with a bid or double when the opposing bidding has stopped at a low level.

After a suit opening

West	North	East	South
1♦	Pass	Pass	?

East's hand is known to be extremely weak, so South can balance with a hand of medium strength on the assumption that his partner has unrevealed strength.

The normal range for a simple suit bid by South in this situation would be 8-13 points in high cards. The spade suit is particularly significant: Possession of spades favors balancing action, and lack of spades counts against it.

In more general terms, a shortage in an unbid suit, especially a major, militates against balancing, and a shortage in the opponent's suit favors it.

♠ 3
 ♥ A Q 6 4
 ♦ K J 5 3
 ♣ Q 6 4 2

South has sufficient strength to bid 1♥, but that would be dangerous. The opponents almost certainly have a spade fit, which they are likely to discover if given the opportunity. It is perhaps better policy to allow them to play 1♦, which may be a poor contract for them.

But if the opening bid had been 1♠, balancing action (in this case a double) would be automatic. It is now probable that East-West are in their best denomination, that North-South have a fit somewhere, and that North has some strength. North will frequently pass a strong hand with length and strength in the opponent's suit, but South can discount that possibility if he himself has the opponent's suit.

If South jumps in a new suit, he shows a hand too good for a simple balancing bid, probably a six-card suit and about 12-16 high-card points.

A balancing double closely resembles a takeout double by the second player: There is virtually no upper limit, but with only moderate strength it should usually indicate a shortage in the opponent's suit and at least three-card support for each unbid suit. A balancing double may be slightly weaker (a minimum of about 9 points with ideal distribution) than a direct takeout double. A balancing double is unattractive with a void in the opponent's suit and 5-4-4-0 distribution because the doubler's partner will often pass for penalties. Marshall Miles suggests that the cuebid in the opponent's suit should be used freely in this position: it does not guarantee a game or even a second bid, and cuebidder's partner bids as he would in response to a takeout double. This treatment is not mainstream.

A balancing bid of 1NT is a weakish action, but exactly how weak is a matter of opinion. Standard treatment suggests the equivalent of a weak 1NT opening (*Bridge World Standard* 1994), about 10-14 HCP. Kaplan-Sheinwold indicates an 8-10 point range because a stronger hand would double. Others advise a range of 12-16 HCP because hands of this strength may otherwise present problems. A double may not be convenient with three or four cards in the opponent's suit and a doubleton in an unbid suit. A balancing jump to 2NT shows 18-19 in traditional methods.

After a suit opening and response

The most important consideration is whether the opening side seems to have a fit. If the opening bid is raised to the two-level and the opener passes, balancing action is strongly indicated, especially if the opening bid was in a minor suit.

West	North	East	South
1♣	Pass	2♣	Pass
Pass	?		

In this situation North should almost invariably balance. Holding:

♠ A J 5 3
 ♥ K J 4 2
 ♦ J 3
 ♣ 6 4 2

North doubles. If South bids 2♦, North passes or perhaps corrects to 2♥, leaving South the option of continuing with 2♠.

When one side has a fit, their opponents are almost sure to have a fit also. If the opening bid was 1♦ raised to 2♦, balancing is usually called for. For this reason many players, as opener, continue to three of the minor suit as a preemptive maneuver to forestall balancing action.

West	North	East	South
1♣	Pass	2♣	Pass
3♣			

or

1♦	Pass	2♦	Pass
3♦			

Related: Preemptive Re-raise.

Balancing action is desirable in theory but more difficult in practice if a major suit has been opened and raised. The player who balances must be prepared for his side to land at the three level, although a balancing bid of 2♠ over 2♥ can occasionally be risked with a four-card suit. Partner will suspect a four-card suit because of the failure to make an immediate overcall.

There is a case for “balancing” in the live position with minimal values:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	Pass	2♥	2♠
	♠ K Q J 10 3		
	♥ 5		
	♦ 8 7 6 2		
	♣ 9 4 3		

If the opponents have a fit, you are likely to have a fit.

Such a bid has lead-directing value. It also helps partner who may be unable to balance because he has heart length. Marty Bergen put a name to this type of action: OBAR bids, for **Opponents Bid And Raise**. It is also known as “pre-balancing.”

When an opening bid is raised directly, the opening side usually has a combined eight-card or better fit, although the rare pair using four-card majors may sometimes land in a 4-3 fit. The same applies if the responder’s suit is raised. Balancing action is indicated after:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	Pass	1♥	Pass
2♥	Pass	Pass	?

South may benefit, however, from knowledge of his opponents’ style: If East-West often raise a response with three-card support, South cannot be sure that East-West have an eight-card fit.

Balancing actions need not be restricted to the passout position:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1NT	Pass	2♥	

If East’s 2♥ bid is natural and non-forcing, West and East have limited their strength, and West will normally pass. Therefore, North or South may be obliged to take balancing action. If South holds:

♠ K J 10 7 5 3
♥ 7 4
♦ Q 7 4
♣ 6 3

he should bid 2♠. If South passes, North may decline to balance because he lacks length in spades and is reluctant to compete at the three level.

If the opening side fails to locate a trump suit (perhaps after bidding three suits) or stops at 1NT, balancing is less attractive.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	Pass	1♥	Pass
2♣	Pass	2♥	Pass
Pass	?		

North cannot act safely. East-West may have substantial high-card strength, and they may have retired only because the hands fit poorly. If the deal is a misfit, North probably does better to defend.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	Pass	1NT	Pass
Pass	Dbl		

or

1♥	Pass	1♠	Pass
1NT	Dbl		

In these sequences, North is implying that he passed

originally on a strong hand because he holds strength and length in the opener’s heart suit. He is hoping for a penalty, although South may choose to bid if his hand is very weak and he has a long suit.

Balancing actions need not be confined to low levels.

Dlr: East	♠ K Q 7 2		
Vul: E-W	♥ K J 8 5 4 3 2		
	♦ 7		
	♣ 2		
	♠ 8 6 4 3		♠ —
	♥ 10		♥ Q 6
	♦ A K 6 3		♦ J 10 9 5 4 2
	♣ A Q 9 8		♣ K 10 7 6 5
	♠ A J 10 9 5		
	♥ A 9 7		
	♦ Q 8		
	♣ J 4 3		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1♠
Pass	4NT	Pass	5♥
Pass	5♠	Pass	Pass
Pass			

In the 1968 Olympiad Open Teams final, West’s final pass came only after long study. The winning decision – easier with all four hands in view – was to balance with 5NT, unusual for the minor suits.

After a 1NT opening

A 1NT bid passed by the opener’s partner produces a situation in which balancing is often not expedient. The probabilities are that the opening side has no good fit, and therefore that the defending side also has no good fit. The best general policy, therefore, is to remain silent. To bid a five-card suit in the passout position may produce a double from opener’s partner and a singleton trump in the dummy. However, some risks may have to be taken at board-a-match or pairs scoring. Conventional machinery such as Astro, Hamilton/Cappelletti) or Landy can prove helpful. Related: Defense to 1NT and Unusual Notrump.

CHEAPER MINOR. Also known as Lower Minor. Related: Defense to Opening Three-Bid.

COMPETITIVE DOUBLE. A double in a competitive auction that invites partner to bid but offers the option to pass for penalties. One increasingly popular example is the Maximal Double. Competitive doubles can be useful in contested auctions where the enemy suit has been bid and raised at a low level:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
2♣	2♥	3♣	Pass
Pass	?		
North may hold			
♠ A 7 4 3	♥ J 6 2	♦ A 10 9 4	♣ 8 3

He is too strong to pass, and his holding in clubs is too weak to make either a penalty double or a cooperative double, but his aces are useful for offense or defense. South will usually not have sufficient values in the opponents’ suit to double for

penalties in such an auction, and any unilateral action could easily be wrong, so some experts prefer to use this double as competitive. It says: "Partner, I have a good hand with two-way values and don't know what to do. You decide."

Another typical competitive double occurs when the doubler's previous bidding shows that he cannot possibly be strong in the suit he is doubling.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	1NT	2♠	Pass
Pass	?		

North cannot have as many as four good spades in view of his original 1NT response, and his location in front of the spade bidder is hardly ideal for defensive purposes. Thus a double is competitive, showing a hand such as:

♠ A 6 3 ♥ J 6 4 ♦ A 6 ♣ 10 9 7 4 3

Partner is asked to decide whether to play for the penalty or bid on in notrump.

After the first three players have bid their own suits, fourth-hand's double is often described as competitive. It shows the fourth suit, values and at least tolerance for partner's suit, while a bid of the fourth suit tends to be fewer high cards and less support for partner. Related: Snapdragon.

CUEBID IN OPPONENT'S SUIT. When a player bids a suit that has originally been called by his opponents, he is said to make a cuebid. Such a bid is not made in the expectation of actually playing in the suit. It is made for exploratory or control-showing purposes.

In the early days of contract bridge, a cuebid could be made in only two situations: the immediate overcall in the opponent's suit guaranteed a void (or at any rate, no losers) in the suit. This was later extended to strong hands with a singleton in the suit. At later stages in the auction, opposite a partner who had already bid, the cuebid in the opponent's suit was used to show control of the suit and suggest slam.

For players using such methods, the opportunity to make a cuebid rarely occurred. Theorists, particularly in England and California, developed the idea that any cuebid below game is simply forcing, and this idea eventually prevailed. It made use of many idle bids.

Cuebids are used much more extensively by experts than by others. In studying the meaning of various cuebids, the subject is considered (1) from opener's viewpoint, (2) from responder's viewpoint and (3) from defenders' viewpoint.

Cuebid by opener

The level at which the cuebid is made is a vital consideration. The meaning changes according to whether game has been reached.

Above the game level, there can be no doubt that the cuebid is a slam try. The same is true in this sort of situation:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
2♥	3♠	Pass	4♥

South has already committed the partnership to playing in at least a game in spades, so 4♥ must be a slam try, showing control of the heart suit. First-round control of hearts (ace or void) is virtually guaranteed. This sort of cuebid is also called a

control bid.

When a partnership is still searching for the safest game contract, the cuebid by opener is much less precise. He may or may not have slam ambitions. He may or may not have a control in the cuebid suit. Time will tell:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
1♥	1♠	Pass	2♥

All North can tell at this stage is that South has a very strong hand and wants to be in at least a game. North must make the most helpful bid he can think of, which is likely to be notrump if he has a heart stopper. If he has a double heart stopper and a weak hand he should jump to 3NT. This should serve as a warning to South that duplication is present. South may have any of the following hands:

(a)
♠ A Q 7 4
♥ 6
♦ A 6 3
♣ A K J 5 4

South's hand offers good slam prospects, and it would be wrong to raise immediately to 4♠. He plans to bid 4♠ on the next round, whatever rebid he gets from North. A delayed raise to game always promises more than an immediate game bid. Related: Fast arrival.

(b)
♠ A 4
♥ 7 5
♦ A J 5
♣ A K Q J 5 4

In this case, the cuebid is made not as a slam try but as a means of reaching the best game contract.

Although he has no spade fit and no heart control, South must insist on reaching game. He is too strong to bid 3♣, which could be passed. If North bids 2NT, South raises to 3NT. If North rebids 2♠, South simply bids 3♣, and awaits developments.

(c)	(d)
♠ A J 6	♠ A 6 5
♥ 5	♥ 5
♦ A J 7	♦ K Q J 6 4
♣ A K Q 9 5 4	♣ A K Q J

With (c) and (d), South will bid 3♠ if North bids 2NT in response to South's 2♥ cuebid. In each case, the best contract may turn out to be 4♠, which North will bid if he has a five-card suit or a strong four-card suit.

In some circumstances, a cuebid is not even completely forcing to game. Consider the following:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	Pass	1♥	2♥

or

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
1♥	Pass	2♥	3♥

South cannot be insisting on game because he did not open with a forcing bid, and his partner's hand may be completely worthless. South may have either of these hands:

♠ A Q 5 4 ♠ A K 3
 ♥ — ♥ —
 ♦ A K 7 2 ♦ A J 8 4
 ♣ A Q J 8 6 ♣ K Q J 8 7 3

This particular cuebid, even without a jump, suggests a void in hearts. With a singleton heart, a takeout double would be the normal action: South would then be less reluctant to hear his partner pass the double for penalties.

The following example shows the advantage of playing the low-level cuebid as a vague forcing bid, without any guarantee of control in the suit.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
2♠ (1)		3♥	Pass 3♠
(1) Weak.			

South holds:

♠ 7 5
 ♥ J 3
 ♦ Q 8 3
 ♣ A K Q 7 4 3

This use of the cuebid to ask about stoppers first became popular on the West Coast of the United States, so it is popularly known as a Western Cuebid. It is now standard. It is the only way for South to steer the contract into 3NT if North has a spade guard (if South had a spade stopper he could bid 3NT himself). Unless the partnership has this understanding, South is forced to bid 4♣ or even 4♥, when the notrump game may easily be best. Related: Directional Asking Bid.

A cuebid must always be considered within the framework of the bidding. If the cuebidder and his partner have limited their hands by the earlier auction, the cuebid may be made even in a partscore situation when there is no intention of reaching game. This is illustrated by the following example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
1♦	Pass	1NT	Pass
Pass	Dbl	Pass	2♦

South's hand was:

♠ Q J 10 6
 ♥ A 7 5 4
 ♦ 6
 ♣ K J 8 4

As he had passed over 1NT and then refused to stand the double, it was clear that South was weak. With North also limited by his original pass, the cuebid was simply a useful maneuver to find a major-suit fit.

Cuebid by responder

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
1♠	2♠		

Classically, this would have shown a club fit with no losers in spades, and a desire to reach at least game. In the modern style, this cuebid shows a strong hand with a four-card or better fit for opener's suit. There is no indication of control in the opponent's suit:

(a)	(b)
♠ 7 4 2	♠ 7 4 2
♥ A 3	♥ A 3
♦ K Q 7	♦ Q 10 8
♣ A 8 7 3 2	♣ K J 6 5 2

There are two schools of thought about the strength of the cuebid.

A. Game-forcing, as in (a), with a jump to 3♣, as in (b) invitational.


B. Invitational or better. This treatment would use the cuebid for (a) and (b). If opener then bids 3♣, it suggests a final contract and responder will pass with an invitational hand. A direct jump to 3♣ is preemptive.

There is no upper limit to the strength of the cuebid, which will often be the start of a slam exploration. In principle, the cuebid denies length in the unbid major. The jump cuebid, 3♠ instead of 2♠ in this sequence, asks opener to bid 3NT with a stopper in the opponent's suit. However, some treat it as a splinter, probably a void. An alternative is to play that the jump cuebid requires a 3NT bid with or without a stopper. This allows 3NT to be played from the right side if responder has a holding such as A 5 4 or K 6 3 and opener has Q 2 or J 4 2.

Having the contract played from the right side of the table is a consideration on this deal:

Dlr: South ♠ Q 5
 Vul: N-S ♥ 6 2
 ♦ K Q 3
 ♣ A Q 8 7 6 4

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



	♠ A 3		
	♥ Q J 7 5 4		
	♦ A 10 6 2		
	♣ K 3		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
Pass	2♣	Pass	2♦
2♠	3♠	Dbl	Redbl
Pass	3NT	All Pass	

If the cuebid were not available, North would be in trouble over 2♠, 3♣ or 3♦ would be substantial underbids, likely to lead to a missed game.

East's double of 3♠ strongly suggests that he has a top spade honor, so North-South are able to play 3NT from the North position. When a cuebid (in the opponent's suit or otherwise) is doubled, a redouble shows control of the suit; whether it is first or second-round control is a matter for partnership agreement.

There are often opportunities for using the cuebid after an original pass by the cuebidder:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	1♦
1♠	2♠		

This shows a near opening bid, a balanced distribution, and insufficient spade strength to bid 2NT. For example:

(a)	(b)
♠ 7 4 3 2	♠ A 6 4
♥ A Q 6	♥ A K 9
♦ Q 8 5	♦ 10 9 8
♣ K 10 7	♣ 10 9 7 3

Holding a fit with the opener's suit, the responder will rarely wish to look further than a raise of partner's suit. With the hands given, North would have an impossible bid to make. In each case, he is hoping for 3NT, but he wants his partner to play it.

If North wishes to make a cuebid because he has a powerful diamond fit, he can still do so. But until North clarifies the situation on the next round, South must bid on the assumption that North's hand is balanced. Any simple bid by South on the second round, such as 3♣ or 3♦, may be passed. So if South wants to be in game he must make a counter-cuebid of 3♠ or take some other strong action.

A cuebid in notrump. A cuebid in notrump is rare – and rarely understood. Suppose the bidding goes:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
1NT	2NT		

What does North's bid mean? It cannot be a balanced hand trying for a notrump game, because any such hand would simply double 1NT and take a penalty. 2NT in this situation should be regarded as a cuebid, simply forcing to game or perhaps forcing to four of a minor. It shows an unbalanced hand unsuitable for defending against notrump. A two-suiter is likely, such as:

♠ A Q 6 5 4 2
 ♥ A J 6 5 3
 ♦ 9
 ♣ 4

There should be game in one of the major suits, but a double will not work out well if, as is likely, West has a strong club suit.

Once the game level has been reached, the cuebid becomes a control bid. Almost invariably it will show the ace or a void, but might occasionally be made with a second-round control. This can be ventured if the control bidder's trump holding is strong, as there is then no danger that partner will race for a grand slam missing a trick in the enemy suit.

Negative inferences. The failure to cuebid can be very significant:

<i>West</i>	<i>East</i>
♠ A Q 7 5 4 3	♠ K J 8 2
♥ A K J 6 3	♥ 7 2
♦ —	♦ A Q 10 8 3
♣ 9 4	♣ 10 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	4♣	4♠	Pass
5♠	Pass	Pass	

This asks only for control of clubs. If West had any other worries he would make a suitable control bid. Similarly, a player who holds

♠ 5 2
 ♥ A Q 7 6 4 2
 ♦ —
 ♣ A K 8 7 3

can bid 5♥ when his partner's 1♥ has been overcalled by 1♠.

There are numerous possibilities for cuebidding after partner's opening bid of 1NT. Frequently the cuebid has to take the place of a Stayman inquiry that has been frustrated by the intervening bid.

♠ A K 7 3
 ♥ Q 6
 ♦ A 10 6 2
 ♣ K J 6

South holds this hand and the bidding goes:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1NT
2♥	3♥	Pass	3♠
Pass	3NT	Pass	?

North's 3♥ could have any of three meanings. He could be paving the way for a slam; he could be trying to find a 4-4 spade fit to play in 4♠, or he could be worrying about the presence of a heart guard for 3NT.

The 3NT bid makes it clear that he does not have spades, nor is he seeking a slam. His only reason for not bidding 3NT directly was because he has no heart guard.

In these circumstances, West would enjoy 3NT, so South must bid 4♦. He expects to play a game in spades, diamonds or clubs. Related: lebensohl.

Another curious cuebid can arise after a 1NT opening bid:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1NT
Dbl	2NT		

This cannot be a natural bid because a hand that is ready to suggest 3NT would prefer to redouble. The redouble is almost sure to produce a good score, probably from a penalty when the opponents play in some doubled contract at the two-level. So 2NT must be a forcing bid with a very unbalanced distribution – probably a two-suiter on which game seems feasible. Over West's double, a jump to 3♠, for example, should be preemptive, not forcing, so 2NT is the only forcing bid at North's disposal.

Cuebid by the defender

Cuebids by the side that did not open the bidding are considered under two headings: cuebids by second hand and cuebids by fourth hand.

Cuebids by second hand. The immediate overcall in the opponent's suit has been the subject of experiment in recent years. There are at least five varieties:

(1) Classical (Culbertson-Goren). The equivalent of an opening forcing bid, guaranteeing a game. Goren insisted the cuebid showed first-round control in the cuebid suit without explaining what to do if that feature is not present. Culbertson was less rigid, permitting the cuebid with a singleton and allowing for the possibility that the bidding may die short of game if the responding hand is very weak. Modern bidders contend that these interpretations weaken the value of the bid because opportunities to use it are rare.

(2) Modern (Reese and Dormer). The cuebid is used for most powerful hands with game prospects when a takeout double is unsuitable because a penalty pass would be unwelcome. *Blueprint for Bidding* (published 1961) gives these three examples of 2♦ after an opening 1♦:

(a)	(b)	(c)
♠ A K 10 8 4 3 2	♠ A Q 10 7 4	♠ K Q 9 5 4
♥ K 4	♥ K J 8 7 5	♥ A
♦ 7	♦ —	♦ 9
♣ A J 6	♣ A Q 5	♣ A K J 8 3 2

In (a), the spades are bid and rebid, and the bidding can die at 3♠. If (b) gets a 3♣ response, a repeat cuebid of 3♦ is used to ask for a major suit. The bidding can stop at 3♥ or 3♠. If (c) gets a 2♥ response, which is likely, the rebid is 3♣, which can be passed.

(3) Hypermodern (Michaels Cuebid). A two-suited hand, usually less than opening bid strength. Over a minor suit, it shows major suits. Over a major suit, it shows the unbid major and an unspecified minor. In the latter case, the hand may be stronger.

It is generally true that two-suited hands are difficult to bid in defense, and this has given rise to various attempts, such as the unusual notrump, to show two suits with one bid.

(4) Artificial (Astro Cuebid). This method is described by its inventors, Larry Rosler, Roger Stern and Paul Allinger. It shows a minor-major two-suiter – the lower unbid minor and the lower unbid major. The minor suit is always long, and the distribution is likely to be 6-5, 6-4 or 5-4. The strength will vary considerably. At favorable vulnerability, it might be a 5-point hand hoping for a sacrifice, while at unfavorable vulnerability the cuebidder must have a sound hand able to play safely at the three level. Related: Colorful Cuebid.

(5) Natural. There is a strong argument for playing an immediate overcall in an opponent's minor suit as a natural bid to show a suit, especially if the opponents do not open four-card major suits. In that case, they will frequently bid a three-card minor suit, and the second player may want to bid the suit naturally.

Against opponents who open freely with weak four-card major suits, or even three-card major suits, the cuebid may be used naturally at all times.

Of the five different methods listed above, the most popular, in expert circles, is the Michaels cuebid.

The second player may make a delayed cuebid in a variety of circumstances. A common situation, when the second hand is strong, follows a takeout double:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
Dbl	Pass	2♣	Pass
2♥			

Many years ago, this bid was used as a natural bid to show a strong heart suit, and it was not forcing. This treatment has been abandoned, partly because such hands usually pass the opening heart bid, and partly because it is needed as a cuebid with a variety of strong hands.

The precise meaning of the cuebid is influenced by the type of immediate cuebid being used. If this has the traditional strong meaning, the delayed cuebid is certain to be less than a game-forcing hand. Using a specialized cuebid – (3), (4) or (5) of defender's cuebids – the delayed cuebid has no upper limit. In either case, the minimum should be a hand with about 20 points.

A pass followed by a bid in the opponent's suit may need

a little study. Usually it is a natural bid, based on a strong suit that the opponent has stolen. For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
Pass	1NT	Pass	Pass
2♠			

This indicates a good six-card spade suit. South and North may well have only four spades and one spade respectively, so West cannot allow himself to be talked out of playing in spades. He would be less inclined to bid 2♠, perhaps, if the opening bid promised a five-card suit. Related: Overcall in Opponent's Major Suit.

The same would apply if the opening bid is in hearts, but the situation is different when the opening bid is in a minor suit:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	1NT	Pass	Pass
2♦			

Now it is much less likely that West will want to bid 2♦ naturally. North-South will almost always have six diamonds between them – usually more. It is more useful, therefore, to use the bid in the opponent's minor suit as a cuebid for a major-suit takeout on this type of hand:

♠ K 8 5 3
♥ A 10 6 3
♦ 7 5 4
♣ K 2

West could not afford to make an original double with this hand, partly because his strength is insufficient, and partly because he is not prepared for a club response. It is highly probable after this auction that East-West have a 4-4 fit or better in one of the major suits, and the 2♦ cuebid is an effective way for East-West to balance themselves into a major suit.

To complete the picture as far as cuebids by the second player are concerned, there is the rare notrump cuebid. A bid of 2NT over an opening bid of 1NT can, by agreement, be either: (a) an unusual notrump showing minor-suit length or (b) a freak two-suited hand of any kind.

Cuebids by Fourth Hand.

Six common cases need consideration.

(1) After two passes. If South bids 1♦ and East bids 2♦ in the pass-out position, the cuebid should mean the same as if made by second hand. East must bear in mind that West and North are limited by their original passes.

(2) After a pass and a suit response.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦				1♦
Pass	1♠	2♦		Pass	1♠	2♠	

This requires partnership agreement. Many would consider one or both of East's bids as natural, indicating a good six-card suit or better. Others consider them strong and forcing. The same problem arises when second-hand has overcalled.

(3) After an overcall and a pass.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
1♠	Pass	2♦	

This is back to the earlier pattern. East has a strong hand but does not know where to go. East might hold:

♠ K 3
♥ Q J 6 2
♦ 10 3
♣ A K 7 5 4

East wants to explore for game, but it could be in any denomination except diamonds. West may show any additional feature: a second suit if he has one; a diamond guard by bidding notrump; or a good overcall, including a six-card spade suit, by jumping to 3♠. If he can do no more than rebid 2♠, East raises to 3♠, which can be passed. If East-West are vulnerable – in which case West’s bid likely is more substantial than if East-West were non vulnerable – East might go to 4♠ over 2♠. Much depends on the partnership’s overcalling standards.

Alternatively, East may hold a hand that is worth a raise to 4♠ but offers some slam chances. If he bids 2♦, and follows with 4♠, West may be able to continue.

The treatment most popular among modern players is to use this cuebid as responder’s only strong bid, usually equivalent to a limit raise of the overcaller’s suit.

For example, the bidding goes:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	1♠	Pass	2♥

South holds:

♠ K 9 5
♥ A 7 2
♦ K J 9 8 3
♣ 10 6

In standard methods, South would express the value of his hand by jump raising to 3♠, but this may get his side too high. Employing the cuebid as an invitational measure permits South to explore accurately for game without endangering the partial contract. If North rebids 2♠, South passes, while if North shows additional values above a minimum overcall by jumping to 3♠ or introducing a new suit, South supports spades as cheaply as possible to describe the limited nature of his cuebid. With a stronger hand, South would again cuebid, but would take some further action over a minimum rebid by North. As a corollary, a double raise of an overcall is freed for use as a preemptive tactic.

Consider also the jump cuebid:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	1♠	Pass	3♥

This is commonly used as a limit raise in spades, leaving 3♠ available as a preemptive move. Some prefer to use this as a good preemptive raise, with 7-9 points, spade length and a singleton. Stronger hands must start with a cuebid at the two level, a method known as a mixed raise. Related: Overcalls (responding to) and Unassuming Cuebid.

(4) After a double and a pass.

This is very common:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Dbl	Pass	2♦	

East can hold any hand at least good enough to invite game but without clear direction. A typical hand would be:

♠ K 7 6 3
♥ K 7 6 3
♦ 9 3 2
♣ A K

Over 2♦, West is almost sure to bid a major, which East raises to game. With a lesser hand – East has a low card in clubs instead of the king – East invites by raising whichever major partner selects to the three level.

This last point involves an important principle. In general, a cuebid is not completely forcing to game. It loses its forcing quality when a limited position is reached. A raise is always limited, so the bidding can die below game. A minimum double and a minimum cuebid may not have enough combined values for game. This allows East to make the cuebid freely on hands that would otherwise present a problem.

(5) After a double and a bid.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	Dbl	1♥	2♥

This is similar to (2), in that the opponents have bid two suits. 2♥ is a normal cuebid, with no interest in a heart contract. Holding four hearts or more, South would certainly double. The only way to show diamonds at this point is to bid the suit so 2♦ should simply mean a desire to play in that contract.

However, in Great Britain 2♥ would usually be natural, showing at least five hearts in response to partner’s takeout double.

(6) After a notrump overcall.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	1NT	Pass	2♦

There are three schools of thought about this position. The normal interpretation is that it is a cuebid, which can be used as a Stayman substitute.

Alternatively, 2♣ can be retained as Stayman, in which case 2♦ is a weak hand suitable for play in diamonds. This is not too unlikely because the notrump bidder has promised a good diamond holding.

The modern tendency is to play system on, in which case the responder acts as he would have over an opening 1NT bid. 2♦ is then a transfer.

The situation changes to some degree when the opening bid is 1♣.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	1NT	Pass	2♣

Obviously this presents a dilemma. If 2♣ indicates a weak hand that should play in clubs, how does the partnership look for a major suit fit? Some players would retain 2♣ to show a weak hand with clubs and use 2♦ to probe for a major-suit fit.

Natural cuebids

There are several situations in which a bid that appears to be a cuebid can be natural, non-forcing. These often occur after the opponent’s have bid two suits.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	Pass	1♠	?

Most experts would use 2♣ and 2♠ as natural, showing a six-card suit. Many use 1NT as a distributional takeout with at least 5-5 in the unbid suits. The position is more complex if there has been an overcall:

1♣ 1♥ 1♠ ?

Some players consider 2♣ and 2♠ to be cuebids, but many use 2♠ as the only cuebid because responder usually will have a five-card suit. 2♣ would be natural and non-forcing because West may have a three- or four-card suit. A minority would use both bids as natural, with no cuebid.

A player who passes and then bids the opponent's suit usually shows a natural desire to play:

1♣ Pass 1♥ Pass
1♠ 2♣

North is likely to have a good six-card club suit.

Conclusion

Cuebidding is an extremely broad subject. There are hundreds of situations in which low-level cuebids can be used effectively. Most of them are impossible to classify because they occur on the second or third round of bidding. In these situations, cuebids may provide an answer to bidding problems that would otherwise be insoluble.

DEFENSIVE BIDDING. Bidding by a partnership after the opponents have opened the bidding, although at times the bidding by the opening side could be termed defensive. Some specialized defensive methods are listed under various systems, such as Roth-Stone and Kaplan-Sheinwold. Related: Control, Cuebid, Double and Overcall.

Accurate defensive bidding requires considerable experience and judgment. It is in this area that the expert has the greatest advantage over less-experienced players. Many factors must be taken into consideration.

1. The risk involved. Possible gain has to be weighed against possible loss.
2. The prospects of gaining. Often the opening side can be outbid if you can find a fit. Often both sides can make a partial. Taking a small loss when the opponents can make a partial pays big dividends in a pairs game. Sometimes the defensive side can make a game; sometimes they can take a good sacrifice; sometimes the opponents can be pushed too high or pushed into the wrong contract.
3. Vulnerability. The defensive side is in a much better position for action when not vulnerable against vulnerable. Even at equal vulnerability, it often pays to take reasonable risks. However, when vulnerable against non-vulnerable, use great care because of the risk of a heavy penalty.
4. Level of the auction. Heavy risk is often involved when the opponents have forced you to decide at a high level. Coming in at the one level is relatively simple and safe, but the danger of being doubled rises as the level increases. So if you come in at a higher level, you should have a strong hand either in high cards or distribution.
5. Estimate of partner's hand. If the opponents rest at a low level, there is a greater chance that partner has some strength (high cards). If the opponents have found a low-level fit, the chances are greater that your side also has a worthwhile fit.
6. Positional prospects. A king in the suit of the bidder on your right is more valuable than the reverse because the bidder is more likely to hold the ace.
7. Length of suit. Clearly, the longer the suit you hold, the better your chances for a plus if you step in.

8. Holding in opponents' suit. A low doubleton or tripleton in the opponents' suit is a red flag – the chances of quick losers are greatly increased. However, if the opponents have strongly supported each other, your tripleton may be a plus – it may mean partner has a singleton or a void in the opponents' suit.

Many other factors are involved at times – the type of game (e.g., matchpoints versus IMPs), the status of your game or the match, wasted low honors in the opponents' suit, etc. Experts consider defensive bidding one of the most difficult areas of the game. Related: Law Of Total Tricks.

DOUBLE FOR SACRIFICE. Also known as Negative Slam Double. A double of an opponent's slam bid that indicates a willingness to continue bidding or to penalize the opponents. In this example, North-South are vulnerable

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
2♣	3♣	5♣	5♦
Pass	6♥	?	

With no defense, East may double to suggest a sacrifice in 7♣. On the rare occasion when West has two likely defensive tricks, he will convert the double to penalty. Otherwise, he will pull the double. Conversely, pass by East in the example auction would show at least one likely defensive trick and discourage sacrifice. If West has a hopeless defensive holding, he could double, and East would convert with two likely defensive tricks. Some pairs play this treatment only at favorable vulnerability, and some play it only when both pairs have bid preemptively.

DOUBLE JUMP OVERCALL. A preemptive jump after an opposing opening bid. As with all preemptive actions, the bidder must allow for the vulnerability and the level at which he has to bid. The bid normally requires a suit of at least seven cards, but some liberties may be taken at favorable vulnerability. Over 1♣, a jump to 3♠ may be tried with a hand as weak as:

♠ K Q J 10 3 2
♥ 3
♦ 10 9 7 5
♣ 8 4

This offers a definite possibility of shutting out the heart suit. In other situations, the Rule of Two and Three should be applied. Related: Preemptive Bid, Preemptive Overcall and Weak Jump Overcall.

DOUBLE OF ARTIFICIAL BID. At a high level, the situation is clear-cut. A player who doubles a response to Blackwood or a Gerber 4♣ bid, for example, is showing strength in the suit he has doubled in the hope of directing his partner to the best opening lead. There is a negative inference that is sometimes overlooked: The player who does not double a conventional bid on his right usually does not want that suit led.

At a low level, other considerations come into play. The double for business is the standard treatment when the hand seems sure to belong to the side that is doubled. This would apply if the doubled bid is a conventional 2♣, a conventional response (negative or ace-showing) to a conventional 2♣ or a Stayman response to 2NT or a standard (strong) notrump.

Related: Fisher Double.

When the doubling side may well have the majority of the high-card strength, the double may be put to better use by partnership agreement – either to show general strength or in some more specialized way. Each situation needs examination in relation to the convention used by the opponent.

Bridge World Standard 2001 summarized this by saying that the double shows the suit doubled. The meaning varies by common sense among penalty, value-showing and lead-directing.

DOUBLE OF CONTROL BID OR CUEBID. At a high level, a double of a suit bid in which the bidder has no intention of playing can be used for lead-directing purposes, or perhaps to suggest a save. This gives the left-hand opponent the possibility of a pass or a redouble, for which prior agreements can be made.

A double of a cuebid at a low level would be lead-directing by a side that is on the defensive. A double of a normally preemptive cuebid such as a Michaels Cuebid would, in standard practice, show a strong defensive hand. Related: Defense To Two-Suited Interference.

DOUBLE OF 1NT. A double of a 1NT opening bid can be natural or artificial. When used as a natural bid, the double sometimes shows a hand equal approximately to the level of the 1NT opener, although this is considered a poor strategy in general. A balanced hand with 15-17 HCP is often endplayed at trick one, and the use of a penalty double likely will help declarer in the play if 1NT doubled becomes the final contract.

A hand better suited to a double of a standard 1NT opener (15-17) would be one with a long, strong suit and enough entries to establish the suit and cash winners, perhaps

♠K Q J 10 9 5 4 ♥A 10 6 ♦A ♣8 7.

If the opponents are using weak 1NT openings (12-14 or even 10-12), the double usually shows at least the equivalent of the upper level of the opponents 1NT opening range. Some pairs play the double to be penalty at all times – the doubler feels he can defeat 1NT on his own. If the partner of the opening 1NT bidder is very weak but has a suit at least five cards long, he will usually run from the double to his suit, probably the only area where his hand can take any tricks.

The most common use of the double of a 1NT opener as a conventional bid occurs in DONT, an acronym for Disturb the Opponents' NoTrump. The double announces a one-suited hand, and partner is required to respond 2♣ so that the DONT bidder can show his suit (passing when it is clubs). The double when Brozel is being used also shows a one-suiter, and once again the responder bids 2♣ to let partner name his suit – unless he wants to take his chances and defend.

DOUBLE OF 3NT. The call is made most often to secure a certain lead. Related: Fisher Double and Lead-Directing Double.

DOUBLE OF 2♣ RESPONSE TO 1NT. The 2♣ response to an opening bid of 1NT is almost invariably the Stayman convention. When 2♣ is bid in response to a strong 1NT, a double by the LHO of the 2♣ bidder is normally a lead-

directing bid showing length and strength in clubs, but not promising overall strength. Related: Double of Artificial Bid.

When the opening 1NT bid is of the weak variety, however, the responder sometimes has a very weak hand with which he wishes to escape into a suit. Related: Weak Notrump. The escape is frequently initiated by a 2♣ response. Consequently, many expert partnerships use the double of the 2♣ response to a weak opening 1NT to show general strength. The double does not promise any particular distribution, but suggests that the doubler has a hand with which it would have been appropriate for him to double the 1NT opening had he been sitting over the opener.

DOUBLE SHOWING ACES. Used when the opponents interfere with your Blackwood auction. Related: Blackwood After Interference.

DOUBLES. The two main categories are Penalty Double and Takeout Double, listed separately. Distinguishing between the two is not always easy. The following is a sound general rule: A double of a suit bid below the game level is for takeout if partner has not bid. Conversely, a double is for penalties if:

- (1) The bidding is at the game level or above.
- (2) The bid doubled is in notrump.
- (3) The doubler's partner has already bid.

Even these generalities require some qualification in certain cases.

(1a) Even at the game level, a double may have a takeout flavor. If the bidding goes 1♥ – Pass – 4♥ – Dbl, the doubler is unlikely to be loaded with hearts. The double indicates a hand with considerable high-card strength. Partner of the doubler is expected to take it out, but he can exercise his option of passing for penalties. If the suit in the example auction is spades, the penalty aspect would be more dominant.

(2a) A double of a response of 1NT is a special case (1♥ – Pass – 1NT – Dbl). This is primarily for takeout of the 1♥ opening, although responder may exercise his option to pass.

(3a) Doubles on the second round must be considered on their merits, and are sometimes ambiguous. The old theory was that a double of a suit rebid is for penalties when the same suit could have been doubled on the first round. This is true in cases such as:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
Pass	1NT	Pass	2♠
			Dbl

West must have spade length and strength, and was lying in wait. The situation would not be so clear in a minor suit:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	1NT	Pass	2♦
			Dbl

West may have diamond strength, but equally, since both opponents are limited, he may be hoping his partner can bid a major suit. East's diamond length will usually enable him to interpret the double correctly.

If another takeout action is available, a double is clearly for penalties. The following sequences only look similar:

(a)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♦	Pass	2♣
Dbl			

(b)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	2♣	Pass	2♦
Dbl			

Sequence (a) is clearly for penalties: West would make a cuebid of 2♦ holding the majors.

In sequence (b) the cuebid is not available, so the double is ambiguous: It is likely to be for a takeout, but East must inspect his hand.

Other delayed doubles are also rare and tend to have length and strength in the opener's suit. For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♥	Pass	1♠
Dbl			

West presumably has a hand worth a take-out double of one spade, with 1=4=4=4 a possible distribution.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♥	Pass	1NT
Dbl			

This has a penalty flavor. West has a strong hand with club length and strength. He is likely to be short in hearts.

A double is in principle for penalties if three suits have been bid around the table: there are no longer two or more suits between which the responder can choose. However, if made at a low level, some expert partnerships nevertheless use such doubles as takeout, and some treat the double as a cooperative, negative and Snapdragon.

Doubles other than penalty doubles and takeout doubles may be used in a variety of situations to give information. In slam auctions, for example, doubles may be used offensively as a defense to interference over Blackwood. Defensively, doubles may be used to exchange information as to when to sacrifice against a slam. Related: Double For Sacrifice.

DOUBLE OF NOTRUMP. A number of situations deserve separate comment:

(1) Penalty doubles of strong 1NT openings. This is a rare action, seldom justified unless the doubler has a long, strong suit and side entries. Partner should hardly ever take out the double. A player with a balanced 17-point hand should usually pass a 1NT opening because the likely losses from doubling exceed the likely profits. The meaning of the double does not vary in fourth seat, and the opening leader tends to lead a short suit. Related: Defense to 1NT.

(2) Doubles of weak 1NT openings. A double by second hand should be at least as strong as the opening bid – some experts put the minimum high-card strength at 14 HCP – and a good suit to lead is desirable but not essential. To pass a weak 1NT with a balanced 15-point hand runs a serious risk of missing a game; to double with less leads to trouble when the

opener's side has the balance of strength.

The double by fourth hand is a theoretical problem. Apparently the fact that opener's partner has passed should encourage the fourth player, but this is deceptive. Experienced players do not pass very weak hands when their partners have opened with 1NT; instead, they scramble out into a suit at the two level in an attempt to avert disaster. So when 1NT has been passed, the opener's side is more likely than not to hold the balance of strength, and the fourth player should be cautious about doubling. This sort of thinking, of course, might permit the third player to try a double-cross by passing with a near-yarborough.

Conversely, the fourth player should double a two-level suit takeout by third hand with any hand with which he would have doubled an opening weak 1NT on his right. Many players extend this treatment to a double of a Stayman response to allow for the possibility that third hand is taking evasive action. This gives up the lead-directing double of a Stayman bid based on clubs. The expert consensus in BWS 2001 was that a double of Stayman after a strong notrump should show clubs, strength unspecified, but that it should show general strength after a weak 1NT.

The doubler's partner should take out only with a long suit and a very weak hand.

(3) Doubles of a 1NT overcall. By third player this is a simple indication that he has at least 8-9 points and therefore expects his side to have the balance of strength. This principle applies to most notrump doubles: the double is made when the doubler thinks it more likely than not that his side has more than 20 HCP. If the opener doubles 1NT, either by second or fourth hand, he shows a maximum one-bid, probably 19-21 in high cards.

(4) Doubles of 3NT are often lead-directing. Related: Lead-Directing Double.

(5) Double of a notrump rebid.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♥	Pass	1NT
Dbl			

or

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♥	Pass	1NT
Pass	Pass	Dbl	

In both sequences, the double is intended for penalties. In the first case, West has club strength, and in the second case East has heart strength.

(6) Third-hand problems. When an opening 1NT bid is doubled, the opening bidder's partner has four standard options.

(a) Redouble. A call indicating that the opener's side has the majority of the high-card strength, and that a penalty should be available if the doubling side escapes into a suit. A frequent action holding 9 points or more opposite a weak (12-14) 1NT. Opposite a standard (15-17) 1NT, 5 HCP is theoretically sufficient, but slightly more is desirable in view of the likelihood that the doubler has a good suit to lead.

(b) 2NT. A bid with no natural meaning, because a strong balanced hand would always redouble. It is therefore treated

as a type of cuebid, and is likely to be based on a strong two-suited hand.

(c) 2♣. Not necessarily Stayman after a double. It is normally a natural bid with a long club suit, and should be assumed to be so by the opener. However, the bid is often made on a weak unbalanced hand with the intention of making an SOS redouble when doubled. This would be an appropriate action with a 4-4-4-1 distribution, for example.

(d) Three of a suit. An unlikely action opposite a standard 1NT. Opposite a weak 1NT it would be preemptive, with a six-card suit and no game ambitions. Related: Defense to Double of 1NT.

FORCING PASS. The forcing pass – not to be confused with the Forcing or Strong Pass bidding system – is one of the more controversial areas in bridge partnerships.

When does a pass in a competitive auction require partner to take further action?

(1) The opponents have taken an obvious sacrifice. A forcing pass denotes the desire to bid toward a higher contract if partner is willing.

(2) A safety level has been established below which the contract cannot be sold. A forcing pass denotes inability to find a suitable call, or the desire to see if partner can double the enemy bid.

(3) After a slam-level sacrifice, a forcing pass sometimes denotes control of the enemy suit and requests partner to bid a slam if he has the necessary outside values.

The first of these is the most difficult. Which of these passes is forcing?

- | | | | | |
|----|-------------|--------------|-------------|--------------|
| 1. | <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
| | 1♥ | 2♦ | 2♥ | 3♦ |
| | 4♥ | 5♦ | ? | |
-
- | | | | | |
|----|-------------|--------------|-------------|--------------|
| 2. | <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
| | 1♥ | 2♦ | 2♥ | 3♦ |
| | 4♣ | 5♦ | ? | |

Most experts would not play pass by East in the first sequence as forcing. The second sequence is more problematic. Is 4♣ a lead-directional bid in anticipation of defending the contract, a cuebid to establish a force or a natural bid to help partner evaluate how high to compete? This is a decision partnerships have to make.

The second definition is more straightforward.

- | | | | | |
|----|-------------|--------------|-------------|--------------|
| 3. | <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
| | 1♥ | Pass | 2♦ (1) | 3♠ |
| | ? | | | |
- (1) Game forcing.
- | | | | | |
|----|-------------|--------------|-------------|--------------|
| 4. | <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
| | Pass | Pass | 1♠ | Pass |
| | 2♣ (1) | 2♦ | ? | |

(1) The Drury convention, showing a limit raise in spades.

In No. 3, once a game force is established for East-West, the opponents may not buy the contract undoubled.

In No. 4, the auction would be forcing to 2♠ absent interference, so East-West must at least reach 2♠ or double North for penalties. However, if the opponents bid beyond 2♠, the level of the force, then the force no longer applies. In example 4, if East passed and South raised to 3♦, East and West could both pass.

In the third instance of forcing pass discussed, when there is a competitive auction to a high level, usually the five level or higher, the forcing pass is often assigned a more specific meaning than interest in competing further – it shows a first- or second-round control in the opponents' suit.

An important situation arises at a high level:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	2♦	3♦	5♦
Pass	Pass	Dbl	Pass
5♥			

The expert consensus in BWS 1994 is that this sequence is strong, inviting 6♥. A direct 5♥ bid is weaker, conforming to the principle of fast arrival, but the converse agreement is possible.

Finally, there are methods (Forcing Pass) that include an opening pass in first or second seat as forcing, showing a strong hand. Such methods have fallen into disuse as various bridge organizations have banned them or placed severe restrictions on their use.

FREE BID. A bid made by a player whose partner's bid has been overcalled by right-hand opponent. In such circumstances, partner will have another chance to bid, so it would seem unnecessary to bid with minimum values. Traditional theory therefore prescribed elevated standards for all "free" actions, equivalent to perhaps an additional king.

However, experts have long since abandoned this requirement except when the free bid is 1NT.

There are three separate categories.

(1) 1NT (e.g., 1♣ – 1♥ – 1NT). The traditional range is 10-12 or 9-12, but many players reduce this by partnership agreement, sometimes to as little as 7-10. In that case, the minimum would apply only when holding a double stopper in the opponent's suit.

(2) Suit response (e.g., 1♣ – 1♥ – 1♠). A minimum of 9 points, according to old textbooks, but the modern expert style is to bid as if there has been no interference. There is a strong tendency for the free response, and this one in particular, to show a five-card suit (especially playing negative doubles), or at least a strong four-card suit. But in Roth-Stone, added values are necessary for a free bid; a negative double is used with weaker hands. Related: Negative Double.

A free 2/1 response (e.g., 1♣ – 1♥ – 2♦) usually shows 11 points or even 12; the standard should be slightly higher when the opener cannot rebid his suit at the level of two. How far this bid is forcing is debatable. The BWS 1994 consensus was that it was forcing as far as three of responder's suit, i.e., 3♦ in the example sequence.

(3) Raises. In this category (e.g., 1♦ – 1♠ – 2♦) almost

all experts have abandoned the idea that the raise shows greater strength than it would without the overcall. There is no disadvantage in raising exactly as if there had been no overcall, and there is a considerable tactical loss in adopting a waiting policy. Related: Negative Free Bid.

FREE RAISE. A single raise of opener's suit after an overcall. The classical theory that a free raise implies extra strength (8-10 points) has been generally abandoned; most experts maintain the normal range (6-9 points) irrespective of the overcall. However, the overcall may make it necessary to relax the requirements for trump support, especially if the overcall is in the suit ranking immediately below opener's:

(a)	(b)
♠ A 7	♠ 8 7
♥ 6 3	♥ A 8 4 3
♦ 8 5 3 2	♦ Q 9 5 2
♣ A J 8 6 5	♣ K 7 3

In (a), a raise to 2♠ would be appropriate when 1♠ has been overcalled by 2♥. In (b), 1♣ should be raised to 2♣ after an overcall of 1♠. In each case the trump length is one card below standard. These examples assume that negative doubles are not being used.

INTERFERENCE BID. Any defensive overcall that is not attacking or strength-showing but is designed to somewhat obstruct the path of the opponents. Sometimes, interference is made with preemptive or jump-bid tactics. Related: Nuisance Bid and overcall.

INTERMEDIATE JUMP OVERCALL. Refer to Roman Jump Overcall, Jump Overcall and Weak Jump Overcall.

INVISIBLE CUEBID. Another way of describing a Defense to Two-Suited Interference.

JUMP CUEBID. A bid of a suit originally called by an opponent, but made at a higher level than necessary.

A jump cuebid is an unusual action, but modern bidding has found some uses for it. The best known instance is the jump cuebid in response to a simple overcall:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	1♠	Pass	3♦

In most partnerships, South promises game-invitational values with spade support and a distributional hand. He has a hand suitable for a limit raise of an opening bid.

South may hold:

♠ K J 6 4
 ♥ A J 5 2
 ♦ 9 7 5 2
 ♣ 2

Another instance is a jump cuebid of an opposing opening bid:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1♠	3♠

South promises a long, solid minor suit and asks North to bid 3NT if he can stop the spades.

South may hold:

♠ 8
 ♥ Q 4
 ♦ A 10 5
 ♣ A K Q 9 8 5 3

This can be extended to show a long, strong suit and a slammish hand by bidding over partner's 3NT response or cuebidding or jumping after a negative response (responder should usually make the cheapest suit bid if he has no stopper).

Other partnerships use a jump cuebid to show specified two-suited hands.

In some circumstances, a jump cuebid may be a splinter raise.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	1♠	Pass	4♦

or

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♠	2♦	4♦

South has a strong hand with an excellent spade fit and a singleton or void in diamonds. Slam is possible. South may hold:

♠ K 9 7 4 2
 ♥ K J 7 3
 ♦ —
 ♣ A J 7 3

JUMP OVERCALL. A suit overcall at a level at least one higher than necessary:

<i>South</i>	<i>West</i>	or	<i>South</i>	<i>West</i>
1♦	2♠		1♠	3♦

Three types are in common use, all based on good six-card suits, rarely longer.

(1) Weak. A hand roughly equivalent to a weak two-bid opening, normally in the 6–10 point range, below the strength for a normal overcall. The strength requirement declines as vulnerability becomes more favorable.

(2) Intermediate. A hand about equivalent to a minimum opening. Frequently used in balancing seat even by those who use weak jump overcalls in other situations.

(3) Strong. A hand worth an opening bid followed by a jump. Such a bid is sometimes used over weak two-bids, even by those who use weak jump overcalls in other situations.

The weak jump overcall, also called a preemptive jump overcall, is by far the most popular choice.

Suit responses to all jumps are forcing. A 2NT response can, by agreement, ask for Ogust rebids. Related: Ghestem and Roman Jump Overcall.

LAW OF TOTAL TRICKS. The theory that on any given bridge deal, the total number of trumps will approximate the total number of tricks available on that deal.

The total number of trumps is obtained by adding North-South's longest trump fit to East-West's longest trump fit. The total number of tricks is the sum of the number of tricks North-South would take playing in their best fit and the number of tricks East-West would take playing in their best fit.

The law is a useful bidding adjunct in competitive auctions. Players often work out how many trumps each partnership has

and then use the formula as a guideline. Knowing the number of trumps gives the competitor a good estimate of how many tricks are available. This knowledge often will lead to making the correct bidding decision.

To use the law to its best effect, certain adjustment factors must be taken into consideration. Extreme distribution, possession of queens and jacks in the opponents' suits and double fits are some of the factors that influence the law's accuracy.

The law was first discovered by Jean-Rene Vernes of France in the Fifties, but the discovery went more or less unnoticed until the Nineties, when it was the subject of a book, *To Bid or Not to Bid: The Law of Total Tricks*, by Larry Cohen.

A simple way to use the law is to "always bid to the level of your side's number of trumps" in competitive auctions. For example, compete to the two level with eight trumps, the three level with nine trumps and the four level with 10 trumps. Most players are taught to raise a weak two-bid (typically a six-card suit) to the three level with three-card support. This is supported by the law. Similarly, it is proper to raise one of a major (playing five-card majors) to the four level with five-card support. Here are a couple of typical Law decisions:

♠ K Q 9 8 7 ♥ A 8 ♦ A 9 2 ♣ 10 7 2

Playing five-card majors, you open 1♠. After a 2♥ overcall, your partner raises to 2♠. RHO bids 3♥, and it is your call. Your opening bid is fine, but you should not bid 3♠ when it is possible that your side has only eight spades – partner might have raised with only three. If partner has four trumps, giving your side nine, he will know to bid 3♠. The full deal rates to be something like:

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

The opponents would fail in 3♥, losing five top tricks. You will also fail if you bid 3♠ as you have five sure losers after the obvious heart lead. Does this full deal contain anything surprising? No, it is a typical layout for this everyday auction. Both partnerships have an eight-card fit, and both sides can take only eight tricks. Pass stands out over 3♥ on this layout – you get a plus instead of a minus. If you were to give yourself a sixth spade, you would have a clear reason to compete to 3♠. You can even take away some high-card points to illustrate that possession of nine trumps, not possession of an extra jack or queen, is crucial. Holding:

♠ K 9 8 7 5 2 ♥ A 8 ♦ A 9 2 ♣ 10 7,

you hear this auction

West	North	East	South
			1♠
2♥	2♠	3♥	?

You are faced with the same auction as in the previous

hand. Your partner has raised spades and the opponents have competed to 3♥. This time your side has nine trumps, so you bid 3♠, expecting the full deal to be something like:

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

3♥ still goes down one, but now you can make 3♠. Your ninth spade translated into a ninth trick. What if the spades were 3-1? You would go down, but then 3♥ would make. The total number of tricks on a deal is determined by the total number of trumps.

LEAD-DIRECTING BID. A bid made primarily for the purpose of indicating a desired suit for partner to lead initially against an impending adverse contract. Sometimes it is clear that the bid is lead-directing:

West	North	East	South
Pass	Pass	3♦	Dbl
4♣			

West cannot have a seriously long club suit or he would have bid it originally. He must have a diamond fit and a desire for a club lead against 4♥ or 4♠.

Sometimes it is less clear.

West	North	East	South
		1♠	2♥
2♠	3♦		

North may have long diamonds or may have a heart fit and want a diamond lead against a spade contract. The 3♦ bid is relatively safe because a save will have to be at the five level. In other situations, such bids may be less safe. Related: Fit-Showing Jump, McCabe Adjunct, Transfer for Lead and Weak Two-Bids.

LEAD-DIRECTING DOUBLE. There are different kinds of lead-directing doubles. The most common is a double of an artificial bid such as Stayman – 2♣ or 3♣, depending on the opening notrump bid – or a transfer such as 2♦, transferring to hearts after a 1NT opener. These are simple and intuitive. Related: Double of Artificial Bid.

More difficult, and requiring partnership agreement, is the double of a final contract, usually in notrump, by a player who means the double as lead directing.

One case is a double, by the player not on lead, of a voluntarily bid 3NT contract. In current practice the double requests, in order of priority, (a) the lead of the opening leader's suit, (b) the lead of the doubler's bid suit, (c) the lead of the first suit bid by dummy. However, it may not be right to lead dummy's suit if it has been rebid, and some authorities leave to judgment the situation in which both defenders have

bid a suit. Related: Fisher Double.

The lead-directing double may occur at the partscore level:

(a)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
Pass	1♦	Pass	2NT
Pass	Pass	Dbl	

(b)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	1NT	Pass	Pass
Dbl			

In each case, the double is suggesting the lead of a diamond.

A double of 3NT when neither side has bid a suit implies that the doubler has a solid suit or a semi-solid suit with an entry that can be run immediately. The opening leader will tend to lead a short major suit in which he has no honor.

A double of a conventional bid such as a response to Blackwood has obvious lead-directing implications. There is also a negative inference: A player who does not double such a bid is likely to prefer another lead.

LEAD-DIRECTING RAISES. A method of suggesting a lead when partner's preemptive opening is doubled for takeout.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	2♥	Dbl	3♦

This shows, by agreement, heart support and a desire for a diamond lead if East is on lead. This applies in any unbid suit, and operates in the same way if the opening preemptive bid is at the three-level. Related: McCabe Adjunct.

LEAD-INHIBITING BID. A tactical, often deceptive bid, in the nature of a semi-psychoic call, designed to prevent the opponents from leading a specific suit.

For example:

♠	K Q 6
♥	K J 7
♦	8 5 2
♣	A Q 7 5

The normal opening bid should be 1♣ followed by a rebid of 1NT. An opening bid of 1♦, made with the idea of discouraging a diamond lead against notrump, would be a lead-inhibiting bid.

Another common form of a lead-inhibiting bid:


♠	—
♥	K 7 6 5 2
♦	9 5
♣	A K 8 5 3 2

After an opening bid of 1♥ by partner, one immediately thinks in terms of six or seven. A bid of 3♦ with this hand might stop the opponents from cashing the first two diamond tricks.

MAXIMAL DOUBLE. A type of competitive double used to invite game when the auction is too crowded for any other approach. For more information, refer to Conventions.

MINI-LIGHTNER. The principle of the Lightner Double can be applied at the four or five level. The following example is from a Grand National Teams match in New York.

Dir: North ♠ A K 9 3
 Vul: E-W ♥ A
 ♦ A K Q 5 3
 ♣ J 10 8

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

	♠ Q 4		
	♥ K 9 8 7 6 5 2		
	♦ 9 6		
	♣ 5 4		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♣	3♣	Pass
Pass	3♦	Pass	3♥
Pass	3♠	Pass	4♥
Pass	Pass	Dbl	All Pass

North opened 1♣, artificial and usually strong. East ventured 3♣ in the teeth of the vulnerability. A double would have collected at least 500 for North-South, but it is not easy to penalize such bids, so North-South continued to the normal contract of 4♥. East bid 3♣ bid with the idea of suggesting a club lead, but now East changed his mind. He produced an unexpected double, a mini-Lightner, warning West against leading a club.

Such doubles are nearly always based on a void somewhere, usually in dummy's original suit.

West had no trouble reading the message and deciding what to do. He led the ♦2, a suit-preference request for a club return. East ruffed and returned the ♣3, giving his partner the entry to provide a second diamond ruff. That was three tricks for the defense, and the ♣A, and an eventual trump trick resulted in a two-trick penalty. In the replay, 4♥ was reached against silent opponents and a passive trump lead permitted South to make two overtricks. Related: Lead-Directing Double.

MIXED RAISE. Used mostly by advancer after partner's overcall. Related: Cuebid In Opponent's Suit.

NOTRUMP SYSTEM DEFENSES. Refer to the Conventions chapter for various ways of competing when an opponent opens 1NT.

1NT OVERCALL. A direct overcall of 1NT is roughly equivalent to a standard strong 1NT opening. The following considerations apply. First, the overcaller promises a stopper in the opener's suit.

Second, the range is usually 16-18 or 15-18 rather than 15-17 HCP. Other ranges are possible, but rare. A double stopper such as A J 5 or K J 4 improves the value of the hand. There may be advantages in making the weak hand declarer so that the opening bidder is on lead.

Occasionally, a player may choose to overcall 1NT with unbalanced distribution:

(See next page)

♠ 5
♥ A Q 5
♦ A Q 7 3
♣ K J 6 4 2

If right-hand opponent opens 1♥, a 1NT overcall may be better than 2♣ or a trap pass on the hand above.

Opener has suggested a long suit plus entries, so a 1NT overcall is most attractive if overcaller has a source of tricks:

(a)	(b)
♠ J 6 3	♠ 10 6 3
♥ A Q 3	♥ A Q 5
♦ K J 6 3	♦ A 6
♣ A J 3	♣ K Q J 8 3

Hand (b) is a better 1NT overcall of 1♥ than hand (a).

Overcaller also prefers secondary strength in opener's suit:

(a)	(b)
♠ K 6 3	♠ K 6 3
♥ A 6 3	♥ Q 10 6 4
♦ Q 10 6 4	♦ A 6 3
♣ A K 4	♣ A K 3

In (a), overcaller's heart stopper may be dislodged immediately, leaving the defenders with winners plus entries. The hand would make a more attractive 1NT overcall if the hearts were A-10-3. In (b), heart leads will actually help overcaller by setting up his secondary honors.

For responses by overcaller's partner, partnerships should agree on one of the following methods:

(1) The cuebid in opener's suit takes the place of Stayman. A response of 2♣ is therefore natural and weak unless the opening bid was 1♣. A jump response in a suit is invitational to game, not forcing. In the absence of any discussion, these methods can be assumed.

(2) Respond exactly as to an opening 1NT – noted on the convention card as “systems on.” This makes slam explorations possible, but these are unlikely and deprive the partnership of the chance to play 2♣ or 2♦. A transfer into the opener's major suit can be used to show an invitational hand in the other major.

(3) Combining methods (1) and (2), overcaller's partner bids 2♣ as non-forcing Stayman and cuebids as forcing Stayman. Overcaller's side cannot play in clubs or in opener's suit, but overcaller has the tools to sign off, invite game or force to game.

(4) Overcaller's partner ignores the opening bid, responding as he would have done to 1NT, except when opener bid clubs. In that case, 2♦ is used as Stayman. This method permits overcaller's side to play in the opponent's minor suit, which may be desirable.

(5) Overcaller's partner uses transfer responses. A transfer into opener's suit takes the place of Stayman. Related: Rubens Advance.

Action by the opening bidder's partner

A bid in a new suit at the two level is weak. Responder is likely to have a fair five- or six-card suit with fewer than 9 HCP. A jump to the three level in a new suit is weak and preemptive with a six- or seven-card suit.

With most strong hands (9 or more points), a penalty double is appropriate. The only other strong action is a bid of

2NT, which suggests a freakish hand, probably a two-suiter, unsuitable for defense. A modern tendency is to respond in accordance with the Hamilton convention. Related: Cuebid in Opponent's Suit.

When a 1NT overcall is doubled, the partnership can employ whatever method it uses when a 1NT opening is doubled. Related: Defense To Double of 1NT.

Some 1NT overcalls cannot logically be strength-showing: Sandwich Notrump, Unusual Notrump and Balancing 1NT.

ONE-TWO-THREE STOP. A preemptive re-raise. This is Alertable.

OVERCALL. In a broad sense, the term overcall refers to any bid by either partner after an opponent has opened the bidding. The following discussion is limited to non-jump direct overcalls in a suit. A direct (or immediate) overcall is a bid at your turn immediately following a bid by your right-hand opponent. The expert consensus (32 percent) in BWS 2001 was that the following represented a minimum overcall of 1♠ over 1♣ with neither side vulnerable:

♠ A Q 7 6 4
♥ 9 4 2
♦ Q 9 6 5
♣ 6

One minority (29%) required the ♦K instead of the ♦Q, and another minority (24%) would have accepted the ♦J instead of the ♦Q.

As many as 10 factors may influence a player's decision to overcall. In roughly descending order of importance, they are:

(1) Suit length. An overcall is nearly always based on a suit that is at least five cards long. A strong four-card suit may be sufficient if non-vulnerable at the one level, but obstruction is a factor (see No. 6 in this list). A seven-card or longer suit will often qualify for action at a higher level. A vulnerable overcall at the two level is more likely to be based on a six-card suit. Even non-vulnerable at the two level, a five-card suit would be the exception, not the rule.

(2) Strength. An average overcall is perhaps equivalent to a minimum suit opening bid, with about 13 points in high cards. The maximum with a five-card suit is likely to be 18-9 points – a hand just short of the strength required to double and then bid the suit.

Not vulnerable at the one level, a normal minimum is an ace less than an opening bid. Even less strength is possible under some circumstances: If the overcaller passed earlier, he may overcall with little more than a good suit to direct a lead. If the opponents are vulnerable, the overcaller may bid spades on a weakish hand with good distribution, visualizing a 4♠ save against 4♥.

Some successful players practice an aggressive style of light overcalls, a style that has advantages and drawbacks. In some circumstances, however – when vulnerable or at the two level – overcaller's partner can assume that overcaller has a sound hand. The BWS consensus (41%) was that overcalls should be “moderate” in strength. A substantial minority (23%) favored “light.”

(3) Vulnerability. A non-vulnerable bidder can afford to

take more risk than a vulnerable player with a marginally sound hand (or a truly “unsound” one). The opponents will be less eager to double for penalties, and when they do so, they may have a poor bargain. This is particularly true at the partscore level with matchpoint scoring. For example, at matchpoint duplicate, two down not vulnerable and undoubled is a frequent source of profit compared to partscores of 110 or more in the other direction.

The BWS consensus was that an overcall should be affected by the vulnerability slightly (44%) or moderately (42%).

(4) Level. One-level overcalls are safer than two-level overcalls, which are easier to double for penalty. The expert consensus (69%) was that an overcall should be affected by the level by one degree. That is, a player who makes moderate overcalls at the one level should make conservative overcalls at the two level.

(5) Suit quality. In close cases, the texture of the suit is a factor. Q-J-10-9-8-7 will be worth four tricks, Q-J-5-4-3-2 perhaps only two. An overcall on K-Q-10-9-5-2 can have lead-directing benefits, whereas an overall on Q-9-5-4-2 may be the prelude to disaster.

(6) Obstruction. An overcall that consumes the opponents’ bidding space is attractive. 1♠ over 1♣, 2♣ over 1♦, 2♦ over 1♥, and 2♥ over 1♠ all have preemptive value. In each case, a single raise is the only bid available to the next opponent if he has a minimum-responding hand; even if negative doubles are in use, the opponent’s hand may be unsuitable. Hence, these overcalls are often based on borderline values. An overcall that consumes little space (e.g., 1♣-1♦) should imply more strength.

(7) Opponents’ skill. Doubtful overcalls have less to gain against strong players, who will be quick to punish an indiscretion with a penalty double and defend accurately. Experts will also use inferences from an opposing overcall to judge the bidding and play.

(8) Holding in opponent’s suit. Experts disagree on whether length in opening bidder’s suit makes an overcall desirable. Suppose East opens 1♠, neither vulnerable, and South holds:

♠ K 9 5 2
♥ K 4
♦ A J 9 8 3 2
♣ 7

The traditional view is that South’s length in spades indicates a misfit deal and dictates caution. Some authorities contend, however, that South’s spade length suggests possible spade shortness in North’s hand and therefore diamond support; hence, South should be more willing to act. Much may depend on whether the overcaller has weak length (a drawback) or strength, which may represent additional playing strength.

(9) Opponents’ vulnerability. An overcaller must always be sensitive to the vulnerability – the opponents’ and his own. At matchpoint duplicate and favorable vulnerability, an overcaller can show a profit by saving at 4♠, down three, against 4♥. At unfavorable vulnerability, he must exercise discretion. A 2♣ overcaller of 1♠ meets disaster if he is doubled and set two. To overcall in such circumstances requires a solid six playing tricks, and even that may not be sufficient.

(10) Opponents’ methods. Overcalls can be made slightly more freely if the opponents use negative doubles. Overcalls of 1♠ over a minor suit can be made slightly more freely against opponents who play five-card majors because there is a chance to prevent them from finding a heart fit.

Another factor is an overcaller’s position at the table:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	Pass	1♠	?

After East-West open and respond, an overcall by South has less to gain and more to lose. The opponents have already exchanged some information (West knows, for example, that East does not have four hearts and four spades), both opponents have values and South must overcall at the two level.

Most players consider 17 HCP, or the equivalent, the normal maximum for an overcall.

♠ A K Q 10 5
♥ A K 6
♦ J 8 4 2
♣ 7

The expert consensus (34%) in BWS 2001 was that this hand overcalls 1♠, but should double with the ♦Q instead of the ♦J. With a balanced hand, 5-3-3-2, experts overcall with 17 points but double with 18.

Responding to overcalls

Actions by overcaller’s partner – the advancer – come under four headings:

(1) Raises. The traditional approach is for a single raise to be mildly encouraging, a double raise to be strongly encouraging (but not forcing), and for a raise to game to be natural and strong. That approach, however, is no longer the preferred method.

Consider an opening bid of 1♣ and a vulnerable overcall of 1♠. If advancer has spade support and normal distribution, he raises to 2♠ with 7-10 points, to 3♠ with 11-12 and to 4♠ with 13-15. If the overcall is non-vulnerable, the ranges are raised by about 2 points. Note that three-card support is enough for any raise, and less support is possible, especially if opener’s partner bids. If the bidding, with both sides vulnerable, is:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	1♠	4♥	4♠

South might hold K-x in spades and considerable strength in the minor suits, although a penalty double might work out well.

A different treatment, proposed in the Sixties by Lawrence Rosler and Roger Stern, influenced modern theory. In this method, all raises of overcalls were preemptive, and cuebids in the opponent’s suit were constructive raises at the appropriate level. After 1♣ – 1♠, responses of 2♣, 3♣ and 4♣ were sound raises to 2♠, 3♠ and 4♠ respectively.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	1♠	2♥	?

South would jump to 3♠ with:

♠ Q 9 7 4
♥ 4
♦ 8 5 3
♣ K 10 8 5 2

and directly to 4♠ with:

♠ Q 9 6 5 4
 ♥ 6 5
 ♦ 4
 ♣ A 10 8 4 2

North can hold many other hands that can produce game. Even if 4♠ does not make, it may be a fine save against the opponents' possible game.

The modern view of an overcall as a constructive action (as opposed to an obstructive or lead-directing action) has led most pairs to adopt methods that offer greater accuracy after an overcall. Many modern pairs retain preemptive raises, but use a cuebid to start the description of any hand with game interest.

In this method, a cuebid is the only forcing response. A strong advancer must therefore be careful to avoid another response, since overcaller may pass. The advancer can clarify with his next bid whether he has a limit raise, a strong raise or perhaps a good suit of his own. (A bid of a new suit after the cuebid is forcing for one round, possibly to game. Such a bid is sometimes used to show an unspecified singleton.)

A jump cuebid (1♦ – 1♠ – Pass – 3♦) is generally used to show a limit raise in overcaller's suit, usually with a singleton somewhere in the hand, or a mixed raise. This leaves the simple cuebid as a general-direction bid seeking further information. However, there is a strong trend toward the mixed raise.

Related: Cuebid In Opponent's Suit.

After a cuebid, the bidding may end at the two level if the overcaller rebids his suit, or if he bids two of a lower-ranking suit and receives preference. Other rebids by overcaller suggest extra strength and will normally lead to game.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	1♠	Pass	?

South should cuebid 2♦ with:

♠ J 6 5
 ♥ K 8 4
 ♦ 5 3
 ♣ A K 8 4 2

South has a good offensive hand, but much depends on the strength of North's overcall. If North rebids 2♠, chances for game decline and South probably should pass.

(2) Suit takeouts. Partnerships should agree whether the suit takeout is constructive, meaning game is possible, or discouraging, meaning game is unlikely.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
1♥	Pass	1♠	

In traditional methods, East has a spade suit (a good five-carder at worst) and is unlikely to have great heart support. East expects West to pass, although game may still be reached if West has spade support. If East had bid 2♦, he would suggest a stronger hand.

The necessity to cuebid with a strong hand before showing a long suit is uneconomical, so many pairs use a new-suit response by an unpassed hand as forcing. Some pairs differentiate between new-suit responses after overcalls at the one level and at the two level; they consider only two-level responses as forcing because a two-level overcall is usually equivalent to an opening bid.

The meaning of a jump shift is also a matter of partnership

agreement. It may be forcing to game, forcing for one round, strongly encouraging or preemptive. A popular treatment is the fit-showing jump:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	1♠	Pass	3♦

South promises a spade fit with diamond length and strength. This information may help North make an accurate competitive decision if East-West sacrifice against 4♠.

(3) Notrump responses. These are constructive, but vary in strength with the level and vulnerability of the overcall. After a one-level overcall, the following ranges may apply:

	<i>Not Vulnerable</i>	<i>Vulnerable</i>
1NT	9-11	8-10
2NT	12-14	11-12
3NT	15-16	13-16

The 2NT ranges are reduced somewhat after a two-level overcall.

A 2NT response is non-forcing. After a 3NT response, overcaller seldom insists on game in his suit; advancer could have cuebid to investigate alternative game contracts. A few scientific pairs use a forcing 1NT response to an overcall.

(4) Cuebid. Part of the raise structure already covered.

OVERCALL IN OPPONENT'S MAJOR SUIT. 2♥ over 1♥, or 2♠ over 1♠, is most often used as a cuebid in the opponent's suit, in which case it can have any of a number of agreed-upon meanings. Related: Michaels Cuebid.

OVERCALL IN OPPONENT'S MINOR SUIT. 2♣ over 1♣, or 2♦ over 1♦, is often used naturally instead of as a cuebid. Such treatment is most useful if the opponents are playing five-card majors, or any other method that requires frequent opening bids with prepared three-card (or shorter) minor suits. If a jump cuebid is natural, then using the cuebid as artificial makes sense. Related: Michaels Cuebid and Cuebid In Opponent's Suit.

PEARSON POINT COUNT. A guideline for deciding to open the bidding in fourth seat. At one time, the general guideline was that if the total of high-card points and spades held is 14 or more, the bidding should be opened. Most players today use 15 (HCP plus spades) as the benchmark. The theory is that a holding in spades offers an edge in competitive bidding because spades is the highest ranking suit. However, if the total is less than 15 but the hand includes good distribution plus aces and kings, the hand still should be opened.

(a)	(b)
♠ K J 10 9 7	♠ —
♥ 4 3	♥ A K 6 4 3 2
♦ A Q 6 5	♦ A J 9 7 4
♣ 8 3	♣ 4 3

The total of HCP (10) and spades (5) in (a) is 15. This qualifies as a fourth-hand opening bid according to the Pearson Count. It is weak in high cards, but the spade holding increases the possibility that your side can buy the hand at a sufficiently low level.

The total of HCP (12) and spades (0) in (b) is only 12, but

it is clearly an opening bid. The Pearson Point Count is used as a guideline only when there is a close choice between bidding and passing in fourth chair. As always in bridge, there are many judgment calls. Related: Borderline Opening and Drury

PENALTY DOUBLE. Length in partner's suit is a deterrent to doubling the opponents. A fair rule of thumb is that the number of cards you have in partner's suit is the minimum level at which a double should be considered. So with a doubleton in partner's suit, you might double at the two level. If partner pulls your penalty double, you should usually allow him to decide whether to double at the next level.

(1) Positive doubles. Suppose an opening bid is overcalled and doubled, and the opener's hand seems unsuited to defense. Should he stand the double or take it out? If the opening bid was of a sort that describes the hand within narrow limits, stand the double. If you open 3♠ with this hand:

♠ K J 8 7 6 4 3 2
♥ 3
♦ 2
♣ J 5 4

pass if partner doubles an overcall of 4♥. He does not expect you to have defensive strength.

Having opened with a three-bid, a four-bid, a weak two-bid, or any notrump bid, pass partner's double of an overcall. These bids all describe a hand within narrow limits.

Opponents seldom argue with a game-forcing opening, but when they do, retaliation must be swift and sure and there must be no partnership misunderstanding. The responder should beware of doubling on hands that contain a feature outside the enemy suit.

♠ A J 6 5
♥ Q 8 7 4
♦ 5 4 3
♣ 7 2

After a 2♣ opening by partner, do not double an overcall of 2♠ (2NT is better). Too often the hand will belong in a heart contract. In any event, the hand must be useful in attack, and game must be there. Experience shows that the double of a 2♠ overcall of partner's 2♣ opener is best reserved for hands such as:

♠ Q 10 7 6 5
♥ 8 7 4
♦ 5 4 3
♣ 7 2

If this is the partnership understanding, opener will pass the double with:

♠ 4
♥ A K J 5
♦ A K J
♣ K Q J 8 3

If the double is made on both example hands, the opener has a very tough decision. He will never know whether he is giving up on game or slam for poor recompense.

Having opened with a game-forcing bid, opener should accept partner's double of an intervening call unless holding game in hand with fewer than five defensive tricks.

It is a mistake to double the only contract you can beat.

Dlr: East ♠ A Q 7 5 2
Vul: None ♥ J 6 2
♦ Q 10 8 4 3
♣ —

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



♠ 10 6 3
♥ 5 3
♦ A 6 5
♣ K Q 10 6 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1NT	Pass
Pass	2♠	Pass	Pass
3♣	Pass	Pass	?

South should pass and take his plus. Even at matchpoints, a pass is better than a double – the opponents are too likely to have a better spot. If South doubles, West will be nervous about his ragged suit and may run to hearts, where he can take nine tricks.

(2) Low-level doubles. Doubles after a suit opening and a suit overcall are almost invariably Negative (Conventions) in the modern style. If the double is not negative, the following applies: Stand a low-level double with three quick defensive tricks; pull it with fewer unless there is compensation in trump strength; pull the double nearly always with an unbid five-card suit. In a close decision, decide whether a lead of your bid suit will be crucial.

Two other opportunities for penalty doubles occur in these situations:

(a) A double of a 1NT overcall is made with almost any hand with 9 or more HCP because the partnership is virtually certain to have the balance of strength. However, discretion should be exercised facing a third-in-hand opening.

(b) A double of an overcall of a 1NT opening depends on the strength of the 1NT opening. It shows that the partnership has the balance of strength and that the doubler has at least three to an honor in the overcaller's suit. The double is more attractive at favorable vulnerability, less attractive at unfavorable. Many now play negative doubles in this situation.

(3) Game doubles. A double of a game contract in a competitive auction is usually aimed at taking the maximum penalty from opponents who have taken a save. However, the double may also act as a warning to partner not to proceed further. If a pass would be a forcing pass, double indicates a disinclination to go further. For this reason a player who anticipates disaster if his side bids further may double when his prospects of beating the opposing contract are not better than moderate.

Doubling a game contract that has been reached voluntarily without interference is seldom good policy (unless the doubler suspects an advance save, for example, after 3♠ – Pass – 4♠), and again that might be construed as takeout.

Doubling a game on the basis of high cards only is a costly exercise. For the double to be worthwhile, both opponents must have limited their hands in such a way that it is clear that neither has any strength in reserve. For example:

<i>West</i>	<i>East</i>
1♣	1♥
2♥	2NT
3NT	

In this auction it is clear that both players are straining to reach game, and either opponent may double if the honor strength, especially in clubs and hearts, seems well placed for the defense

The worst penalty doubles help declarer make a contract that would fail undoubled. Suppose North is declarer playing 4♠ with this trump suit:

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

If East passes, declarer will lead low to the king, intending to duck the next lead and hoping for a doubleton ace with East. But if East doubles, declarer may run the 9 through East, saving a trick.

When the deal is a freak and both sides have a double fit, a penalty double may be costly. In the long run, it is better to be declarer.

Dlr: East
Vul: E-W

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	Pass
1♥	2♥	4♣ (1)	4♠
Dbl	Pass	5♥	5♠
Pass	Pass	6♥	Dbl
All Pass			

(1) Clubs with heart support.

This deal arose in the 1984 Vanderbilt Knockout Teams. In fairness to North-South, they received misinformation. East Alerted 4♣ and interpreted the bid correctly for South, his screenmate. Meanwhile, West Alerted and told North that 4♣ showed club shortness with a heart fit. Nevertheless, North-South paid dearly for failing to heed the “double-double” fit axiom: “When in doubt, bid one more.” 6♥ doubled made for plus 1660, and 6♠ also would have made.

At the other table, South played 6♠ on a different auction and misguessed the ♠Q to go down one.

If the contract is a suit, a double becomes attractive if the declaring side has run into a bad trump split. It is sometimes

possible to double with a void if the other defender is marked by the bidding with five trumps. But it is still necessary for both opponents to be limited, so that all possibility of a redoubled overtrick is excluded. Related: Cooperative Double, Doubles of Notrump Bids, Double for Sacrifice, Lead-Directing Double, Lightner Double, Maximal Double, Optional Double, Support Double.

PENALTY PASS. A pass by a player after a takeout double from his partner and a pass by right-hand opponent. For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	Dbl	Pass	Pass

South’s pass indicates considerable length and strength in diamonds. Five cards headed by three honors would normally be the minimum diamond holding. Even holding five strong diamonds, a pass would be unwise with a two-suited hand because the declarer would be likely to score ruffs. After such a pass, North has an obligation to lead a trump, because South will wish to draw declarer’s trumps.

After a minor-suit opening, a penalty pass may come into consideration with nothing but trump length at unfavorable vulnerability. If the contract succeeds, even with an overtrick, the resulting score may be less than the opener’s side could have scored in other ways. This can apply by agreement if opener’s partner has redoubled.

A penalty pass becomes more attractive if the doubler was in a balancing position. Q-J-x-x of trumps may be a sufficient trump holding.

PLAYING TO THE SCORE. Risk taking in the bidding or play of a hand often is affected by vulnerability. The need to be aggressive or conservative often depends on the current standing of the pair or team involved. Variations from normal play in rubber bridge or Chicago are motivated by the pairs involved.

In rubber bridge, the net score is computed at the conclusion of each rubber. In Chicago the net score is computed at the conclusion of each four-board set. In each case the net score is rounded off to the nearest hundred. That means that it makes sense to play the final hand of Chicago or the rubber-deciding game in rubber bridge with an eye to the score – if an extra trick means a number rounded off to a higher hundred, then declarer should go for it.

Decisions on whether to bid on also depend on the score. Sometimes it is possible in rubber bridge to take a sacrifice that would pay off in duplicate, but the problem is that the opponents still are more likely to get the rubber bonus if they have a game on.

Playing to the score also plays an important role in duplicate. In an event scored by barometer, the pairs know where they stand after each round. In the late rounds, pairs that are close to the leader are likely to take a few more chances in an attempt to get some good scores that will enable them to overtake the leaders. The same is true in Swiss Teams scored by victory points. Teams close to the top going into the last match know that a mere win will not be enough – they will shoot for big scores in their attempt to overtake the leaders. In knockout

teams, teams that are far behind after the first half will come out shooting in the second half, feeling this is their only chance to win the match.

PREEMPTIVE BID. Sometimes called a shutout bid. A bidding method available to all four players during the course of the auction. Related: Preemptive Overcalls, Weak Jump Overcalls, Preemptive Raises and Preemptive Responses.

For the opening bidder, preemptive bid starts with the weak two-bid. At the three level, opener holds a long suit, usually at least seven cards, and limited high-card strength. The bid is defensive in purpose, an attempt to make it difficult for the opponents to find their optimum spot because of the lack of bidding room. Modern bidders are not bound by the custom of having seven in a suit to open at the three level. At favorable vulnerability, virtually anything goes.

An opening weak two-bid is a form of preemptive bid, although it has a double purpose. In addition to robbing the opponents of bidding room, it also sends a specific message to partner – a six-card suit with most of the limited high-card strength in the bid suit.

The expert panel in BWS 2001 strongly favored describing preemptive actions as “moderate,” or possibly “light,” avoiding extremes. The following considerations may influence the preemptive bidder.

(1) Length of suit. An opening three-bid is usually a seven-card suit or a strong six-card suit. An opening four-bid is usually an eight-card suit or a strong seven-card suit. An opening five-bid in a minor is usually a nine-card suit or a strong eight-card suit.

(2) Vulnerability. The traditional rule was to take the playing-trick strength of the hand and add three tricks when not vulnerable or two tricks when vulnerable. This is an oversimplification, and most experts make preemptive bids more freely than the Rule of Two and Three would permit.

In the most favorable circumstances, third-hand not vulnerable against vulnerable opponents, some experts would venture 3♠ with a hand as weak as:

♠ K J 10 8 6 4
♥ 4
♦ 3 2
♣ 7 6 5 3

A few would preempt without even thinking! When vulnerable against non-vulnerable, on the other hand, the preemptive bidder should be within two tricks of his bid in his own hand, and even then may lose 500 to save 420.

(3) Position at the table. The third player is best placed to preempt because he knows (1) he cannot preempt his partner and (2) the fourth player is almost sure to have the best hand at the table. Preemptive bids by the dealer are also attractive. They run the risk of finding partner with a strong hand and therefore giving him problems, but there are two opponents who may have strength, and the odds are that the hand belongs to them.

Preemptive bids by the second player are less attractive and should have the full advertised distributions. Shaded values and mediocre suits should be excluded. Preempts by the fourth player are very rare and should indicate a solid or near-solid suit if bid at the three level. A fourth-hand preemptor should be

reasonably sure he can score a plus – otherwise he should pass.

(4) Strength of suit and outside strength. The preemptive bidder prefers to have his honor strength concentrated in his suit. This automatically increases his playing strength, decreases the danger of suffering a substantial penalty, and decreases the chance of successful defense against an opposing contract. A doubleton queen in a side suit is unlikely to play a part in attack, but may be an important factor in defense.

Some players make it a practice not to preempt when holding a four-card major side suit, but this rule is at best doubtful.

(5) Bidding methods. Opening three-bids tend to be weaker and rarer when using the weak two-bid. The weak two is used with many hands that other players would open with a three-level action. The opponents’ defensive methods also have to be taken into account. Opening four-bids tend to be weaker when the partnership is using artificial preemptive bids, which tend to be well-defined in strength and suit texture. More discretion must be exercised in opening three-bids against players who double for penalties than against players who double for takeout. Related: Defense To Opening Three-Bid.

Responses

Responses to opening three-bids are often of a tactical character, intended to reinforce the preemptive effect of the opening bid. If the dealer opens 3♠, for example, and the third player holds three-card spade support or better, he should rarely pass unless he has sufficient defensive honor strength to defend against 4♥. If the third player has a hand so weak that he fears an adverse slam, he may take more positive action by bidding 5♠ or 6♠ or venturing some psychic maneuver. This would have the characteristics of an Advance Save.

The following points relate to normal constructive responses to preemptive bids.

(1) Raise to game in a major suit (*e.g.*, 3♠ – Pass – 4♠). Responder must take into account the vulnerability and other factors that influenced the opening bid. If vulnerable, he needs three sound playing tricks in the form of trump honors, aces, kings and more ruffing values. Queens and jacks in side suits must be discounted. If not vulnerable, he needs at least four playing tricks – more if circumstances favored a light preempt. But this raise is often made on a much weaker hand for the tactical reasons mentioned above.

(2) 3NT. A bid that the opener should almost invariably pass. In response to a minor suit, it shows stoppers in at least two of the unbid suits and probably a fitting honor in the opener’s suit. In response to a major suit, it shows a hand capable of making nine tricks without using the opener’s suit. Responder is likely to have a solid minor suit, and might be void in opener’s suit.

(3) Three of a higher-ranking suit (*e.g.*, 3♣ – Pass – 3♥). Forcing to game, showing that the preempt has found responder with a strong hand. The responder’s suit should be a good five-card suit or better, and the opener should raise with any excuse. The opener should bid 3♠ if he has a spade stopper for notrump purposes. A rebid of 3NT in this situation would show a diamond stopper.

(4) Four of a lower-ranking suit (*e.g.*, 3♠ – Pass – 4♣; but not 3♠ – Pass – 4♥, which would be natural). A slam try,

inviting the opener to cooperate. Spades are provisionally, but not definitely, agreed on as the trump suit. (The same applies to five of a lower-ranking suit after an opening four-bid.) These bids can be used as asking bids.

(5) Five of opener's suit (e.g., 3♠ – Pass – 5♠, or 4♠ – Pass – 5♠). Traditionally, a natural slam invitation, implying that responder is not worried about two losers in any side suit. The quality of his trumps may decide opener's course of action. The modern style after a three opening is for this bid to be preemptive – the opposition may have a slam.

(6) After a game opening in a major. Expert opinion in BWS 1994 strongly favored use of new-suit responses as asking bids.

PREEMPTIVE JUMP OVERCALL. Another name for a weak jump overcall.

PREEMPTIVE OVERCALL. A defensive overcall, usually a double or triple jump in a suit, aimed at obstructing the bidding by the opener's side. After an opening bid of 1♦, a jump to 2♥, 2♠, 3♣, 3♥, 3♠, or 4♣ would be preemptive. Standards would perhaps be slightly higher than for opening preemptive bids at the same level because the chance of seriously inconveniencing the opponents is reduced. A vulnerable jump to 3♠ suggests a hand with seven or eight playing tricks.

A jump to the game level is ambiguous. The overcaller is likely to have a preemptive hand, but may make the same bid with a strong hand, prepared to abandon hopes of slam in view of the opposing opening. Related: Double Jump Overcall and Weak Jump Overcall.

PREEMPTIVE RAISE. A raise of a suit from the one level to the four-level, usually in a major, has always been an element of standard preemptive bidding. In recent years, there has been a tendency to use jumps to the three level preemptively even in non-competitive auctions. Related: Bergen Raises, Inverted Minor Raise and Overcall.

PREEMPTIVE RE-RAISE. A three-level rebid by opener in his own suit after having been raised by responder, the objective being to make it more difficult for the opponents to bid. Responder is expected to pass this rebid.

In order to try for game, partnerships using preemptive re-raises must bid notrump or bid a new suit either naturally or as a short-suit game try, a two-way game try or a weak suit game try. Related: Trial Bid.

PREEMPTIVE RESPONSE. A new suit response to a suit opening at a higher level than would be required for a jump shift:

South	North
1♥	3♠ or 4♣ or 4♦ or 4♠

North normally holds a seven-card suit or eight-card suit, but the exact playing strength varies with circumstances. He must take the vulnerability into account and also the likelihood of the opponents entering the auction. The suit will be a broken one; with a solid or near-solid suit a simple response followed by a jump is more appropriate.

Such responses are rarely used, so they can be and usually

are given conventional meanings. Related: Asking Bid, Splinter Bids, Swiss and Void-Showing Bid.

Many players today use a single jump response as a preemptive device (e.g., 1♣ – Pass – 2♥; 1♥ – Pass – 2♠; 1♠ – Pass – 3♦). This method means the partnership must use some method other than a jump shift to show a powerful hand. Related: Inverted Minor Raises and Weak Jump Shift Responses.

PRESSURE BID. An overbid made necessary by opposing action. Suppose this bidding has occurred:

West	North	East	South
1♥	3♣	?	

North's 3♣ is a weak jump overcall, and East holds three-card heart support and 8 points in high cards. Although he could not have bid 3♥ in the ordinary way, even using limit jump raise, East should bid 3♥ at this point under the pressure of the opposing bid. A pass would leave West to consider the possibility that East has a worthless hand. 3♥ is therefore less of an overbid than a pass would be an underbid.

In such circumstances, 3♥ shows the upper range of a raise to 2♥ without interference or a marginal limit raise. The opener allows for the pressure, passing unless he would have considered a game after a single raise.

As a corollary, the responder must overbid similarly with a slightly stronger hand. If he would have made a sound limit raise to 3♥ in normal circumstances, he must jump to 4♥ over the bid of 3♣.

REDOUBLE. A call following an opposing double that doubles all scores: penalties, trick scores and overtrick premiums. When the contract succeeds, the bonus for making a doubled contract is also doubled, from 50 to 100.

Although the mathematics of the scoring table favor redoubles at high levels in rubber bridge and IMP play, redoubled contracts are rare when the standard of play is high. Ill-judged doubles of game or slam contracts may attract redoubles.

West	North	East	South
	1♣	Pass	2♥
Pass	2NT	Pass	6♥
Pass	Pass	Dbl	?
	♠ A J 2		
	♥ A K Q 8 6 4 2		
	♦ K 9 5		
	♣ —		

East's double asks for an unusual lead, usually the lead of North's first-bid suit. East probably has the ♣A K or ♣A Q, since he is unlikely to be void when South is. If North's clubs are only fair, he must have strength in spades and diamonds. South should redouble.

In a high-level competitive auction, an expert may occasionally redouble as a bluff. He may expect his contract to fail by one trick, but he is prepared to sacrifice 100 or 200 points in the hope of inducing the opponents to continue in their own suit and go down.

A special situation arises when an artificial bid is doubled and redoubled. At a high level, when a cuebid or response to

Blackwood is doubled, a redouble is generally regarded as control-showing. Whether the control shown is first- or second-round is usually a matter of partnership agreement.

At a low level, the situation is different:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1NT
Pass	2♣	Dbl	Redbl

South's redouble shows a desire to play at clubs – South may have a five-card club suit or a strong four-card suit.

Prior to 1987, making a redoubled contract was worth 50 extra points for the insult. This brought about some strange situations at high levels: Making 5♦ redoubled with an overtrick vulnerable was worth 1350, less than the value of 6♦ (1370); but making 5♦ redoubled with an overtrick not vulnerable (950) was worth more than making 6♦ (920). A scoring change in the 1987 edition of *The Laws of Duplicate Bridge* increased the bonus for making a redoubled contract to 100 points and overcame this anomaly.

Tactical uses of the redouble

Redoubles are often used to show general strength:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	Pass	Dbl	?
	♠ A K 5		
	♥ A 8 3		
	♦ 9 3		
	♣ A K J 10 4		

South should redouble to announce considerable extra strength, in this case at least 19 points with real clubs.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♥	Dbl	?
	♠ A 8 3		
	♥ K 2		
	♦ Q 9 2		
	♣ A K Q 10 4		

South should redouble. Unless North-South are playing support doubles, redouble would not promise hearts. In fact, it tends to deny four-card support. It says that North-South have most of the high-card strength.

Another situation:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	Pass	2♥
Pass	Pass	Dbl	?
	♠ A Q 9 4		
	♥ 10 7 3		
	♦ Q 5		
	♣ J 9 8 4		

South should redouble to show a maximum single raise and suggest playing for a penalty.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
Pass	2♥	Dbl	?
	♠ 10 5		
	♥ A K 7 4 2		
	♦ Q J 5		
	♣ A K 6		

South should redouble, indicating that the deal belongs

to North-South. If South later bids 3♥, he promises game interest. Related redoubling situations: Double of Notrump and next item. Also related: Kock-Werner Redouble, Rosenkranz Redouble, SOS Redouble, Striped-Tail Ape Double and Support Redouble.

RESPONSE OVER OPPONENT'S TAKEOUT DOUBLE.

Some aspects of bidding over an opponent's takeout double depend on partnership style. Popular treatments are as follows:

(1) A non-jump suit response may be forcing or non-forcing, by agreement. Many pairs use new-suit responses as forcing at the one level only. In that style, a two-level response suggests a six-card suit or strong five-card suit.

Any bid of a new suit logically suggests a fair suit. After 1♥ – Dbl, for example, responder has little reason to mention a poor four-card spade suit. Doubler has implied spades. Also, because the auction has become competitive, responder should avoid suggesting a weak suit as trumps. He should instead take the opportunity to make a descriptive bid that will help his partner judge the bidding and defense.

(2) 1NT is mildly constructive, promising about 7-9 points with balanced distribution.

(3) A single raise is preemptive and may be slightly weaker than it would be without the double.

(4) A double raise is preemptive and shows a distributional hand with high-card weakness. After 1♠ – Dbl, raise to 3♠ (at all but unfavorable vulnerability and perhaps even then) with:

♠ K 10 6 4
♥ 5
♦ J 10 6 5 3
♣ 8 5 3

(5) A triple raise is preemptive with extra playing strength.

(6) A redouble may in theory show any hand with about 10 points or more. After a redouble, the doubler's side is seldom allowed to play undoubled. Redoubler will usually have a defensive hand, and opener will not bid at his next turn unless he has a distributional hand unsuited to defense.

With some strong hands, a redouble is tactically unsound. If responder has a hand with offensive features, he should begin to describe his hand. To waste a bidding turn on the redouble is shortsighted.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♣	Dbl	?

(a)	(b)
♠ 7 2	♠ Q 9 2
♥ A K 10 6 2	♥ J 7 3
♦ 9 3	♦ K Q 8 2
♣ K 9 8 2	♣ Q 9 4

(a) South should bid 1♥, planning to support clubs next. South wants to describe a fair hand with a heart suit and club support. If he redoubles, the bidding may continue 1♠ on his left, 2♠ on his right. Now South will not have room to show his hand below the four level, where he may take a minus.

(b) South's chances of penalizing the opponents are unclear. He should describe his hand with a 1NT response.

Players who use the "redouble" on every 10-point hand are likely to encounter problems.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♣	Dbl	Redbl
3♥	Pass	Pass	?
	♠ K J 9 2		
	♥ 9 6 4		
	♦ A 10 7		
	♣ K 6 3		

Neither side is vulnerable, and South is in an impossible situation. It would have been better to bid 1♠ over the double.

A redouble is also unattractive with four-card support or better for opener's suit – the opponents are given a cheap opportunity to locate a fit for a possible sacrifice. A direct raise may be preferable, and there are also conventional possibilities. In BWS 1994, exactly half the experts favored redoubling if, and only if, responder has a balanced defensive hand.

(7) 2NT and 3NT have no natural meaning because a strong balanced hand would redouble. Most experienced players use 2NT to show a hand that would have made a limit jump raise to three of opener's suit if there had been no double. This method, popularly known as Jordan, was developed by Alan Truscott. 3NT can be used to show a strong raise to game when the opening bid was 1♠ or 1♥.

(8) A jump response in a suit by an unpassed hand (e.g., 1♦ – Dbl – 2♠) shows length in the suit – often six or more cards – but the strength is a matter of style. There are four schools: (a) forcing to game, (b) forcing for one round (some pairs use conventional jump responses that indicate a fit for opener's suit as well as length and strength in the bid suit), (c) not forcing (a hand worth about 9 points) and (d) weak – a hand such as:

♠ K J 10 8 5 2
♥ 7
♦ J 5 3
♣ 9 6 3

(9) Pass shows a hand unsuitable for positive action. But a pass followed by a bid on the next round can show a hand with fair defensive strength:

♠ A 5 3
♥ Q 6 4
♦ K 6 3 2
♣ 7 4 3

If partner's 1♠ opening is doubled, responder may pass and bid 2♠ on the next round to suggest a maximum single raise.

A possible tactic is to trap pass over a double with a good hand and shortness in opener's suit. After 1♠ – Dbl, responder might pass with:

♠ 7
♥ A Q 9 3
♦ K J 3 2
♣ Q J 9 3

The strong expert consensus in BWS 1994 was for one-level responses to be forcing and two-level responses non-forcing.

For those who play one-level responses forcing and two-level responses nonforcing, a good arrangement is: weak jumps to the two level, constructive jumps by unpassed hands to the three level. Related: Coded Raises.

SACRIFICE (or SAVE). Sacrifices over opponents' games can be much more profitable at matchpoint scoring than at rubber bridge. You'll never see a successful money player chortling in triumph after going down 500 to stop a vulnerable game. He has saved few if any points, and would rather have had whatever small chance there was of defeating the opponents' game. Losing 500 instead of 620 at duplicate, however, can yield a fine result.

Even at matchpoints, a sacrifice can earn a good score only when most of the field is bidding game with the opponents' cards. Suppose South holds this hand, not vulnerable against vulnerable:

♠ J 8 5
♥ 8 6 2
♦ J 7
♣ K 10 7 6 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1♥	Pass
2♥	2♠	3♥	Pass
Pass	3♠	Pass	Pass
4♥	Pass	Pass	?

4♥ may make more often than not; South has too good a spade fit and too little defense to expect a set. Surely, 4♠ will go down 500 at most. Nevertheless, South should not sacrifice because the auction suggests that most East-West pairs will not reach game.

Say the deal is played in a partscore eight times, in 4♥ twice and in 4♠ doubled twice. If 4♥ makes, North-South score one-half point for letting it play or 2.5 points for saving; if 4♥ goes down, North-South score 10.5 points for letting it play or a half point for saving. So a save stands to gain 2 points or lose 10, and the odds are nowhere near 5 to 1 that 4♥ will make.

Suppose South holds the same hand on this auction:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1♥	Pass
3♥	3♠	4♥	?

Now the whole field is likely to be in game. Suppose six pairs are allowed to play 4♥ while the other six double 4♠. A correct decision by South is worth 8 points; an incorrect one is worth 3. At those odds, the price is right for a sacrifice, since 4♥ will make perhaps three-quarters of the time.

The most important factor in sacrificing at matchpoints is the spirit of the enemy bidding. Be reluctant to save when the opponents stagger into game, even if you think they will make it. Be alert to save against confident auctions when it appears that everyone else will also be in game.

Next in importance is the vulnerability. To be set more than the value of an enemy game is irritating at any scoring, but it is a disaster at matchpoints. Players seldom sacrifice when the vulnerability is unfavorable. If they outbid the opponents, it is with some idea that the contract may make or fail by one trick.

At equal vulnerability, one may loosen up, outbidding the opponents even when going down is certain. In such a case, there should be some hope of down one, otherwise too much danger may exist of down three for a zero. Players cannot be really frisky with sacrifices unless the vulnerability is favorable and down three is affordable. Suppose South holds:

	♠ 2		
	♥ A Q J 8 4		
	♦ 8 5 2		
	♣ K Q 9 4		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
Dbl	2♥	4♠	?

It sounds as if East-West have reached a normal game. Should South save?

If the vulnerability is unfavorable, South should pass. He has little chance for 10 tricks. At favorable vulnerability, South could consider trying 5♥. East-West can probably make game, but probably cannot defeat 5♥ doubled 800, although partner's raise to 2♥ suggests only three trumps.

What about at equal vulnerability? The single most probable result is that East-West can make 4♠, while 5♥ is down two. Still, pass is advisable. The combined chance of two events – 4♠ might fail or 5♥ doubled might go for 800 – outweighs the single most likely chance.

A hidden advantage of a sacrifice is that the opponents will push higher and go down. This possibility emphasizes the factor of vulnerability. On unfavorable vulnerability, the defenders are eager to double a save. At equal, they are willing to double. At favorable, they are reluctant and may well be pushed overboard.

At favorable vulnerability, the odds favoring saves are excellent. Players can consider a sacrifice against a confidently bid game whenever they have a trump suit and a little distribution. It is estimated that a paying non-vulnerable sacrifice exists against a vulnerable suit game between one-third and one-half the time.

Players should avoid unilateral saves – solo flights of fancy. Although a preempt is a relatively descriptive action that makes it easy for partner to sacrifice, other actions are not as well defined:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	1♠	?
	♠ —		
	♥ Q 9 6 4 2		
	♦ K J 9 6 4 2		
	♣ 9 3		

Only East-West are vulnerable. Perhaps South should bid 4♦, suggesting a save if East-West reach 4♠, but letting North decide.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	2♦	2♠	?
	♠ A 6 4		
	♥ 8 4		
	♦ Q 10 7		
	♣ J 9 5 3 2		
	♠ 4		
	♥ J 9 8 4		
	♦ K 10 7 5 2		
	♣ J 10 3		

South should raise to 3♦. If East-West bid game, North can save with a shapely hand.

South will save eventually, so he should bid 5♦ directly. If South prevents East-West from exchanging more information,

they may land in the wrong major suit at the five level, miss a slam or misjudge by doubling. Related: Advance Save.

♠ 8 7
♥ J 9 8 4
♦ K 10 7 4 2
♣ Q 5

South should bid a preemptive 4♦. With a strong hand, South would cuebid. South suggests a save-oriented hand, but with slightly too much defense or too little distribution to take the save himself. Related: Phantom Sacrifice.

SCRAMBLING. (1) The art of maneuvering into a tolerable contract when the opponents are intent on collecting a low-level penalty. This often calls for the use of an SOS redouble. One of the most common situations occurs when 1NT is doubled for penalties.

Here is an example:

<i>West</i>		<i>East</i>	
♠ A Q 6 2		♠ J 5 4	
♥ A K 7 6		♥ 4 3	
♦ 8 5		♦ J 7 6 4 2	
♣ J 9 4		♣ 6 5 2	
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	Dbl	Pass	Pass
Redbl	Pass	1♦	Dbl
Redbl	Pass	1♠	Pass
Pass	Dbl	All Pass	

Both redoubles are SOS, and the best spot is reached. West will probably make six tricks. Related: Defense to Double of 1NT.

(2) An attempt to score extra trump tricks by ruffing in the long trump hand with trumps that would otherwise be losers.

SYSTEM ON (or system off). An agreement to apply (or not to apply) certain artificial methods (e.g., Stayman, transfers) in slightly changed circumstances. The most common example occurs after a 1NT overcall. The partnership may agree to respond exactly as if 1NT had been an opening bid. This agreement can also be applied to a balancing bid of 1NT.

The principle is also relevant against interference in certain circumstances.

TAKEOUT DOUBLE. The use of a low-level double in certain circumstances as a request to partner to bid an unbid suit. This is a “natural” convention because the possibility of a penalty double of an opening suit bid is so low. A player with great strength in the opponent's suit prefers to lie in wait (a trap pass). The idea of doubling for a takeout appears to have been devised independently in 1912-1913 by Major Charles Patton in New York and Bryant McCampbell in St. Louis – and probably by others.

By far, the most common takeout double occurs when it immediately follows an opening bid of one in a suit. The doubler normally indicates a hand worth an opening bid with at least three-card support for all unbid suits. However, the respective vulnerability and the rank of the opener's suit may play a part in the decision.

♠ A Q 5 4
 ♥ 3
 ♦ K 7 5
 ♣ J 10 4 3 2

At favorable vulnerability, a double of 1♥ could be profitable. If the doubler's partner can fit spades, a cheap save in 4♠ over 4♥ is likely to materialize. A player who doubles a major-suit opening tends to hold four cards in the unbid major, and this may be a factor in deciding to double. The high-card strength required for the double increases (a) as the distribution becomes less suitable, (b) if the doubler is vulnerable and (c) if the opener's suit is spades, which will force a response at the two level.

Experts now tend to make takeout doubles quite freely.

♠ A 8 6 2
 ♥ A 9 7 4
 ♦ Q 7 6 5
 ♣ 4

With neither side vulnerable, the expert consensus in BWS 2000 (60%) was that this would be a minimum double of 1♣. The experts would be slightly more cautious if vulnerable and slightly more cautious with more balanced distribution. With a doubleton in the suit bid, opening values represents a reasonable rule of thumb.

The doubler should seldom ignore the requirement of at least three cards in each unbid suit unless his hand contains at least 17 HCP.

♠ 7 5
 ♥ A Q 10 6 4
 ♦ A K 6
 ♣ K Q 4

Over 1♣, 1♦ or 1♠, a double followed by a minimum bid in hearts is appropriate. The hand is too strong for a simple heart overcall.

A takeout double is made with strong hands unsuitable for a 1NT overcall or a strength-showing suit overcall. The maximum for a double was once a hand just short of the requirements for a direct cuebid. However, the direct cuebid as a strength-showing action is virtually obsolete because opportunities to employ it are so rare. These pairs use conventional cuebids such as Michaels, in which case a takeout double has no upper limit. Most players would double a 1♠ opening, planning to cuebid next, with:

♠ A 5
 ♥ A K Q 9 6 2
 ♦ 7
 ♣ A Q J 4

Equal-level conversion

There has long been debate about whether in certain circumstances the doubler can continue bidding with minimum values.

♠ 6 3
 ♥ A Q 7 6
 ♦ A Q J 5 2
 ♣ 9 7

If the opening bid is 1♠, should this hand double and then bid 2♦ after a 2♣ response? Or would this show substantial extra values? The expert consensus in BWS 2001 is that

this is acceptable if, and only if, the response is 2♣ and the conversion is to 2♦. So it applies to the hand shown and also to hands containing four spades and diamond length. This method is also playable over the opponents' weak two-bids. If lebensohl is in use, doubler plans to convert a response of 2NT or 3♣ to 3♦ without guaranteeing extras.

Subsequent bidding

The following summarizes possible actions by the doubler's partner if the bidding starts:

1♦ Dbl Pass ?

(1) Minimum suit response (1♥ or 1♠ or 2♣). A forced response which may have no high-card points. The normal maximum is 8 points, but see (3) following. Responder prefers a major suit to a minor, so 2♣ is more likely to be five cards than four. 1♥ is sometimes bid with a three-card suit because there is no alternative: If responder's only suit is diamonds he has to invent an economical bid. Even 1♠ might be a three-card suit, with 3-2-5-3 distribution for example.

The doubler passes these responses automatically if he has a minimum or near-minimum double. Further action shows that game is still possible in the face of responder's announced weakness. A raise of responder's suit or a bid in a new suit should show at least 17 points in high cards. However, a raise in competition promises only minimal extras – in HCP or shape. A minimum rebid in notrump is very constructive, suggesting a hand too strong to overcall 1NT (e.g., 18-20 HCP). In one case, responder may make an uneconomical response.

♠ A 5 4 3
 ♥ K 8 5 2
 ♦ 9 4 3
 ♣ 7 6

After 1♦ – Dbl – Pass, 1♠ is a better response than 1♥, as responder can then continue readily to 2♥ if, as is likely, the opponents contest with 2♣ or 2♦.

(2) 1NT response. Indicates a relatively balanced hand with moderate strength and a stopper in opener's suit. The exact strength is a matter of style, and expert opinions vary. The conservative view is to use the bid for hands with 8–10 or perhaps 11 points, but this sets a problem when responder has a hand such as:

♠ K 9 4
 ♥ J 7 3
 ♦ Q 10 6 3
 ♣ 8 5 3

Many authorities recommend a range of 6-9 HCP. Another factor is the rank of opening bidder's suit. If the opening was 1♣, responder has more options, so a 1NT response is more likely to show fair values. If the opening was 1♠, 1NT may be responder's indicated action with 6 points.

(3) Jump shift (2♥, 2♠ or 3♣). Encouraging but not forcing. The high-card strength is likely to be 9-11, but might be 8 with a five-card suit. Playing this as forcing is an obsolete idea. The jump in a major suit is often a four-card suit: in a minor, at least five cards are desirable.

(4) Cuebid (2♦). Shows any hand which can invite game in HCP or better (guarantee game) but may not be sure of the best final resting place. The bid is totally unrelated to

the opener's suit. The modern tendency is to use the cuebid slightly more freely:

♠ A Q 8 6
♥ K J 6 4
♦ J 9 8
♣ 4 3

Rather than make a non-forcing jump in one of the major suits and perhaps pick the wrong suit, a possible treatment is to cuebid 2♦, intending to raise either major to the three level. The doubler then passes with a minimum, because the responder would have bid game himself if he could.

(5) 2NT response. Shows 11-13 HCP, a relatively balanced hand and at least a single stopper in the opener's suit. The strength will depend slightly on the range adopted for the 1NT response – see (3) preceding. If that is 6-9 HCP the 2NT bid may be made with 10 HCP. If 1NT is 8-11 HCP, 2NT is likely to be 12 HCP.

(6) 3NT response. Usually a double stopper in the opener's suit and 13-16 HCP. Alternatively, responder may have a single stopper and a long minor suit he expects to run with the help of doubler's expected fit. With more than 16 points, responder may suspect that the opener or the doubler has psyched. Responder should proceed more slowly with a cuebid.

(7) Higher suit responses. (3♥, 3♠, 4♣, 4♥, 4♠, 5♣). Natural, limited bids based on a long suit (usually six cards or longer). Responder expects to make his contract if doubler has a minimum.

(8) Pass. Great length and strength in diamonds. Related: Penalty Pass.

(9) After action by opener's partner. Action by third hand relieves the doubler's partner of his obligation to bid, but he should still make a "free" response if he has moderate values and can do so at a convenient level. A five-card suit and 5-plus HCP points is adequate. A jump is likely to be at the higher end of the range. Double by fourth hand is natural. A cuebid suggests five cards and 8-11 HCP.

(10) After a redouble. A pass denies any opinion about a possible trump suit. The idea that responder should ignore the redouble and pass for penalty is virtually obsolete. A few experts play that a pass after a minor-suit opening shows at least five cards in opener's suit. 1♣ or 1♦ redoubled may be the least evil for the doubling side, which may be in trouble otherwise. Responder is likely to have little strength – probably fewer than six points – and doubler should not construe a suit bid as strength-showing. Responder should usually show a four-card suit if he can do so at the one level – especially in the cheapest suit available – and a five-card suit at the two level. Responder should always bid the cheapest suit if he can, for fear that the doubler may run to a suit he cannot support. A jump response is weak and preemptive – up to 7-8 HCP.

(11) After a change of suit by opener's partner. If responder can bid a suit of his own at the one level, he should usually do so with 5 HCP. He should make the normal encouraging jump with nine. Slightly more may be needed to bid at the two level, but the free two-level response (1♦ – Dbl – 2♣ – 2♠) should be made more freely than the jump shift when third hand has passed.

(12) After a raise by opener's partner. The opener's partner is trying to shut out the doubler's partner, who must often strain his resources to avoid being shut out. For hands that do not offer an obvious bid, a responsive double is a viable solution.

Other takeout doubles

These can usually be identified by the general rule that a double of a suit bid below game is for a takeout when partner has not bid. The most important cases are as follows:

(13) The balancing double. Refer to Balancing.

(14) In standard practice, the double of two suits (1♣ – Pass – 1♥ – Dbl) may range from a two-suiter with opening values to a strong, relatively balanced hand. However, when both opponents are bidding and partner is silent, there are obvious dangers in entering the auction. Many tournament players therefore dispense with a natural 1NT overcall in this position (or 2NT if the bidding is at the two-level) and treat a notrump bid as Unusual. This takes care of the distributional two-suited hands, and the double can be reserved for relatively balanced hands, strong in high cards.

Note: Retaining 1NT as natural by an unpassed hand caters to the increasing trend of modern bidding for light opening and light responses.

If the doubler's partner bids opener's suit (1♣ – Pass – 1♥ – Dbl; Pass – 2♣), the expert consensus (BWS 1994) is that the bid is natural.

(15) The double of a 1NT response (1♥ – Pass – 1NT – Dbl). This is one of the few situations in which a double of a notrump bid is for takeout, but the takeout aspect is not especially pronounced. Partner will pass more often than he will pass any other takeout double. The double may have to be made with a strong balanced hand that would have overcalled 1NT if there had been an opportunity to do so.

(16) The double of a raise (1♥ – Pass – 2♥ – Dbl). Vulnerability and the rank of opener's suit are important considerations here. At favorable vulnerability, a double of 2♥ may be made lightly with suitable distribution because a save in 4♠ seems possible. A double of 2♠ in a similar sequence commits the doubler's side to the three level and does not offer such good prospects of a save, so solid values are needed by the doubler. The double of a minor-suit raise emphasizes the major suits and may be made freely. The probability that the doubling side has a fit is increased by the opening side's established fit.

(17) The double of a suit response to a 1NT opening (1NT – Pass – 2♥ – Dbl). Again, vulnerability and the rank of the suit are important factors. If the double of 2♦ or 2♥ offers the possibility of play at the two level, a non-vulnerable player may double with as little as 10 points and favorable distribution. He can rely on strength in his partner's hand because the opener's side has announced its intention of stopping at the two level.

(18) Doubles of weak two-bids and weak three-bids can be regarded as takeout. Related: Defense To Opening Three-Bids.

(19) When three suits have been bid around the table, a double by fourth-hand needs agreement:

West	North	East	South
1♣	1♥	1♠	Dbl

It makes no sense for this to be penalty, as it would be on

general principles since partner has bid. A common agreement is for it to be takeout for the fourth suit. In this case, the fourth player would have five diamonds and probably some tolerance for hearts. Related: Snapdragon. Equally, if third hand responds 1NT, double should be takeout for the unbid suits. Related: Responses over Opponent's Takeout Double.

TRANSFER OVERCALLS OF 1NT. Refer to entry in Conventions.

UNASSUMING CUEBID. The use of a cuebid in response to an overcall to show a sound raise to the two level. This may make it difficult to bid some strong hands, so it can be combined with the style in which new suits are forcing in response to an overcall. Related: Cuebid in Opponent's Suit.

WEAK JUMP OVERCALL. The use of a jump overcall in a suit as preemptive. A Four Aces innovation of the Thirties, credited to Oswald Jacoby and embodied in Roth-Stone and later systems.

Over a 1♦ opening, 2♥, 2♠ or 3♣ would show the equivalent of a Weak Two-Bid – 6-12 HCP (remember, it's the Thirties) and a six-card or perhaps a seven-card suit. For many years, strong jump overcalls were a basic part of the Goren bidding system, the system used by the vast majority of players. However, the twin values of the weak jump overcall – telling the whole story about a hand in one bid while throwing up a blockade against the opponents' bidding – caused Goren to incorporate the weak jump overcall into his standard bidding system.

The weak jump overcall must always take the vulnerability into account. Not vulnerable against vulnerable, a weak jump to the level of two could be made on a really good five-card suit and little else. A vulnerable jump to the three level against non-vulnerable would almost always be too dangerous with a weak

hand. For this reason, Sam Stayman advised a strong jump overcall at unfavorable vulnerability.

The opening bidder's partner often faces a bidding problem after a weak jump overcall. If he makes his normal bid, but one level higher, he may easily be giving a wrong impression of the strength of his hand. If he passes, this could mean that the overcaller has achieved his objective – buying the contract cheaply.

Many players use the negative double against weak jump overcalls. The usual agreement is that the negative double shows a hand that would have responded with a natural bid at a lower level, but is not strong enough to make that natural bid at this higher level. The negative double can also show other types of holdings. The next call by the negative doubler should make clear the type of hand he holds.

Another possible solution is for minimum bids in a new suit to be non-forcing, as with the negative free bid. However, if this method is used, it becomes necessary to consider the use of a pass as a forcing call, in addition to a cuebid and a jump shift.

The partner of a weak jump overcaller may have sufficient values to be interested in game. A good agreement is to respond as to a weak two-bid. Thus those who use 2NT to ask for Ogu rebids (Conventions) can do so similarly after a weak jump overcall. 2NT can also be used to ask the preemptor to indicate a singleton.

The weak jump overcall would not apply in the passout position, for there would be no object in preempting. In that situation, a jump would be made with slightly less than the values needed for a strong jump. But if the opponents bid two suits, the jump retains its preemptive character. Related: Double Jump Overcall.

WRIGGLE. An intermediate step when escaping from an opposing penalty attempt at a low level. For more information, refer to Conventions.



John Crawford, Oswald Jacoby and George Rapée.



Al Roth and Tobias Stone.



Howard Schenken and Richard Frey.



13

CONVENTIONS

Bidding is the language of bridge, and the conventions you use make up a big part of the vocabulary. Not everyone speaks the same language, so it's important to know what's what, even if you don't want to tax your memory with a convention card filled to the max. That's what this chapter is all about. Where *Bridge World Standard* is mentioned, note that the latest version is virtually identical to *Bridge World Standard 2001*.

Be aware, by the way, that some conventions do not involve bidding. Some opening lead conventions are covered in Carding. One, Rusinow opening leads, can be found in this chapter.

ACE IDENTIFICATION. An extension of Gerber devised by Norman Squire of England to discover which ace a partnership is missing. When responder has shown one or two aces in response to 4♣, 4NT asks for more information. If responder has two aces, he bids:

- 5♣ with aces of the same color.
- 5♦ with aces of the same rank.
- 5♥ with mixed aces.

Related: Roman Gerber.

ACE-SHOWING RESPONSES. Answers to forcing opening bids that are based on the theory that the opener with a powerful unbalanced hand is more interested in his partner's first-round controls than in his long suit or general strength.

This is sometimes employed over forcing two-bids, but is also common in conjunction with conventional 2♣ Strong Artificial Openings, especially in Europe. A minimum response, other than a negative one, shows the ace of the suit bid. The responses to a conventional 2♣ bid would be:

- 2♦ negative.
- 2♥, 2♠ ace-showing.
- 2NT at least 8 high-card points but aceless.
- 3♣, 3♦ ace-showing.
- 3NT two aces.

Some French experts vary this scheme in two ways. A 2NT response is permitted with two kings, and a hand holding two aces can make a more precise response:

- 3♥ two "mixed" aces (spades and diamonds or hearts and clubs).
- 3♠ two aces of the same color.
- 3NT two aces, both major or both minor.

The opening bidder can subsequently ask for kings by using the bid normally employed to ask for aces – 4NT or 4♣ as appropriate.

An alternative scheme is to respond according to the step principle, showing aces and kings simultaneously. Related: Step Responses To Strong Artificial Two-Bids, Blue Team Club and Schenken.

ACTION DOUBLE. In a competitive auction, the use of a double to suggest extra offense, prepared to hear partner advance in the partnership's trump suit or defend as appropriate. In the auction 2♠ – (3♥) – 3♠ – (4♥), a double by the preemptor suggests extra shape and prepared to hear partner sacrifice unless he has real defense.

ACTIVE CUEBID. Devised by Aviv Shahaf. The convention is used by advancer (overcaller's partner) to uncover a major-suit fit at the two level by adding hands that would have made a negative or responsive double, if it were available, to the standard interpretations of a cuebid.

After a 1♦ opening and a 2♣ overcall, a 2♦ cuebid by advancer (with responder passing) would show both major suits with the strength required for a two-level negative/responsive double or a strong hand that fits the partnership treatments.

After a 1♥ opening and a 2♣ or 2♦ overcall, a 2♥ cuebid would show four spades with the strength required for a two-level negative/responsive double or a strong hand that fits the partnership treatments.

After an active cuebid, overcaller should act as he would after advancer's double of a two-level raise.

Full structure

After (1♦) – 2♣ – (Pass) – 2♦; (Pass)

2♥ or 2♠: to play opposite a minimum with both majors (could be only three-card suit)

2NT: showing the desire to play in 3♣ opposite a minimum with both majors or opposite a good but limited raise

of clubs (advancer may also pass 2NT)

3♣: to play opposite a minimum with both majors but interested in game opposite a good but limited raise of clubs (3NT will usually play better from advancer's side)

3♥ or 3♠: Invitational opposite a minimum with both majors but game forcing opposite any strong hand

All other bids should be treated according to the partnership's agreements after a negative or responsive double.

After (1♥) – 2♣ – (Pass) – 2♥; (Pass)

2♠: to play opposite a minimum with spades (could be only three-card suit)

2NT: showing the desire to play in 3♣ opposite a minimum with spades or opposite a good but limited raise of clubs (advancer may also pass 2NT)

3♣: to play opposite a minimum with spades but interested in game opposite a good but limited raise of clubs

3♠: invitational opposite a minimum with spades but game forcing opposite any strong hand

All other bids should be treated according to the partnership's agreements after a negative or responsive double.

After (1♥) – 2♦ – (Pass) – 2♥; (Pass)

2♠: to play opposite a minimum with spades (could be only three-card suit)

2NT: showing the desire to play in 3♦ opposite a minimum with spades or opposite a good but limited raise of diamonds (advancer may pass 2NT or bid a non-forcing 3♣ with length)

3♣: four or more clubs, to play in 3♣ opposite a minimum with spades and clubs or in 3♦ opposite a minimum with just spades but interested in game opposite a good but limited raise of diamonds

3♦: to play opposite a minimum with spades but interested in game opposite a good but limited raise of diamonds

3♠: invitational opposite a minimum with spades but game forcing opposite any strong hand

All other bids should be treated according to the partnership's agreements after a negative or responsive double.

ADVANCE CUEBID. Another way to describe a control bid.

ADVANCED LEBENSÖHL. A variant of lebensöhl over 1NT interference, invented by Glenn McIntyre of Boston. Bids from 2NT through 3♥ are transfers showing invitational or better values. Opener may accept the transfer to deny game interest or make another bid to force to game. 2NT, the club transfer, may also be the start of slow Stayman or a prelude to a signoff in 3♦ or 3♥ if those suits were not available at the two-level. Related: Transfer lebensöhl and Rubinsöhl.

ALARM CLOCK. Reference Oddball Signal.

ALPHA ASKING BIDS. (1) Asking bids in the Roman System concerned with controls in a side suit. (2) Asking bids in Super Precision concerned with responder's support for the suit opened at the one-level. Related: Roman Asking Bids, Super Precision Asking Bids.

ANTIDIC. A method of dealing with intervention to a strong club, invented by Barry Rigal. After intervention at the one level or two level, pass shows 0-4 HCP or a penalty double, double shows 5-7 HCP with three or more cards in the suit doubled or a positive in the suit bid, a cuebid is a semi-positive with two or fewer cards in the suit bid or a balanced positive with no stopper in that suit. Jumps are semi-positives; suits and 1NT are natural and game-forcing.

ANTI-FRAGMENT BID. Covered in Splinter Bid.

ANTI-LEMMING BID. A method of avoiding 3NT after an opening 1NT bid when responder has a major-suit weakness. Devised by Alan Truscott. A 3♥ response to 1NT shows a three-card heart holding, a weak doubleton spade, and the values for a normal raise to 3NT. Similarly, 3♠ shows a three-card spade suit and a weak doubleton heart. Opener can select a final contract, perhaps 3NT, a 4-3 major game, or four of a minor, non-forcing. This assumes that transfers are being used. Similarly, after 1NT – 2♣; 2♦, 3♥ or 3♠ shows a four-card suit and a weak doubleton in the other major. From *The Bridge World* July 1996.

ARTIFICIAL RESPONSES AND REBIDS AFTER NATURAL NOTRUMP. Covered in Notrump Bidding.

ASKING BID. A method by which one player can discover specific information about distribution, controls or trump quality held by his partner. These bids usually are used when exploring for a slam contract, but are sometimes used when checking the feasibility of a game contract. The original asking bids were devised by Albert Morehead and developed by Ely Culbertson.

For many years, asking bids fell into disuse. They were not a part of Standard American or any of the major systems in use. In recent years, various forms of Asking Bids have returned to favor. Many of the leading Italian players who consistently won world championships in the Fifties, Sixties and Seventies employed asking bids. All of the current relay systems rely heavily on asking bids. Most of these relay systems have one member of a partnership asking a long series of questions by making relay bids and the other partner responding in a predetermined pattern. Using these sophisticated methods, it often is possible for the asking partner to announce his partner's exact distribution plus the location of all honor cards.

Several asking bids are commonly used by most partnerships. The Grand Slam Force is an asking bid, as are ace-asking bids such Blackwood and Gerber. The Western Cuebid is an asking bid, attempting to find stoppers or partial stoppers for notrump play. A raise to five of a suit after an opponent has overcalled usually asks partner to bid slam if he has first- or second-round control of the opponent's suit. Even the Stayman 2♣ response to 1NT is an asking bid.

The asking bids used by those employing relay methods go far beyond these simple applications. Usually letters of the Greek alphabet, such as alpha, beta, gamma and delta, are used to describe various levels.

Various asking bids can be used in responding to major-suit preemptive openings. Possible are:

(1) In response to preemptive openings at the two and three levels, 4♣ may be used as a form of Key Card Blackwood (4♦ is used over 3♣). Related: Key Card Over Preempts. In response to 3♥ or 3♠, 4♣ can be used as Blackwood or to ask about aces and trump-suit quality. Rebids are: 4♦ denies a key card, 4♥ promises one key card, 4♠ promises one key card and the trump queen, 4NT shows two key cards, 5♣ shows two key cards and the trump queen.

(2) Combined with (1), 4♦ can ask for a short suit. Then opener signs off in his suit to deny a short suit; bids a singleton; bids 4NT with an unidentified void, and 5♣ asks for its location (after 3♠ – 4♦; 4NT – 5♣, 5♠ shows a club void).

(3) New-suit response to a three or four of a major suit can ask about the suit bid. The first step by opener shows at least two losers in the suit; second step shows second-round control; third step shows first-round control. Related: Beta Asking Bid, Precision Asking Bid and Super-Precision Asking Bid, Lebovic and Mathe Asking Bid.

ASPRO. A method of defending against 1NT openings based on Astro, devised by Terence Reese. (Aspro is borrowed from a popular British brand of aspirin.)

The term astronaut is used to designate the overcaller, and the term relay to describe the responses in the neutral suit. Aspro is varied from Astro in three respects:

(1) Major two-suiters are bid differently. With five spades and four or five hearts, the astronaut bids 2♣ and follows with 2♠ over the 2♦ relay.

When the astronaut holds four spades and five hearts, the treatment varies with the strength of the overcaller's hand. Normally he bids 2♣ followed by 2♥, giving responder the opportunity to show spades. With a stronger hand he bids 2♦ followed by 2NT.

(2) Pronounced two-suiters (6-5 or 6-6 distribution). Specific bids are laid down for each two-suited hand:

2NT	black suits
3♣	minor suits
3♦	red suits
3♥	major suits

With the odd two-suiters (spades-diamonds or hearts-clubs), bid two of the minor suit and follow with a jump in a six-card suit.

(3) A redouble by the astronaut or the responder is an SOS. Related: Defense to 1NT.

ASPTRO. A defense to a 1NT opener that takes an element from Aspro and Astro. 2♣ shows hearts and another suit. 2♦ shows spades and another suit. With both majors it is a matter of partnership agreement as to whether to anchor into the better or worse major.

ASTRO. Over 1NT, a specialized use of minor-suit overcalls to show two-suited hands. The name of the convention is derived from the initial letters of the inventors' names: Allinger-STern-ROsler. After a strong or a weak 1NT, in the direct or the reopening position:

2♣	shows hearts and a minor suit.
2♦	shows spades and another suit.

The Astro bidder promises at least nine cards in two suits, and his suits must have some solidity if he is vulnerable.

The Astro bidder's partner has a choice of these actions:

(1) Two of the anchor major (*i.e.*, the particular major suit guaranteed by the overcaller): shows at least three cards in the suit and no game ambitions.

(2) Three of the anchor major: a game invitation with at least four-card support. The strength depends mainly on the vulnerability situation and to a lesser extent on the strength of the 1NT opening.

(3) Four of the anchor major: natural.

(4) Pass: a weak hand and a long suit (probably of six cards) in the minor bid by partner.

(5) Two of the neutral suit (*i.e.*, the next suit above the Astro bid): a negative action, denying the ability to make any other response. Indicates at least a doubleton in the neutral suit and usually fewer than three cards in the anchor suit.

(6) 2NT: artificial and forcing. Usually shows some support for the anchor major, and suggests game prospects without guaranteeing a further bid.

(7) New suit takeout or jump (including a jump in the neutral suit and a raise of the takeout bid): shows a six-card or longer suit.

The Astro bidder has a choice of rebids after a neutral response. He may pass with four or more cards in the neutral suit or show five cards in the anchor suit by bidding it. He may show his second suit at the level of three, indicating a probable six at least a five-card suit and more than minimum playing strength.

In most sequences, 2NT by either player is artificial and forcing. However, as responder's second bid, it is likely to be weak:

<i>West</i>	<i>East</i>
♠ A 5 2	♠ Q 4 3
♥ A J 10 5 4	♥ 6
♦ 6	♦ Q 8 5 3 2
♣ K 10 8 5	♣ Q 9 6 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1NT
2♣	Pass	2♦	Pass
2♥	Pass	2NT	Pass
3♣	All pass		

Astro Variations

Some partnerships use a variation of Astro similar to the Brozel convention, called Pinpoint Astro, which is more explicit as to the two suits held.

2♣	shows hearts and clubs.
2♦	shows hearts and diamonds.
2♥	shows hearts and spades.
2♠	shows spades and a minor suit.

A modification adopted by many Roth-Stone players uses two-level and three-level overcalls in order to show precisely which suits are held:

2♣	shows clubs and spades
2♦	shows diamonds and spades
2♥	shows clubs and hearts
2♠	shows diamonds and hearts
Double	shows hearts and spades

Yet another variation, devised by Matthew Granovetter, uses a double to show spades and another suit. 2♣ shows clubs and hearts, 2♦ shows diamonds and hearts. Related: Lionel.

Defense to Astro

The opening bidder's partner has choices if his side appears to have the balance of strength. He can (1) double with a defensive hand, usually with a good holding in the anchor major and the suit he doubles, (2) cuebid the anchor major when his hand is unsuited to defense or (3) pass to await developments (remembering that there might not be any). A non-jump, new-suit bid (including a raise in the Astro bidder's minor) would be unconstructive. 2NT would be natural. Related: lebensohl and Defense to 1NT.

ASTRO CUEBID. Devised by the authors of the Astro convention, these are used to show certain two-suited hands.

An immediate cuebid in the suit bid by the opener shows a long minor together with a shorter major suit. The bid shows clubs and hearts unless one of these suits has been bid, in which case the next-higher suit is assumed.

(a)	(b)
♠ 5 3	♠ 5
♥ A K J 6	♥ K 10 6 5 2
♦ 7	♦ Q 10 9 7 4 3
♣ A Q 10 8 5 2	♣ 6

With hand (a), the cuebid would be used over 1♦ or 1♠. This is an inconvenient hand to bid with standard methods. Note that the problem is less acute if the minor suits are reversed. Over 1♠, for example, a double would then be acceptable, followed by a diamond bid over a club response if the partnership agrees to play Equal-Level Conversion.

With hand (b), 2♣ can be bid over 1♣ at favorable vulnerability. As clubs have been bid, the cuebid must show the red suits.

ASTROLITE. A defense to 1NT with the following features: (1) double: penalty; (2) 2♣: heart one-suiter or hearts and a minor; (3) 2♦: spades and a minor; (4) 2♥: majors; (5) 2NT: minors or strong with both majors. Other bids are natural. After 2♣, partner may: (a) pass with club length and no heart fit; (b) bid 2♦ with limited strength and no heart fit; (c) bid 2♥ with limited strength and heart fit; (d) bid 2♠, natural with no heart fit; (e) bid 2NT forcing.

AUGUST CONVENTION. Reference Two-Way Stayman.

AUTOMATIC 2♦ RESPONSE. Reference 2♦ Artificial Response to Forcing 2♣ Opening.

AUTO-SPLINTER. A sequence in which one hand sets trumps unilaterally (generally facing a balanced opening or rebid) by jumping to show a side-suit singleton. Typical auctions might be to transfer facing a 1NT or 2NT opening and then jump.

Alternatively, opening a major and jumping to the four level in a new suit facing a response of one notrump would carry the same meaning, as would opening a minor and jumping in a major to the three level facing a response of 1NT.

In the first of these sequences, it would also be possible to use the jump as a fragment, not a splinter, an idea suggested by Fred Hamilton.

It is now also customary to use a non-jump as a splinter in two sequences – the first being after an inverted minor, when opener rebids in notrump and responder now bids a major. Similarly, after an opening bid of 1NT, a transfer into a minor followed by a major-suit bid suggests shortage not length, or else responder would have used Stayman.

BABY BLACKWOOD. The use of a 3NT bid conventionally to discover the number of aces held by partner. The convention was originally used after a forcing double raise in a major suit but can be used after a limit raise. For example:

<i>South</i>	<i>North</i>
1♥	3♥ (forcing)
3NT	

South's 3NT bid is a request for aces. North bids 4♣ with no aces (or four aces), 4♦ with one ace and so on. Similarly, an immediate jump to 3NT in response to a 1♥ or 1♠ opening may be used as Baby Blackwood. Those using Bergen Raises and similar methods which locate a fit below 3NT can use Baby Blackwood.

An alternative proposal is to use 2NT to uncover the number of aces partner holds. Whenever either player bids 2NT, partner bids 3♣ with no aces, 3♦ with one ace, etc. Subsequent bids of 3NT, 4NT and 5NT can then be used to locate the number of kings, queens and jacks, respectively held by partner. Related: Blackwood.

BAILEY WEAK TWO-BIDS. This treatment was originated by Evan Bailey of San Diego CA and Edward Barlow of Sacramento CA. The concept is that one partner opens a weak two-bid in any suit except clubs, and this opening shows specific distributional attributes. These are the requirements for a Bailey Weak Two-Bid, which allows only five distributions: 5-3-3-2, 6-3-2-2, 6-3-3-1, 5-4-2-2 and 5-4-3-1.

1. Five or six cards (as weak as Q-x-x-x-x) in the bid suit.
2. Two or three cards in each unbid major.
3. One to four cards in each unbid minor.
4. No more than nine cards in the two longest suits.
5. 8-10 HCP if nine cards are held in the two longest suits, and 9-11 HCP if eight cards are held in the two longest suits.

BARON COROLLARY. An adjunct to Two-Way Stayman designed to discover 4-4 minor suit fits after a 1NT opener. After responder has bid 2♦ (forcing to game) and opener has bid 2NT, denying a four-card major or a five-card minor, a 3♣ rebid by responder asks opener's precise distribution. Opener rebids 3♦ with 3-3-4-3, 3NT with 3-3-3-4 or three of his longer major if he has two four-card minors.

BARON NOTRUMP OVERCALL. An equivalent to a weak takeout double. It is usually made with a singleton or void in the opponent's suit, and the most likely distribution is 4-4-4-1. The maximum strength is 13 points, and the minimum depends

on vulnerability. It has achieved little popularity because 1NT is valuable as a natural overcall. For an alternative method of making a weak takeout, refer to Michaels Cuebid.

BARON SLAM TRY. An invitation to a slam contract if partner holds good trumps. A bid of the suit next below the agreed suit at the five or six level specifically asks partner whether he holds good trumps. So if spades are agreed, 5♥ invites 6♠, and 6♥ invites 7♠. What constitutes good trumps depends on the previous auction. Partner must ask himself how much worse his trump holding might be in the light of his previous calls.

BARON 2NT RESPONSE. Reference 2NT Response.

BART. An artificial forcing 2♦ bid used only in this sequence:

<i>Opener</i>	<i>Responder</i>
1♠	1NT
2♣	2♦

This shows various hands, many of them including a five-card heart suit. The opener makes that assumption and will often bid 2♥ with a doubleton, perhaps ending the bidding. Opener's rebids other than 2♥ are natural, while bids of 2NT and higher suggest real extras. 3♦ is game-forcing unless facing responder's weakest option of a sign-off in diamonds.

The responder may continue with: (a) 2♠ with a doubleton spade and 8-10 HCP; (b) 2NT with four-card club support and 10-11 HCP; (c) 3♣ with five-card club support and 10-11 HCP; (d) 3♦, to play.

Immediate bids of 2♠ or 3♣ by responder are similar to the direct actions, but weaker, and in the latter case suggest five-card trump support.

Extensions of BART to other rebids by responder at the two level are becoming more popular. So

1♠ - 1NT; 2♦ - 2♥
 1♥ - 1NT; 2♣ - 2♦
 1♠ - 1NT; 2♣ - 2♥

are all usable as artificial.

BECKER. Also known as Modified Landy. Over an opponent's 1NT opening, a simple conventional method of showing certain two-suited hands. A 2♣ overcall promises length in both minor suits, and a 2♦ overcall promises length in both major suits. The overcaller suggests limited high-card strength, because a penalty double is available with a strong hand. Overcaller also suggests at least five cards in each suit, but players often employ Becker, as well as other two-suited overcalls, with 4-5 distribution, especially at matchpoints. Related: Defense to 1NT.

BENJAMIN. A convention permitting an Acol player to use Weak Two-Bids in the major suits, invented by Albert Benjamin (Scotland), who later in his life was not enthusiastic about taking credit for the system. Opening bids of 2♠ and 2♥ are weak. An opening bid of 2♦ is equivalent to an Acol bid of 2♣ and almost guarantees game. The negative response is 2♥ and the sequence 2♦-2♥-2NT, showing 23-24 HCP, can be passed.

An opening bid of 2♣ shows a normal Acol one-round

forcing two-bid in an unspecified suit and promises at least eight playing tricks. The negative response is 2♦ and any positive response is forcing to game. Some play a virtually obligatory response of 2♦ to 2♣. With this method it is possible to use an Acol Two-Bid when clubs is the primary suit. These methods are broadly similar to the standard French system. Related: Acol.

BERGEN DRURY. A 2♣ response by a passed hand shows three-card support for the opening major suit with 10-12 HCP, and a 2♦ response by a passed hand shows at least four-card support for the opening major suit with 10-12 HCP. Some players reverse the meaning of the two bids as to the number of trumps promised by responder. Also called Two-Way Drury.

BERGEN OVER NOTRUMP. More familiarly known as DONT.

BERGEN RAISE. A method devised by Marty Bergen to give responder more ways to raise opening bidder's major suit. The method enables responder to distinguish among raises of various strengths with either three- or four-card support. Responder uses a forcing or semi-forcing notrump to describe hands with three-card trump support and 4-6 HCP.

<i>West</i>	<i>East</i>
1♠	2♠ = three trumps, 6 to 9 HCP.
	3♣ = four trumps, 6 to 9 HCP.
	3♦ = four trumps, a limit raise 10-11 HCP.
	3♠ = four or more trumps, 0 to 5 HCP, preemptive.

The responses are similar if the opening bid is 1♥.

Many partnerships reverse the meanings of 3♣ and 3♦. The theory is that using 3♣ for the stronger bid allows more room for exploration. In fact it is theoretically sounder to use the intervening step(s) to clarify the wider-range bid.

Part of the original method, but less popular, was a response of three of the opposite major to show a four-card fit and unspecified shortness with 10-12 HCP, leaving four-level splinters to show stronger hands.

Opener's first step over the agreed trump suit can be used as a slam try, either asking for shortage or, rather better theoretically, to show an unspecified shortage and a slam try. That allows opener's other actions to be long-suit slam tries. This last idea was suggested by Jeff Aker.

This method is based on the idea that it is "safe" to go to the three-level with a nine-card fit. Related: Law Of Total Tricks.

In defense, following a response of 3♣ or 3♦, double is usually lead-directing, but may be the first move with a major-minor two-suiter, with the major suit to be bid later; a cuebid of opener's major shows the other major and the unbid minor; pass and double is takeout.

BLACK AND RED GERBER. A variation of the Gerber convention devised by Irving Cowan. When a red suit is trumps, 4♣ asks for aces. When a black suit is trumps, the ace-asking bid is 4♦. The modification retains a lower-level ace-asking bid than Blackwood while avoiding the ambiguity of using 4♣ as Gerber with clubs as the agreed suit.

BLACKOUT. Also known as Wolff Over Reverses. This is used when a 1/1 response is followed by opener's reverse at the two level. After a reverse, the responder rebids as follows:

A rebid of his own suit shows five or more cards in the suit and is forcing for one round, but does not promise extra strength.

The cheapest bid of 4th-suit-forcing and 2NT shows exactly four cards in his own suit and a minimum hand for his 1/1. An exception should be made in the auction 1♣ – 1♠; 2♥ where 3♣ should be to play. In that case, 3♦ should be forcing with clubs.

The non-cheapest bid of 4th-suit-forcing and 2NT shows exactly four cards in responder's own suit, forcing to game but not suitable for any higher bid.

A preference back to the opening suit or raising the reverse-suit are both natural, game-forcing with mild slam try or better.

Examples:

1♣ – 1♠; 2♦

2♥: artificial: exactly four spades and a minimum for 1♠.

2♠: five or more spades, forcing one round but does not promise extra strength.

2NT: artificial: exactly four spades, game-forcing, but hand not suitable for any higher bid.

3♣: game-forcing with at least three clubs.

3♦: game-forcing with four-card diamond support.

3♠: game-forcing with six or more spades.

3NT: natural with a stopper in fourth suit.

1♦ – 1♠; 2♥ -

2♠: five or more spades, forcing one round, but does not promise extra strength.

2NT: artificial: exactly four spades and a minimum hand for 1♠.

3♣: artificial: exactly four spades, game-forcing, but hand not suitable for any higher bid.

3♦: game-forcing with at least three-card diamond support.

3♥: game-forcing with at least four-card heart support.

3♠: game-forcing with six more more spades.

3NT: natural with a stopper in fourth suit.

David Stevenson of England has mentioned a simpler alternative:

1. After a reverse, the cheaper of fourth suit and 2NT is forcing, showing a relatively weak hand. Opener bids the next bid upwards unless he has game values.

2. If a rebid of responder's suit would be cheaper than fourth suit, it is non-forcing.

3. Other bids are natural and game-forcing.

4. Responder's 3NT rebid after bidding the cheaper of fourth suit and 2NT is a mild, non-forcing slam try in opener's first suit.

A similar idea is the Ingberman convention.

BLACKWOOD. A convention in which 4NT is used to discover the number of aces held by partner. It was invented by Easley Blackwood in 1933 and has attained worldwide popularity.

The conventional responses to the 4NT bid are:

5♣ no ace or four aces.

5♦ one ace.

5♥ two aces.

5♠ three aces.

If the 4NT bidder continues by bidding 5NT, he asks for kings in a similar fashion. As this must be an attempt to reach a grand slam, the 5NT bid guarantees that the partnership holds all four aces. At matchpoint duplicate scoring, this idea might be disregarded in the interest of seeking a contract of 6NT.

Some players use the next meaningless bid, instead of 5NT, to ask for kings. This is called Rolling Blackwood.

However, the traditional use of the follow-up 5NT bid to ask for kings has been abandoned by most experts. In *Bridge World Standard* from 1994, 73% of experts preferred 5NT to be a general grand slam try and a request for a cuebid. Among American experts, this traditional version of the convention has been largely replaced by Roman Key Card Blackwood (RKCB). When there is no agreed trump suit, RKCB cannot be used.

Experts initially favored use of a modified responding scheme: 5♣ = no ace or three aces (0-3), 5♦ = one ace or four aces (1-4), 5♥ = two aces. Many, if not a majority of players, now use so-called 1430 responses (5♣ = 1 or 4, 5♦ = 0-3).

Requirements

It is seldom wise to use the convention when holding any void or a worthless doubleton in an unbid suit or when matters such as trump quality remain unresolved.

In some circumstances it may be possible to play in 5NT. If the Blackwood bidder next bids an unbid suit at the five level, he is requesting responder to bid 5NT. However, this is rarely necessary because a Blackwood bidder is normally intending to play in a suit.

Void suits

Void suits may not be counted as aces, but there are several methods by which voids can be indicated.

(1) Make the normal response, but at the level of six, to show the indicated number of aces and an unspecified void. Thus 6♣ shows no ace and a void; 6♦ shows one ace and a void, etc.

(2) Bid 6♣ to show one ace and a void; 6♦ to show two aces and a void.

(3) Bid 5NT to show two aces and a void; six of a suit ranking below the agreed trump suit to show a void in that suit and one or three aces; six of the agreed trump suit to show one or three aces and a higher-ranking void.

(4) Holding two aces, make the response that normally shows no aces; holding three aces, make the response that normally shows one ace. When the 4NT bidder signs off, the responder does not pass, but now bids the suit of his void. Responses at the six level show one ace and a void, as in (3).

(5) Using a three-step set of normal responses to Blackwood in which 5♣ shows 0 or 3 aces, 5♦ shows 1 or 4, and 5♥ shows two aces, make a bid higher than 5♥ to show a void. 5♠ shows a spade void and one ace; other responses are as in (3) above.

Interference bidding

Covered in Blackwood After Interference.

Non-conventional

There are a number of situations in which 4NT should be treated as a natural bid. Experts sometimes disagree on specific situations, but there is general agreement on the following rule:

A 4NT bid is a natural bid whenever the partnership has not bid a suit genuinely. For example:

<i>South</i>	<i>North</i>	<i>South</i>	<i>North</i>	<i>South</i>	<i>North</i>
1NT	4NT	2♣	2♦	1NT	2♣
		2NT	4NT	2♦	4NT

There are other circumstances in which the 4NT bid should be treated as natural. Careful partnership agreement is needed. The following rule is generally valid: If, during the auction, one player bids 3NT and his partner bids four of a minor suit as a slam suggestion, a subsequent 4NT bid by either player should be a natural signoff bid. For example:

<i>South</i>	<i>North</i>	<i>South</i>	<i>North</i>
1♠	2♥	1♠	2♣
3NT	4♦	3NT	4♣
4NT		4NT	

In these sequences, the final bid rejects the slam invitations and expresses a desire to play in 4NT.

A more general rule is recommended by Terence Reese: 4NT is natural when no suit has been agreed, either directly or by inference. This covers a wide range.

For example:

<i>South</i>	<i>North</i>
1♠	2♥
3NT	4NT

Many players would regard this as conventional, but on Reese's rule it would be natural.

<i>South</i>	<i>North</i>
1♥	2NT
4NT	

This type of 4NT bid is listed as conventional by Blackwood himself, but would be natural on Reese's rule. If South wishes to bid 4NT conventionally, he can make a forcing bid at the level of three and follow with 4NT on the next round.

By agreement, a raise from 2NT to 4NT at any stage can be regarded as natural: a conventional 4NT can always be postponed. But judgment may be required when 3NT is followed by 4NT.

<i>South</i>	<i>North</i>
1♠	3♥
3NT	4NT

This is clearly conventional. North may be planning to play in either major suit, but has had no opportunity to fix a suit below game level. If North's second-round action of cuebidding would set spades as trump, then 4NT here must ask with hearts as trump.

A survey of experts in *Bridge World Standard 2001* sought a consensus on the meaning of non-competitive 4NT bids that were clearly forcing. The panel voted overwhelmingly in favor of such a bid being Blackwood or Roman Key Card Blackwood rather than a control-showing bid or general slam encouragement. However, if a competitive 4NT can logically be interpreted as takeout, a general slam try or natural, takeout prevails.

However:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
4♠	4NT		

When there is no jump, the consensus in *Bridge World Standard 1994* was that 4NT is for takeout.

Also, any sudden jump from a suit bid to 4NT is, of necessity, conventional. Related: Baby Blackwood, Blackwood after Interference, Byzantine Blackwood, Culbertson 4-5NT, Declarative-Interrogative 4NT, 1430, Gerber, Key Card Blackwood, Kickback, Norman 4NT, Rolling Blackwood, Roman Blackwood, Roman Gerber, Roman Key Card Blackwood, Super Blackwood, Super Gerber.

BLACKWOOD AFTER INTERFERENCE. The traditional method for dealing with opponents who overcall a Blackwood bid has been to double whenever the size of the prospective penalty is attractive, and otherwise to pass with no aces and bid the cheapest suit with one ace, and so forth up the line. Modern conventions recognize that the penalty will rarely be sufficiently lucrative to warrant a double, and therefore give that call an artificial meaning related to the number of aces held by the Blackwood responder. The most common such conventions are:

(1) DEPO: Double Even, Pass Odd. A double shows zero, two or four aces. A pass shows one or three.

(2) DOPI: Double Zero, Pass One. A double shows no aces, pass shows one. Two or more aces are shown by bidding up the line. There is some evidence to suggest that this was invented by Canada's Eric Murray.

(3) PODI: Pass Zero, Double One. The double and the pass have the reverse of the meanings they have using DOPI, other bids are the same. Similarly, DOPE is the reverse of DEPO.

DOPI is more widely used than PODI. A number of experts agree to use DOPI when the overcall is below the trump suit at the five level, allowing room for bidding two or more aces up the line, and to use DEPO when the overcall is at five of the trump suit or higher and space is scarce.

The Bridge World Standard 2001 expert consensus was for DOPI at the five level and DEPO at the six level.

It is also possible to use Roman responses with DOPI or PODI. The first step shows 0 or 3 aces, the second step shows 1 or 4 while the first bid other than pass or double shows two. Pairs using Key Card Blackwood would be well advised to discuss whether or not the trump king counts in responding after interference.

Some experts play a variation of DOPI when 4NT is doubled. ROPI (redouble zero, pass one) or its reverse, RIPO, can be used. This can lead to occasional misunderstandings, and the more popular choice is to act as if the double had not taken place.

BLOOMAN OVER 1NT. A method devised by Bob Hoffman of Boynton Beach FL and Irv Bloom of West Palm Beach FL. Over an opponent's 1NT opening. Blooman may be used in either direct or balancing position.

Blooman is based on the premise that a one-suited hand will occur many more times than a two-suited hand.

After an opponent's 1NT opener (in direct seat or after two

passes):

2♣, 2♦, 2♥, 2♠ = Natural, one-suited with six or more in the suit

3♣, 3♦, 3♥, 3♠ = Natural, one-suited with seven or more in the suit

2NT = clubs and diamonds

Double is a relay to 2♣, then

2♦ = major suits

2♥ = hearts and a minor (advancer bids 2NT to play in overcaller's minor)

2♠ = shows spades and a minor (advancer bids 2NT to play in overcaller's minor)

A direct or balancing double and a jump to 3♥ or 3♠ over advancer's 2♣ shows a strong one-suited hand. A direct or balancing double followed by 2NT over advancer's 2♣ shows a strong hand with both minors.

BLUE TEAM 4♣/4♦. A delayed game raise used in the Blue Team Club to describe responder's minor-suit controls.

BLUE TEAM 2♦. An opening bid in the Blue Team Club system showing a hand worth 17-24 HCP, with 4-4-4-1 distribution (any singleton).

BLUHMER. When one has implicitly or explicitly shown a three-suiter, a limited hand in response can use the cuebid of that short suit to show unexpected slam potential with no wasted values in the short suit. An auction such as: 1♥ – 1NT; 2♦ – 2♥; 3♣ – 4♠ might be bid with six clubs to the A-Q and the doubleton heart queen, a hand with huge slam potential facing the implied 1-5-4-3 strong hand. The same principle applies if responder to a notrump opening shows a three-suiter. Named for Lou Bluhm.

BRITISH CRASH. A variation of the defense to a strong 1♣ opening known as Crash.

BROMAD. Stands for Bergen Raises Over a Major-suit After a Double. Bromad is designed to identify the precise degree of major-suit fit in competitive auctions. When one of a major is doubled, redouble denies three trumps in principle, while 2♣ shows a constructive raise, 2♦ shows a limit raise with three trumps, a simple raise is preemptive and jumps are normal Bergen raises with four trumps. 2NT can be used to show a preempt in one minor.

An alternative approach is to use 2♣ and 3♦ as both slightly less strong than limit raises with three and four trumps respectively, and to retain 2NT as the limit raise. Now 2♦ and 3♣ are natural and non-forcing.

Another, somewhat superior, method is to use 2♣ and a jump in the other major for the three- and four-card raises – jumps in the minors being either fit-jumps or preemptive, to taste.

BROZEL. Developed by Bernard Zeller as a defense against an opposing 1NT opening, and may be used either in the direct or balancing position.

A double shows a one-suited hand. If partner does not wish

to defend, he bids 2♣ and passes the doubler's next bid. All overcalls on the two level show two suits as follows:

2♣	hearts and clubs
2♦	hearts and diamonds
2♥	hearts and spades
2♠	spades and a minor
2NT	clubs and diamonds

An overcall at the three level shows a singleton or void in the bid suit and support for the other three suits.

After a weak response to a 1NT opening, a double again describes a one-suited hand. Without suitable defense, partner bids the next higher-ranking suit, and then passes the doubler's next bid. All simple overcalls show the bid suit and the next higher-ranking unbid suit. 2NT is a takeout for the three unbid suits, and a cuebid is a stronger takeout, implying game possibilities.

For alternative defensive conventions against notrump openings, refer to Defense to 1NT.

BROZEL RESCUE BIDS. A method of responding after 1NT is doubled. Responder's options:

Pass = to play

Redouble = one-suited holding. This is a relay to 2♣, to be corrected if responder's suit is not clubs.

2♣	clubs and hearts
2♦	diamonds and hearts
2♥	natural with sufficient values in hearts
2♠	natural with sufficient values in spades
2NT	both minor suits
3♥	both major suits
3♠	spades and an unknown minor suit

BYZANTINE BLACKWOOD. A complex variation of the 4NT ace-asking convention, devised by J.C.H. Marx of Great Britain. Responses are given in the style of Roman Blackwood and may be based on a key-suit king instead of one of the aces normally shown. Key suits include the trump suit, any genuine side suit that has been bid and supported, and any suit bid by a player whose partner's first bid was in notrump. Byzantine is not used when there are more than two key suits. If there is only one key suit, a king of a half-key suit – a genuine suit that has been bid but not supported – may be shown.

For example, when there is only one key suit, a Byzantine 5♣ response shows no aces, three aces or two aces plus the key-suit king.

CALIFORNIA CUEBID. Also known as the Western Cuebids. Related: Cuebids in Opponent's Suit.

CANSINO. A defense to 1NT in which an overcall of 2♣ shows clubs and two other suits, and 2♦ shows both majors. Related: Defense To 1NT.

CANSINO COUNT. Reference Pearson Point Count.

CAPPELLETTI. Also known as Hamilton and, in Britain, Pottage. A defense against a 1NT opening devised by Mike Cappelletti Sr. Over an opponent's 1NT opening, in either the

direct or balancing seat, 2NT shows the minors; 2♥/2♠ shows that suit plus a minor; 2♦ shows both majors; 2♣ shows any one-suited hand. Double is penalty-oriented. This was the *Bridge World Standard* 1994 expert consensus.

All these overcalls suggest fewer than 15 good high-card points. Better hands usually double, although a 2NT overcall is available to show a strong distributional hand. Overcalls at the three level or higher are natural.

The structure may be played soundly or aggressively.

A conservative pair would probably require a good six-card suit or better to bid 2♣, 5-5 in the majors to bid 2♦, and a five-card major plus four-card minor to overcall in a major, all with reasonable high-card values. Active pairs may bid, or more frequently balance, with 2♦ with 4-4 in the majors, 2♥/2♠ with any four-card major and a five-card minor, and 2♣ on hands that would have opened a weak two-bid (including good five-card suits).

In an active style, responses are:

(1) After 2♣: Advancer may pass with at least six clubs; 2♦, the normal response, allows the 2♣ bidder to pass or bid his suit; 2♥/2♠ shows at least a very strong five-card suit; 2NT: 11 or more HCP plus support for all four suits. The 2♣ bidder is invited to bid game with a maximum.

(2) After 2♦: Pass, requires at least six strong diamonds; 2♥/2♠ choice of suit, non-constructive; 2NT, asks for the 2♦ bidder's better minor; 3♣, requires at least six strong clubs; 3♥/3♠: invitational, promising four or more trumps. It is possible, however, to play this bid as preemptive, in which case 2NT would be used as an invitational relay.

(3) After 2♥/2♠: New suit, natural, non-forcing; raise, 7 to 10 HCP; 2NT, asks for the minor, but if followed by three of the major, promises 10 to 12 HCP and invites game.

After 1NT-2♣-Dbl, a redouble should be for rescue. Pass and 2♦ are natural, showing real clubs and diamonds respectively.

In New Cappelletti, the 2♣ overcalls shows one minor or a major plus a minor. Bids of the majors are natural and single-suited.

It is also possible to play Cappelletti after 1NT overcalls of partner's minor-suit opening. Related: Defense To 1NT, DONT, Transfer Overcalls of 1NT and Wollman Over Notrump

CAPPELLETTI AFTER THE OPPONENTS' DOUBLE OF ONE OF A MAJOR. The concept of using transfers in response to an opening of one of a major after a double by responder's RHO. It was invented approximately simultaneously by Eric Rodwell and Mike Cappelletti Sr. The methods set out by the former can be extended to interference over a Precision 1♦ opening bid and a natural or short 1♣.

The general philosophy is that all actions by responder of 1NT or higher are transfers. Transfers into a new suit at the two level show a single-suited hand or act as a lead-director with at least secondary support of partner's major. Responder has a constructive and a weak, preemptive raise to two of partner's major. The direct raise is preemptive (generally fewer than 6 HCP), as is the jump raise. The transfer into partner's suit is generally 7-9 HCP, typically with exactly three-card support. Jumps by responder are most usefully played as fit-showing (four or more cards in support of partner with a good second

suit) but an alternative treatment of preemptive jumps is also playable. So after the sequence:

1♥ – Dbl:

1♠ is natural; 1NT transfers to clubs; 2♣ transfers to diamonds, 2♦ and 2♥ are both heart raises; 2♠ 3♣ and 3♦ are fit-showing jumps, 3♥ is a preemptive heart raise, and 2NT shows a limit raise or better, generally in a balanced hand.

Opener tends to complete the transfer unless very unsuitable for play in that suit. Responder will pass with the single-suited hand and make a natural descriptive continuation with any other hand type.

It is now becoming increasingly common to use the redouble as the start of the transfers.

CAPPELLETTI CUEBIDS. When the opponents have bid two suits, the lower-level cuebid shows both unbid suits with greater length in the lower-ranking suit. The higher-level cuebid shows both unbid suits with greater length in the higher-ranking suit.

CASPAR KEY CARD. A convention created by Henry Caspar of the Toronto area and designed specifically for use while playing Weak Notrump, and using the preferred method of a two-way Stayman response system. It can be used with any methods and systems.

Its purpose is to allow asking for key cards in a specific suit below game, using whatever key card methods the partnership employs. It is not a new set of key card responses, but rather a method to do the asking across from balanced, minimum hands where holdings can vary drastically and point count matters less than where the points are located.

Most often, it is used when responder has a long major with slam interest. It is one where slam may be possible with the right controls but, using normal methods, you might end up at the five level going down. Essentially, it allows for the investigation of marginal slam hands with less risk.

In other cases, it is used when specific side-suit holdings are of key importance for slam-bidding. For example, a hand with a long major needing help in clubs (including the king and queen) could use this to ask about club controls and then place the contract at the appropriate level.

The 1NT opener responds to the query. Responder will place the final suit/contract, even if it is a different suit than the one responder asked about.

If responder wants to ask for outside kings or use the queen ask, the next suit(s) directly above opener's response is used as with regular Roman Key Card Blackwood. No matter whether the partnership uses 1430 or 3014 responses, it is suggested that the queen ask and king ask steps be reversed from normal.

In order to invoke/use Caspar-keycard, the sequence is coupled with whatever method the partnership uses to show a weak hand in one of the minors. Assuming a response structure where previously 2NT over 1NT relayed to 3♣ to show a weak hand with clubs or diamonds, now Caspar key card responses are tacked on.

After opener's 3♣ response, if responder has the weak hand with clubs or diamonds, he will pass or correct. If responder bids anything else, opener will know it is the key

card asking bids in the named suit:

1NT – 2NT

3♣ (Forced)

Pass = Weak with clubs

3♦ = Weak with diamonds

3♥ = RKCB 1430 for hearts

3♠ = RKCB 1430 for spades

4♣ = RKCB 1430 for clubs

4♦ = RKCB 1430 for diamonds

If the auction proceeds as 1NT – 2NT; 3♣ – 3♥, presuming 1430 RKC, then 4♣ (the third step) would show two key cards without the ♥Q. Similarly, after 1NT – 2NT; 3♣ – 3♠, then 3NT (the first step) would show one or four key cards spades.

CHEAPER MINOR. Reference Defense to Opening Three-Bid, Second Negative Response After Artificial Forcing Opening.

CHECKBACK STAYMAN. A common conventional agreement following a 1NT rebid, searching for an unbid major suit or a preference to responder's major.

Opener	Responder
1♣	1♥
1NT	2♣

This asks opener to give preference to hearts or show an unbid four-card spade suit. With neither, opener bids 2♦. 2♣ followed by 2♥ or 2♠ is invitational, whereas those bids made directly would be weak.

Some use 2♦ as a game-forcing Stayman and 2♣ as a weak Stayman. If the latter, responder has invitational values if he bids again. Related: Crowhurst, New-Minor Forcing, Stayman on Second Round, Two-Way Checkback.

CHICO 2♦. A slightly simplified or modified version of the Multi. An opening bid of 2♦ shows either a weak two-bid in a major or a strong (20+) 4-4-4-1. Devised by Neil Chambers.

CLUB CONVENTIONS. The low-ranking club suit is particularly well suited for conventional uses of various kinds. The Vanderbilt Club was the original "club convention" and has had many successors. Conventional club bids at higher levels include 2♣ Strong Artificial Opening, Namyats, Bergen Raises, Stayman and Gerber.

CLUBS FOR TAKEOUT. A variation of Cheaper Minor over a preempt. The bid for takeout is always made in clubs. Even when the preempt is in clubs, the next higher club bid shows a hand worth a takeout double.

CODED RAISES. When a major-suit opening is doubled, some artificial raises are often used.

West	North	East	South
1♠	Dbl	2♣	

This is often used to show a strong single raise with 7-9 HCP. A popular extension is to play this to show three-card support and a jump to 3♦ to show similar values with four-card support. This leaves one natural non-forcing bid available in each minor. Related: Bromad.

COLE. A rebidding system allowing the partnership to describe certain distributional holdings and show the range of values after a one-level major suit response to an opening bid. A 2♣ rebid shows extras, often with three-card support for responder's major.

It was suggested by William (Bill) Cole to the Woolsey-Manfield partnership, and in 1991, Kit Woolsey published a two-part series on the Cole convention in *The Bridge World*. Related: Gazzilli.

COLORFUL CUEBID. A direct overcall in an opponent's major to show two suits of the same color. Devised by Dorothy Hayden Truscott.

COMIC NOTRUMP. An overcall of 1NT to show a weak hand with a long suit. Partner bids 2♣ to locate the long suit. Related: Gardener 1NT Overcall.

COMPETITIVE DOUBLE. A double in a competitive auction that invites partner to bid game but gives him the option of signing off in a partscore or passing for penalty. Related: Maximal Double.

CONGLOMERATE MAJOR RAISE. An extension of the Swiss Convention designed to allow responder to make a forcing raise of a major suit opening while specifying whether it is based on a singleton somewhere in the hand, on great high card strength, on very good trumps or merely on general strength. Related: Super Swiss, Unbalanced Swiss Raise and Value Swiss Raises.

CONTROL ASKING BID. Another form of Asking Bid.

CONTROL BID. The modern name, advocated by *The Bridge World*, for cuebids to show controls. This is to avoid the ambiguous use of the word cuebid, which more commonly refers to a bid in the opponent's suit. A bid in a suit in which the partnership cannot wish to play is usually a control bid if the partnership is already committed to a game contract. A slam invitation is implied:

(a)		(b)	
North	South	North	South
1♠	3♠	1♣	1♥
4♦		3♥	4♦

In each case the side is committed to game, and a suit has been firmly agreed. The final bid is a slam suggestion, and the cuebidder's partner acts accordingly. If his hand is completely unsuitable for slam purposes, he signs off in the agreed trump suit at the lowest level. If he is willing to cooperate in a slam venture, he can bid a slam directly or take some other strong action that would take the bidding past the game level. When in doubt, he can sometimes make a further control bid below the game level; in case (a), South can make a control bid of 4♥ without taking the bidding past 4♠.

Sometimes a suit is implicitly agreed, not explicitly. In the sequences: 1♦ – 1♠; 2NT – 3♥ – 4♣/4♦, hearts are implicitly trumps, just as they are in the auction: 1NT – 3♥; 4♦.

The first control bid is assumed to show first-round control (usually the ace, but occasionally a void), although a hand that is known to be very weak might make a control bid with a king. Later control bids by either player may show second-round controls.

It is usual (and in some systems compulsory) to make the cheapest possible control bid. Therefore in case (a), North denies first-round club control. In case (b), South denies first-round spade control.

An alternative recommended by Jeremy Flint is to bid first the higher ranking of two touching aces and the lower of two non-touching aces (the trump suit is excluded in determining which suits are touching). The intent is to create extra room for the partnership to show all controls. A hand given in illustration by Hugh Kelsey in his book on slam bidding is:

<i>West</i>	<i>East</i>
♠ A 7	♠ 3
♥ A 5 4	♥ K 8 6
♦ J 10 9 6 5 2	♦ A K Q 7
♣ K 4	♣ A Q 8 5 3

Using standard methods of bidding all controls as cheaply as possible, the auction would start:

<i>West</i>	<i>East</i>
1♦	3♣
3♦	4♦
4♥	5♣
5♠	?

East cannot be sure his partner has the ♣ K and cannot find out without committing himself. Using the Flint style, however, the auction would be:

<i>West</i>	<i>East</i>
1♦	3♣
3♦	4♦
4♠	5♣
5♥	5♠
6♣	7♦

Related: Last Train Cuebid, Cuebid in Opponent's Suit.

CONVENIENT CLUB or CONVENIENT MINOR. Two ways of describing the Short Club.

COOPERATIVE DOUBLE. A double that leaves partner the option of passing for penalty or bidding further. A special type is the Optional Double. Originally used by Ely Culbertson to describe a double of an opening three-bid, the term is now better reserved for some more complicated situations:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1♥	Dbl
1♠	2♦	Pass	Pass
2♥	Pass	Pass	Dbl

Since South's first double suggested support for the unbid suits, he cannot be well-stocked in hearts. South's second double suggests a hand such as:

♠ A 10 6 3
♥ Q 5
♦ K 7 5
♣ A Q 10 6

South has good defensive values, a doubleton heart honor and moderate support for diamonds. The double is a suggestion that leaves the final decision to North.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	Pass	Dbl	1♠
2♦	Pass	Pass	Dbl

Given his previous bidding, South can hardly have any positive assurance of defeating 2♦. He obviously has a good hand and maybe 4-3-1-5 distribution.

This type of double can occur in many disguises, but the doubler has always limited his hand in such a way that he cannot be in a position to guarantee a penalty. Another common sequence is one where responder doubles LHO's suit at his second turn to speak. That sequence is no longer commonly played as penalty but as "cards" (values). Related: Competitive Double, Double, Maximal Overcall Double, Optional Double.

COPENHAGEN. A defensive scheme devised by John Trelde and Gert Lenk of Denmark. After an opening bid of one of a suit, a 2NT overcall shows the low unbid suits, 3♣ shows the high and low unbid suits, and 3♦ shows the high unbid suits.

CRASH. A method of bidding defensively against an artificial forcing 1♣ opening bid developed by Kit Woolsey and Steve Robinson. The word Crash is an acronym for Color-RANK-SHAPE. After an artificial, forcing opening of 1♣, a double or an overcall of 1♦ or 1NT shows various types of two-suited hands. Double shows "color" – both suits are red or both are black. 1♦ shows rank – both suits are majors or both are minors. 1NT shows shape – both suits are pointed (spades and diamonds) or both are rounded.

These bids are usually made on weak distributional hands – usually at least nine cards in the suits pinpointed. Bids of 1♥, 1♠, 2♣ and 2♦ show single-suited hands. Partner of the Crash bidder usually responds as high as possible in the lowest suit possible. Overcaller passes if this is one of his suits, but bids the next higher suit in his own two-suiter if the overcaller has chosen the wrong pair of suits. For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	Dbl	Pass	3♣
Pass	3♦	Pass	?

If South has length in clubs and hearts, he will correct to hearts because he knows partner has a heart-diamond hand. If North had two black suits, he would have passed 3♣.

The original version of this convention had 1♦ for color, 1♥ for rank and 1NT for shape, with a double reserved to show a hand of some strength and with all two level overcalls showing one-suited hands.

Crash can also apply to several conventions in which some pair of features (two aces, for example) are identified as being of the same color, rank or shape.

British Crash uses 1♥, 1♠ and 1NT for the three two-suiters, with double and 1♦ for hearts and spades respectively.

In all of these schemes, redouble is always for rescue. 1NT by responder is a transfer to 2♣ to get out in his own suit. Related: Modified Crash.

CRASH OVER 1NT. An extension of Crash devised by Kit Woolsey and Steve Robinson, created for constructive bidding after the opponents open with 1NT, especially with a 15-17 HCP range. Related: Suction.

Double penalty.

2♣ artificial, showing a two-suited hand: red suits or black suits.

2♦ artificial, showing two suits of the same rank: majors or minors.

2♥ natural, one-suited hand.

2♠ natural, one-suited hand.

2NT if bid by an unpassed hand in direct position: two suits – clubs and hearts (rounded) or diamonds and spades (pointed). Same meaning for double by a passed hand or by an unpassed hand in the balancing position.

CRISS-CROSS RAISES. This term is used in conjunction with game-forcing inverted minors, for a jump in the other minor to be a limit raise in partner's suit. The call is purely artificial and unlinked to the suit bid.

CROWHURST. A secondary Stayman inquiry after a wide-range 1NT rebid by opener, devised by Eric Crowhurst and widely used by British tournament players. Opener is assumed to have 12-16 HCP; the 2♣ rebid by responder asks for further clarification. If opener has 15-16 HCP, he rebids 2NT or higher (game forcing); with 12-14 opener (1) rebids a five-card major suit, (2) shows three-card support for responder's major suit, (3) shows an unbid four-card major suit or (4) bids 2♦. Related: New Minor, Stayman on Second Round, Two-Way New Minor.

CULBERTSON ASKING BID. Reference Asking Bid.

CULBERTSON 4-5 NT. A slam convention showing aces and kings as well as asking for them. The 4NT bid promises three aces or two aces and a king of a suit genuinely bid by the partnership.

Responses: Holding two aces, or one ace and all the kings of genuinely bid suits, bid 5NT. Holding no ace, bid five of lowest genuinely bid suit. Holding one ace, usually bid the ace suit (but if this is the lowest bid suit, a jump to six is necessary).

Notice that the signoff is not in the agreed trump suit, but in the lowest suit which the partnership has genuinely bid. Responder can exercise some discretion when he holds one ace and no additional values. If his normal response would take the bidding above the five-level in the agreed trump suit, he may invent some lower bid.

Holding two aces and a king, the responder is often interested in a grand slam. Provided his king is not in the agreed trump suit, he may bid the suit in which he holds a king. This may be temporarily misleading, but he can clarify the situation by making a constructive bid on the next round.

This convention was generally superseded by Blackwood and other conventions, but retained popularity among some leading British players. Related: Byzantine Blackwood, Turbo.

D.I. Reference Declarative-Interrogative 4NT.

DAB. Reference Directional Asking Bid.

DECLARATIVE-INTERROGATIVE (D.I.) 4NT. The use of 4NT as a general slam investigation, rarely as Blackwood. It was developed originally as part of Neapolitan system. 4NT is Blackwood if it is a jump bid, or bid at the first opportunity after a sudden leap to game. Otherwise, it promises two aces if bid by an unlimited hand, or one ace by a limited hand, and requests partner to show an undisclosed feature (a first- or second-round control, or even a key queen) by bidding the suit containing the feature. The reply does not promise extra values unless it goes past five of the agreed trump suit. Responder may also answer by jumping to six of the agreed suit to deny interest in a grand slam, or by bidding 5NT to announce a complete maximum and strong interest in a grand slam. Over any normal five level reply, a rebid of 5NT again asks for additional features in an effort to reach a grand slam and promises one more ace than originally guaranteed.

In several systems, such as Kaplan-Sheinwold and Blue Team Club, D.I. 4NT asks for features without promising a specific number of aces. In Blue Team, when 4NT is bid in the course of a series of cuebids, it is a generalized slam try indicating that all suits are controlled, unless the player who bids 4NT bypasses a suit in which control has not been shown. Some expert partnerships have agreed that after a Blackwood 4NT and the ace-showing response, 5NT is always declarative-interrogative, asking for features rather than for the number of kings.

DEFENSE TO DOUBLE OF 1NT. In standard practice, the double of a 1NT opening is for penalty. The usual means of escape is for opener's partner to bid a suit, and the traditional meaning of a redouble is to penalize the doubler. Related: Doubles of Notrump. However, several alternatives are designed to locate the partnership's best escape suit or to place the notrump opener as declarer, or both.

One suggested method is to use transfer bids. Responder bids the suit next below his long suit. If responder's suit is clubs, he redoubles to ask opener to bid clubs. If responder has no long suit but has seven or eight cards in the major suits, he can redouble, ostensibly transferring to clubs; but, after opener bids 2♣, responder bids 2♦, asking opener to choose between hearts and spades.

In a simpler method, suggested by Martin Cohn, suit bids by responder remain natural, and the redouble itself is used as a Stayman-type inquiry for the majors.

A third possibility is to use a response of 2♦ to ask opener to bid his better major suit, and to redouble to ask him to bid his better minor suit. In this method, responder's immediate run-out to 2♥ or 2♠ would be natural, and his bid of 2♣ would promise a long minor suit. If responder's suit is diamonds, he runs to that suit over the double of 2♣ that will presumably be forthcoming.

Finally, a method proposed by Alan Truscott. A redouble forces 2♣ and may show club length. If the redoubler follows with two of a red suit, he shows a four-card suit with at least one other four-card suit higher in rank. A direct 2♣ bid shows

a four-card club suit with at least one other four-card suit in reserve. Direct bids of 2♦ and higher are natural. Unlike other methods, this enables the partnerships to find 4-4 fits in the minor suits with assurance. The method works equally well when a 1NT overcall is doubled. Related: Brozel Rescue Bids, Exodus, Scrambling, Swine.

DEFENSE TO INTERFERENCE OVER BLACKWOOD.

Reference Blackwood After Interference.

DEFENSE TO MULTI. Part of the entry on the Multi 2♦.

DEFENSE TO 1NT. In the latter part of the 20th Century, defenses such as DONT and Woolsey have become mainstream. They encourage bidding any time the player in the balancing seat has 13 cards.

If the opening bid is a strong 1NT, chances are the opponents do not have game. The situation changes radically when the opening 1NT bid is weak – even more so if it shows 10-12 or 8-10 HCP. The opponents should make every effort to find their fit or punish the opening bidder if they can determine they have the fit or the power.

There are many specialized actions the opponents can take after an opening 1NT, most of which are methods of showing a two-suited hand. These include Aspro, Asptro, Astro, Astrolite, Becker, Brozel, Cansino, Cappelletti, DONT, Doubles of Notrump Bids, Exclusion Bid, Grano-Astro, Hamilton, Hello, Landy, Lionel, Maestro Double, Modified Wallis, Revised Pottage, Ripstra, Sharples and Suction.

Actions by the opener's partner are affected by the meaning of the second player's action. The consensus in *Bridge World Standard 2001* is that lebensohl applies; redouble is strength-showing; double is at the partnership discretion (a common position is to play takeout of a natural call but for penalty of an artificial bid), forcing to 2NT, with later raises and bids of 2NT not forcing; a cuebid of the shown suit forcing to 2NT or raise, at least invitational values.

DEFENSE TO OPENING FOUR-BID. When an opponent opens the bidding with a four level bid, the calls of double and 4NT are used in a variety of ways, depending on the suit opened. Against 4♣ or 4♦, a double is for takeout. A 4NT overcall is subject to partnership agreement – it is either Blackwood or natural.

When the opening bid is 4♥, a double is for takeout and guarantees a reasonable spade holding. 4NT usually is considered to be a minor-suit takeout. Against 4♠, the traditional meanings were double for penalty and 4NT as a general takeout. However, the modern expert consensus (68% in *Bridge World Standard 2001*) is that this double should be for takeout, and 4NT should indicate a non-spade two-suiter. Related: Preemptive Bid.

DEFENSE TO OPENING THREE-BID. The following methods can be used as a defense against weak two-bids also:

(1) Standard. A double is primarily for takeout. The doubler's partner may sometimes pass in the expectation of a penalty. 90% of the world plays this way.

A normal minimum for the double would be a shape-suitable 13 HCP perhaps a little less in the passout seat. The double implies support for the unbid major or majors unless the doubler has considerable reserve strength.

Other bids would be natural, including 3NT, which would be a minimum of 15 ½. Desirable features for this bid would be a reasonable stopper in the opener's suit and a good minor suit. Related: Tonto.

(2) Fishbein. Devised by Harry Fishbein. A double of a three-bid is for penalty, and the doubler's partner should rarely take action. A bid in the cheapest available suit is a conventional bid to replace a takeout double. 3♥ over 3♦, for example, would show a minimum of 16 HCP and a three-suited hand, or possibly a two-suited hand. The Fishbein takeout bid over 3♠ would be 4♣. The takeout bid is unconditionally forcing because it might be based on a two-suited hand. The convention does not apply in the passout position.

(3) Cheaper (or lower) minor. The use of the cheaper available minor suit as a takeout bid: 3♦ over 3♣, and 4♣ over other three-bids. As in the Fishbein convention, a double is for penalty, and the convention does not apply sitting under the three-bidder (although it can apply by partnership agreement). This convention used to be common among English tournament players.

(4) Optional double. A double that promises a balanced hand with both support for the unbid suits and some strength in the opener's suit. It invites the doubler's partner to pass for penalty.

(5) Weiss. The use of the cheaper minor for takeout as in (3), with the double used as an optional double as in (4).

(6) 3NT for takeout. Rare in America, but combined with a double for penalty, this used to be (but is no longer) standard procedure in England at rubber bridge. A disadvantage is that 3NT is often needed as a natural bid.

(7) Reese. 3NT for a takeout over major-suit three-bids only, with a double for penalty. Double for takeout over minor suits and in fourth seat.

(8) Two-suiter takeouts. Overcalls of four in a minor suit after a major-suit three-bid can be used to show that suit and the unbid major (also referred to as Non-Leaping Michaels). In combination with standard takeout doubles, this solves some difficult two-suiter problems. The single-suited minor-suit hand is often suitable for a 3NT overcall or a jump to the five level. The two-suiter bids can be applied in both second and fourth seats. (A minor two-suiter can be shown by a jump to an "unusual" 4NT.)

(9) Cheaper minor over the blacks. 3♦ over 3♣ and 4♣ over 3♠ are for takeout. Double over these bids is therefore for penalty. Double over 3♦ and 3♥ is cooperative.

(10) FILO (British). A combination of Fishbein over red suits and lower minor, or cheaper minor, over black suits. All doubles suggest a penalty.

The Bridge World Standard 1994 expert consensus is that the cuebid over any three-bid is Michaels. It therefore shows majors over a minor, the other major and a minor over a major. The meaning of a cuebid of 4♠ over 3♠ depends on partnership agreement. A jump to 4♦ over 3♣ is diamonds plus one major.

DEFENSE TO STRONG ARTIFICIAL BIDS. Systems based on strong, artificial opening bids (usually 1♣) have become increasingly popular, so the defending side needs new ways to enter the auction, both to prepare for a sacrifice and to obstruct the opponents. Several methods are in use, mostly based on the premise that the defending side can most profitably act with one long suit or a two-suiter.

A majority of tournament players employ a simple defense: a double to show length in both major suits, 1NT to show length in both minors (Mathe). Other overcalls are natural; jump overcalls are preemptive. This method applies directly over a forcing 1♣ opening and following an artificial 1♦ response (favored by 65% of experts in *Bridge World Standard 2001*). A double of a semi-positive or positive artificial response should show the suit doubled (87%).

The same defense can in theory be used over an artificial, forcing 2♣ opening. Pairs seldom have this agreement, however, because (1) they must enter the auction a level higher, (2) a 2♣ opening suggests massive defensive values, decreasing the chance of finding paying sacrifices and increasing the chance of giving the opening side information to use in the play.

Few pairs, in fact, have any special agreements over an opposing 2♣ opening. In the absence of any agreements, a double of 2♣ is logically lead-directing, promising club strength, 2NT shows length in the minor suits, and suit overcalls are natural.

More sophisticated schemes are discussed under their own headings: Related: CRASH, Exclusion Bids, IDAK, Robinson and Wonder Bids.

DEFENSE TO TWO-SUITED INTERFERENCE. When an opponent conventionally shows a two-suited hand, as with a Michaels Cuebid or an Unusual 2NT overcall, the opening bidder's partner has several countermeasures: a double, a raise, at least one cuebid and a bid of a new suit not shown by the opponent's interference.

A double and a cuebid are strength-showing actions. A double suggests a hand that would have been worth a redouble of a takeout double. Responder should avoid this action, however, unless he seeks to penalize the opponents. A double may goad the opponents into further preemption, and if responder has a strong hand with several offensive features, he should begin to describe his hand.

A cuebid in a suit shown by the interference is a general force that begins investigation for the best contract; by partnership agreement, it may promise support for opener's suit or length in the fourth suit (see below). Related: Invisible Cuebid.

A single raise in opener's suit is equivalent to a normal single raise. Responder needs no extra high-card values, but he should be careful of raising with poor trumps; the opponent's overcall increases the chance of a bad trump split.

A bid in a new suit is natural and non-forcing. If the opponent's action shows two suits, but one is unspecified, responder can cuebid only in the known suit.

After partner opens 1♠ and the next hand overcalls 2♠ to show hearts and a minor, a 3♥ bid is a cuebid showing a

limit-raise or better; both 3♣ and 3♦ are natural and may be played as non-forcing because North's minor suit is unknown. Jump cuebids are splinter raises. Particularly when partner has opened a minor and the opponents cuebid to show both majors, a simple bid in the opponent's suit may be showing a stopper. Practice varies among experts.

When the opponents interfere with an Unusual 2NT overcall, many pairs employ the method known as Unusual over Unusual. They retain the strength-showing message of a double and the competitive nature of a single raise, but assign a specific meaning to each cuebid. Each cuebid shows the strength of a limit raise or better, plus length in a suit not promised by the overcall.

In Marty Bergen's method, for example, the lower cuebid shows support for partner's suit; the higher cuebid shows a good hand with the fourth suit.

West	North	East
1♠	2NT	3♣ = limit raise or better in spades.
		3♦ = good hand with hearts.
		3♥ = natural, non-forcing.
		3♠ = weak, competitive.

West	North	East
1♣	2NT (1)	3♣ = weak, competitive.
		3♦ = limit raise or better in clubs.
		3♥ = good hand with spades.
		3♠ = natural, non-forcing.

(1) Hearts and diamonds.

The alternative is to play that the lower cuebid shows the lower of the possible suits, and the higher the higher. Thus after a major opening, 3♣ shows hearts and 3♦ shows spades, irrespective of the opening bid. These are sometimes known as Invisible Cuebids because, when the Unusual 2NT is used, no suits have actually been bid.

The modern expert consensus, determined by *Bridge World Standard 1994* is: Double is for penalty, which may, depending on partnership agreement, create a force through three of partner's suit. Double of an artificial action suggests a later penalty double; a new suit and 2NT are non-forcing; the cheapest cuebid is limit raise or better; the next cuebid shows forcing bid in the remaining suit. Pass then double is strong and balanced, not a trump stack.

Where spades is the unbid fourth suit, it makes sense for a bid of 3♠ to be forcing (because you have gone past the security blanket of three of partner's suit) and thus the cuebid to show spades is not forcing beyond three of partner's suit. These methods can be used equally well over Michaels cuebids. Related: lebensohl, Stayman on the Second Round (Delayed Stayman).

DELAYED GAME RAISE. In Acol and also in any system where the principle of fast arrival is not in use, a sequence such as: 1♥ – 2♣; 2♦ – 4♥ shows real trump support and at least a decent five-card club suit, with values concentrated in the bid suits and no control in the fourth suit. Also called Picture Bids.

DELTA ASKING BID. A component of Super Precision Asking Bids.

DENIAL CUEBID. A method of showing honor location in the later stages of the auction. It was first used in several relay systems, in differing formats. The procedure developed by Roy Ker and others in New Zealand as part of the Symmetric Relay system has been adopted by some standard bidders.

The method assumes that one player has already described his distribution, approximate strength and controls (or possibly key cards). He shows his high cards by: bidding one step to deny a high honor in his primary suit; two steps to promise an honor in his primary suit but deny one in his second suit, etc. If two suits are (or could be) equal in length, the higher-ranking is inspected first.

Here is an example based on a Flannery opening:

<i>West</i>	<i>East</i>
♠ K 6 5 3	♠ A Q 4
♥ K Q 8 7 5	♥ A
♦ A	♦ 6 5 3
♣ 6 5 4	♣ Q J 9 8 7 2

<i>West</i>	<i>East</i>
2♦ (1)	2NT (2)
3♣ (3)	3♦ (4)
3NT (5)	4♣ (6)
4♠ (7)	5♣ (8)
Pass	

(1) Flannery: four spades, five hearts, 11-16 HCP.

(2) The normal inquiry – in effect, a relay.

(3) Tripleton club, so 4-5-1-3.

(4) Relay, asking for controls.

(5) Four controls. Two are assumed for the opening bid.

(6) Relay, asking for denial cuebids.

(7) The third step, promising a high heart, a high spade but no high clubs. (The next relay would ask again about hearts. Suits known to be singleton or void are ignored.)

(8) Knowing ♣A and ♣K are missing.

If the opener had a similar hand with top clubs and neither the ♥K or ♥Q, he would show six working controls (a singleton king does not count) and no top honors in hearts. Responder will bid 7♣, knowing that the six controls are the ♠K, ♦A, and ♣A and ♣K.

The denial cuebid concept can be applied in many situations, including sequences that follow Roman Key Card Blackwood.

DEPO. Reference Blackwood After Interference, DOPI, REPO.

DIRECTIONAL ASKING BID. A specialized use of a low-level Cuebid in Opponent's Suit to invite partner to bid notrump. Partner must bid notrump if he holds Q-x, J-x-x, or better in the opponent's suit. The directional asking bidder may have two objectives. First, he may wish to discover whether his side has a combined stopper in the opponent's suit when he himself holds Q-x, J-x-x, or a singleton king. Second, he may wish to steer the contract into his partner's hand. A player with A-x-x or K-x-x should wish to be dummy if his right-hand opponent has bid the suit. The lead should come up to partner's possible Q-x or J-x-x.

However, the low-level cuebid is regularly used on the West Coast and in England as a general-purpose forcing bid (or Western Cuebid). The cuebidder will often have no stopper of any kind in the opponent's suit, and his partner bids notrump only if he has a full stopper in his own right. (In general, the Western cuebid "asks" if opponents have bid only one suit, but shows a stopper if they have bid more than one.)

Each partnership must decide whether the low-level cuebid shows a guard (East Coast style), no guard (West Coast style), or half a guard (directional asking bid).

Players using the West Coast style – the great majority of American players – can sometimes use a repeat cuebid below the game level as a directional asking bid:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♦	1♥	2♥
Pass	3♣	Pass	3♥

South holds:

♠ A 4
♥ J 7 3
♦ 9
♣ A K Q 9 7 6 2

2♥ is a Western Cuebid asking for a stopper. 3♥ is a directional asking bid, asking for half a stopper. 3NT can still be reached if North has as little as a singleton heart king or queen.

DONT. (Disturb the Opponents' Notrump.) Invented by Marty Bergen, this is a method of maximizing the number of hands on which to come in over 1NT, while preserving a moderate amount of safety by describing two-suiters at a cheap level.

The basic framework involves using double as an unspecified one-suiter, with 2♣, 2♦ and 2♥ each promising a two-suiter with the bid suit and an unspecified higher suit in the case of 2♣ and 2♦. A bid of 2♥ shows the majors. 2♠ is a normal spade overcall. Getting to 2♠ via the double suggests a strong hand with spades (or in some partnerships, spades and a four-card minor).

In response to the double, fourth hand can pass the double with better than opening values, or bid 2♣ to ask partner to name his suit. Other actions by fourth hand show a long suit and suggest a final contract.

In response to the two-suited bids, fourth hand can pass, (which he should generally do with three or more cards in the anchor suit, or with two cards in the anchor suit and a moderate two-suiter of his own, suggesting a big misfit). Alternatively, he can bid the next suit up as a relay for overcaller's second suit, or bid his own suit. 2NT is a game invitation, asking overcaller to describe his suit lengths and range. A raise of overcaller's suit is no more than mildly invitational.

So in an auction such as (1NT) – 2♦ – Pass, responder can pass or bid 2♥ as a request for overcaller to pass or correct. 2♠ by responder would be to play, 2NT would be a relay with game interest.

A simple scheme of responses after the 2NT relay would be to play:

(After a 2♣ overcall) 3♣ is any minimum. Responder passes or bids 3♦ as pass or correct. All other actions are

natural and extra values.

(After a 2♦ overcall) 3♣/3♦ show minimums with hearts and spades respectively, 3♥/3♠ are natural with extras.

(After a 2♥ overcall) 3♣/3♦ are minimums, anchoring to the better major, 3♥/3♠ the same principle with a maximum.

If the opposition continues bidding after an overcall of double, 2♣ or 2♦, fourth hand's bids are natural rather than pass/correct and doubles are always takeout, as indeed are further doubles by the overcaller.

DONT can also be played over a 2NT opening bid.

DOPE/DOPI. Reference Blackwood After Interference.

DOUBLE AGAINST SLAM. Reference Double For Sacrifice and Lightner Double.

DOUBLE-BARRELED STAYMAN. A method of combining forcing and non-forcing Stayman. Related: Two-Way Stayman.

DOUBLE FOR SACRIFICE. A double of an opponent's voluntary slam bid after the doubler's side has bid and raised a suit preemptively, designed to help the defenders decide whether they have enough tricks to defeat the slam, or if they should sacrifice. The double indicates how many tricks the doubler expects to take. There are two variations of the convention.

One method, called the Negative Slam Double (or "unpenalty" double), requires the left-hand opponent of the slam bidder to double only if he has no defensive tricks. If his partner has fewer than two such tricks, he sacrifices. If the slam bidder's LHO has one or two tricks, he passes and his partner doubles only if he has no tricks, allowing the slam to be played doubled if the pass was made with two tricks, or the sacrifice to be taken if the pass was made with one trick. An alternative method, called the Positive Slam Double, requires the slam bidder's LHO to double only if he has two defensive tricks. If instead he passes, his partner will sacrifice with no tricks, pass with two tricks, or double with one trick, allowing the slam to be played doubled if the pass was made with one trick, or the sacrifice to be taken if the pass was made with no tricks.

These sacrificial maneuvers became less frequent with the introduction of increased penalty for non-vulnerable partnerships. Related: Defensive Trick.

DOUBLE IN SLAM-GOING AUCTION. Reference Defense To Interference With Blackwood, Double For Sacrifice, Double of A Cuebid, Lead-Directing Double, Lightner Double.

DOUBLE NEGATIVE. Reference Second Negative Response After Artificial Forcing Opener.

DOUBLE OF 3NT. Reference Lead-Directing Double, Fisher Double.

DOUBLE RAISE IN MINOR, PREEMPTIVE. Part of the Inverted Minor Raise convention.

DOUBLE SHOWING ACES. Reference Defense To Interference With Blackwood.

DOUBLES. The two main categories are Penalty Double and Takeout Double, which are listed separately. Distinguishing between the two types is not always easy. The following is a sound general rule: A double of a suit bid below the game level is for takeout if partner has not bid. Conversely, a double is for penalty if:

The bidding is at the game level or above.

The bid doubled is in notrump.

The doubler's partner has already bid. But these generalities require some qualification in particular cases.

(1) Even at the game level, a double may have a takeout flavor. If the bidding goes 1♥ – Pass – 4♥ – Dbl, the doubler is unlikely to be loaded with hearts. He indicates a hand with respectable high-card strength prepared to hear a takeout, although partner will sometimes exercise his option of passing for penalty. If the suit were spades, the penalty aspect would be rather more dominant.

(2) A double of a response of 1NT is a special case (1♥ – Pass – 1NT – Double). This is primarily for takeout, although responder may exercise his option to pass.

(3) Doubles on the second round must be considered on their merits and are sometimes ambiguous. The old theory was that a double of a rebid suit is for penalty when the same suit could have been doubled on the first round. This is true in cases such as:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
Pass	1NT	Pass	2♠
Dbl			

West must have spade length and strength, and was lying in wait. The situation would not be so clear in a minor suit:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	1NT	Pass	2♦
Dbl			

West may have diamond strength, but equally, because both opponents are limited, he may be looking for a major suit. East's diamond length will usually enable him to interpret the double correctly.

If another takeout action is available, a double is clearly for penalty. The following sequences only look similar:

(a)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♦	Pass	2♣
Dbl			

(b)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	2♣	Pass	2♦
Dbl			

Sequence (a) is clearly for penalty: West would make a cuebid of 2♦ holding the majors. The same would apply to the sequence 1♦ – Pass – 1NT – Pass; 2♣ – Double.

In sequence (b) the cuebid is not available, so the double is ambiguous: It is likely to be for a takeout, but East must inspect his hand.

Experts disagree about the meaning of this rare sequence:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
Pass	1NT	Pass	2♣
Dbl			

The doubler can be expected to have some heart strength, but whether he has clubs is not clear; perhaps typically not. The same ambiguity exists if North passes instead of bidding 1NT, and East balances with a double, whereupon South bids a second suit.

Other delayed doubles are also rare and tend to have length and strength in the opener's suit. For example

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♥	Pass	1♠
Dbl			

West presumably has a hand worth a take-out double of one spade, with 1-4-4-4 a possible distribution.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♥	Pass	1NT
Dbl			

This has a penalty flavor. West has a strong hand with club length and strength. He is likely to be short in hearts.

A double is in principle for penalty if three suits have been bid around the table: there are no longer two or more suits between which the responder can choose. However, if made at a low level, some expert partnerships nevertheless use such doubles as takeout, and some treat the double as a Cooperative Double. Related: Negative Doubles, Snapdragon.

Doubles other than penalty doubles and takeout doubles may be used in a variety of situations to give information. In slam auctions, for example, doubles may be used offensively as a Defense To Interference With Blackwood. Defensively, doubles may be used to exchange information as to when to sacrifice against a slam. Related: Double For Sacrifice.

Other doubling situations are discussed in this chapter, in Bidding and Competitive Bidding.

DOUBLE OF ARTIFICIAL BID. At a high level, the situation is clear-cut. A player who doubles a response to Blackwood, or a Gerber 4♣ bid, for example, is showing strength in the suit he has doubled in the hope of directing his partner to the right opening lead. There is a negative inference that is sometimes overlooked: the player who does not double a conventional bid on his right usually does not want that suit led.

At a low level, other considerations come into play. The double for business is the standard treatment when the hand seems sure to belong to the side that is doubled. This would apply if the bid doubled is a conventional 2♣; a conventional response (negative or ace-showing) to a conventional 2♣; or a Stayman response to 2NT or a standard (strong) 1NT. Related: Fisher Double.

When the doubling side may well have the majority of the high-card strength, the double may be put to better use by partnership agreement to show general strength or in some more specialized way. Each situation needs examination in relation to the convention used by the opponent. Related: Double of 2♣ Response to 1NT, Jacoby Transfer Bids, One Club Systems, Roman System, Rosenkranz Double of Splinters,

Texas and Weak Notrump. For an alternative treatment of all such situations, reference Two-Suiter conventions. Double of a Bergen mixed raise or even of Drury may be played as takeout or lead-directing and requires discussion. *Bridge World Standard 2001* summarized this by saying that the double shows the suit doubled. The meaning varies by common sense among penalty, value-showing and lead-directing.

DOUBLES OF NOTRUMP. A number of situations deserve separate comment:

(1) Doubles of strong notrump openings (1NT and 2NT). A very rare action, seldom justified unless a long, strong suit is held together with side entries. Partner should hardly ever take out the double. A player with a balanced 17-point hand should usually pass a 1NT opening because the likely losses from doubling exceed the likely profits. The meaning of the double does not vary in fourth seat, and the opening leader tends to lead a short suit. Related: Defense to 1NT.

(2) Doubles of Weak Notrump openings. A double by second hand should be at least as strong as the opening bid, and a good suit to lead is desirable but not essential. To pass a weak 1NT opener with a balanced 15-point hand runs a serious risk of missing a game. To double with fewer than 15 HCP leads to trouble when the opener's side has the balance of strength.

The double by fourth hand of a weak 1NT raises a theoretical problem. Apparently the fact that opener's partner has passed should encourage the fourth player, but this is deceptive. Experienced players do not pass very weak hands when their partners have opened with 1NT. Instead, they may scramble out into a suit at the level of two in an attempt to avert disaster. So when 1NT has been passed, the opener's side is more likely than not to hold the balance of strength, and the fourth player should be cautious about doubling. (But this sort of thinking might permit the third player to try a double-cross by passing with a near-yarborough.)

Conversely, the fourth player should double a two level suit takeout by third hand with any hand he would have doubled an opening weak notrump on his right. Many players extend this treatment to a double of a Stayman response to allow for the possibility that third hand is taking evasive action. This gives up the lead-directing double of a Stayman bid based on clubs. The expert consensus in *Bridge World Standard 2001* was that a double of Stayman after a strong notrump should show clubs, strength unspecified, but that it should show general strength after a weak notrump.

The doubler's partner should take out only with a long suit and a very weak hand.

(3) Double of a 1NT overcall. By third player, this is a simple indication that he has at least 8-9 HCP and therefore expects his side to have the balance of strength. This principle applies to most notrump doubles: the double is made when the doubler thinks it more likely than not that his side has more than 20 HCP. If the opener doubles 1NT, either by second or fourth hand, he shows a maximum one-bid, probably 17-19 HCP, maybe a little less with a good lead.

(4) Doubles of 3NT are often lead-directing. Related: Lead-Directing Double.

(5) Double of a notrump rebid.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♥	Pass	1NT
Dbl			
or			
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	1♥	Pass	1NT
Pass	Pass	Dbl	

In both sequences the double is intended for penalty. In the first case, West has club strength, and in the second case, East has heart strength.

(6) Third-hand problems. When an opening 1NT bid is doubled, the opening bidder's partner has four standard options.

(a) Redouble. A call indicating that the opener's side has the majority of the high-card strength and that a penalty should be available if the doubling side escapes into a suit. A frequent action holding 9 HCP or more opposite a weak (12-14) 1NT. Opposite a standard (15-17) 1NT, 5 HCP is theoretically sufficient, but slightly more is desirable in view of the likelihood that the doubler has a good suit to lead. This should set up a force through 2NT.

(b) 2NT. A bid with no natural meaning because a strong balanced hand would always redouble. It is therefore treated as a type of cuebid and is likely to be based on a strong two-suited hand.

(c) 2♣. Not necessarily Stayman after a double, unless by agreement. It is normally a natural bid with a long club suit, and should be assumed to be so by the opener. However, the bid is often made on a weak unbalanced hand with the intention of making an SOS Redouble when doubled. This would be an appropriate action with a 4-4-4-1 distribution, for example.

(d) Three of a suit. An unlikely action opposite a standard 1NT. Opposite a weak 1NT it would be preemptive, with a six-card suit and no game ambitions. Related: Defense to Double of 1NT.

DRAGON DEFENSE TO POLISH CLUB. A defensive scheme involving transfers over a nebulous 1♣ opening. Reference Polish Club.

DRURY. A conventional 2♣ response by a passed hand after partner's major-suit opening.

<i>West</i>	<i>East</i>
Pass	1♠
2♣	

The 2♣ bid asks opener to clarify his strength. West might hold:

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

Without Drury, West has no attractive action: a single raise is an underbid; a double raise with only three trumps and poor distribution is inappropriate; a natural response of 2♦ might be passed, and even if opener bid again, responder might have to go to the three level to show the spade support.

The convention works similarly after a 1♥ opening,

though its frequency of use may be very slightly lower because responder often bids 1♠.

Douglas Drury devised the convention, so the story goes, as protection from the feather-light third-hand openings of his partner Eric Murray. The idea was to reduce the penalty when Murray's psych was exposed by 200 points a time. The convention as employed by most modern pairs differs in some respects from Drury's original version.

In the original, a 2♦ rebid by opener suggested a sub-minimum opening. Responder could then sign off at two of opener's major. However, a 1984 poll of experts showed a preference – by a margin of more than two to one – for a rebid of the major suit as opener's weak action. Any other rebid suggests a sound opening, though some play Pass – 1♠; 2♣ – 2♥ as weak. Hence, the variation once known as Reverse Drury is now standard. A jump raise by responder is akin to a mixed raise, but guaranteeing either five-card trump support or four trumps and a singleton, in the 6-9 range.

It has been suggested by Jeff Aker that after the use of Drury, all direct actions by opener above his trump suit are slam tries, all game-tries go through 2♦. This method works very well when coupled with the Reverse Romex game-try approach.

(Another approach, suggested by Fred Hamilton, is to allow responder to bid shortage after the 2♦ relay, if he has four trumps.)

A few partnerships play Drury in competition (particularly after a double):

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
Pass	1♥	Dbl/1♠	2♣

Some players also use responder's 2♦ as artificial, showing four-card support, with 2♣ showing exactly three-card support. Still others reverse the meanings of the two bids. Knowing how many trumps responder has may be useful to the opener if he has a distributional hand. This treatment was suggested by Marty Bergen. Related: Passed Hand, Strong Notrump After Passing.

DUTCH TWO-BIDS. The origin of the Muiderberg Two Bids, sometimes referred to as Dutch Twos or Lucas Two-Bids, is the village of Muiderberg, Netherlands, near Amsterdam. The concept was devised by Onno Janssens and Willem Beoghem, who lived in the village, and was based on weak two-bids. As originally played, a Dutch Two showed a five-card suit in diamonds, hearts or spades with a second four-card side suit in the other major if the opening two-bid was in either major. In general, the responses follow the same pattern as the Muiderberg Two Bids. The 2♣ opening now can be played as either weak in diamonds or game-forcing. This is not uncommon in the Netherlands.

DYNAMIC 1NT. A 1NT opening bid to show an unbalanced hand with 18-21 HCP. Developed by George Rosenkranz as a cornerstone of his Romex system.

Responses are control-showing in the Blue Team Club style, counting an ace as two controls and a king as one. 2♣ shows no more than one control with 0-6 HCP; 2♦ shows

fewer than two controls with 7 or more HCP; 2♥ shows two controls, and 2♠ shows three controls, etc.

Opener's rebids are natural except that after a 2♣ response, 2♦ asks responder to bid a major. A notrump rebid describes a minor two-suiter.

With a balanced hand of fewer than 19 HCP, opener opens in a suit, then rebids either 1NT with 12-16 HCP or 2NT with 17-18 HCP.

EASTERN CUEBID. A low-level cuebid in an opponent's suit, showing a stopper in the suit. The converse, a Western Cuebid, asks partner for a stopper.

EISENBERG JUMP SHIFTS. After a forcing 1NT response, opener's jump to 3♣ acts as puppet to 3♦, whereupon he can bid 3♥, 3♠, and 3NT to show forcing hands with 5-4 pattern in hearts and diamonds, 3♠ showing a game-forcing spade single-suiter or 5-4 in hearts and clubs if preferred. Thus direct jumps to 3♦ and 3♥ show 5-5 pattern and 3♠ remains invitational. Related: Jeff's Elixir.

EKRENS 2♥ OPENING. A 2♥ opening shows at least 4-4 in the majors and 5-10 HCP. In Norway this conventional method is called Ekrens, named after Bjorn Olav Ekren, who originated the convention (although he used a 2♦ opening to show this distribution).

ENCRYPTED SIGNAL. Covered in the chapter on Carding.

EQUAL-LEVEL CONVERSION. An agreement that after a takeout double of a major-suit opening bid, converting a club response to diamonds does not show the extra strength usually shown in such a sequence. This allows for a minimum takeout double of a major with short clubs, long diamonds and four-card support for the other major. Related: Takeout Doubles.

EXCLUSION BID. A bid that shows a holding in every suit except the one named. This is a feature of the Roman System. After an opening bid of 2♣ or 2♦, showing a three-suited hand, the opener rebids in his short suit if he receives the conventional positive response of 2NT (reference Roman 2♦). Similarly, the Roman System prescribes a bid in the shortest unbid suit in response to a takeout double. This has a transfer effect, permitting the stronger hand to become declarer. A takeout double is itself an exclusion call in a wide sense: It implies support for all suits except the one already bid.

Exclusion bids have been adopted by some partnerships as a defense against strong artificial opening bids. This device is useful for competing on three-suited hands in which no suit has been bid naturally. An extension of this convention, devised by Andrew Bernstein, was named the Super Convention. It is an overcall of an opponent's 1NT opening as a two-way exclusion bid. The overcall thus shows length in the suit bid or shortness in the suit bid and support for all other suits. The partner of the overcaller is expected to treat the overcall as natural if he has fewer than three cards in the suit. Otherwise he is expected to take his choice of the other suits. Related: Exclusion Blackwood, Bluhmer.

EXCLUSION BLACKWOOD. This is an extension of Blackwood to permit one hand to exclude an ace from the responses because that player has a void in a named suit. The normal responses played are those used with Roman Key Card Blackwood. Most typically, pairs who use Texas responses to 1NT or 2NT play that Texas followed by a new suit is Exclusion Blackwood, with the transfer suit as trumps and the second suit as the excluded suit. Thus:

1NT	4♥
4♠	5♥

is Roman Key Card Blackwood for spades, with hearts excluded, rather than a confession of forgetting Texas! Responses in this case would be 5♠ with 0 or 3 key cards, 5NT with 1 or 4 key cards, 6♣ with 2 but no queen of trumps and 6♦ with 2 and the queen of trumps.

Similarly, unusual jumps where a lower bid would be a splinter are also Exclusion Blackwood. A sequence such as:

1♠	2♥
5♣	

would be Exclusion for hearts because 4♣ would have shown a splinter in clubs. Some partnerships choose different response structures to Exclusion, such as 3014 instead of 1430 (reference Roman Key Card Blackwood) because of the increased likelihood that responder won't hold a relevant control.

EXODUS. A method of responding after partner's opening 1NT bid has been doubled for penalty. A redouble forces opener to rebid 2♣. The redouble indicates that responder has a suit he wishes to play at the two level. If it is clubs, he passes partner's forced 2♣. If he bids another suit, opener passes.

If responder bids a suit at the two level over the double, he is asking opener to choose between the suit bid and the suit immediately higher, *i.e.*, opener's choice over 2♥ would be to pass with hearts or bid spades. If responder's suits are not touching, he bids two of his lower-ranking suit. If opener bids the next higher suit, responder bids his higher-ranking suit, allowing opener to make a choice.

If responder, after redoubling, bids 2NT over opener's forced 2♣, he is using a form of Forcing Stayman. If responder bids 2♠ over the double, opener must rebid 2NT, and responder now bids his minor, guaranteeing a hand good enough for 3NT or at least four of the minor. Related: Defense To Double of 1NT and Doubles of Notrump Bids.

EXTENDED GERBER. A method of pinpointing certain key cards in slam bidding, devised by Jerold Fink. Related: Gerber.

After a trump suit is established, a bid of 4♣ requests partner to show controls (ace = 2, king = 1). 4♦ shows 0 or 1, 4♥ shows 2, 4♠ shows 3, 4NT shows 4. With 5 or more controls, responder subtracts 5 and bids accordingly. After the conventional 4♦ response, a 4♥ bid asks responder to clarify whether he holds 0 or 1 controls by bidding 4♠ with 0 controls (or 5 or 10), or 4NT with 1 control (or 6 or 11).

Other four-level bids by the asking bidder are signoffs. The asking bidder may also sign off by bidding 5♣ and passing partner's forced 5♦ response, or by bidding 5♦ and passing partner's forced 5♥ response or correcting it to 5♠. Other combinations of rebids on the five level are conventional,

asking partner to show points (king = 2, queen = 1) in two specific suits by seven steps, ranging from 0 points for the first step to 6 points for the seventh step.

EXTENDED HERBERT NEGATIVE. A further use of Herbert Negative was noted roughly simultaneously by Richard Granville and Barry Rigal in the Seventies, although its origin is certainly older than that. The use occurs in the sequence where second hand makes a takeout double at his first turn and then cuebids in his opponent's suit. In these auctions the first step by responder at his second turn is unrelated to suit lengths and simply shows 0-4 HCP. Thus in the auction:

1♦	Dbl	Pass	1♠
Pass	2♦	Pass	2♠

2♠ shows moderate values. With nothing, responder would bid 2♥ at his second turn. With spades and hearts and a moderate hand, responder can jump to 3♥. This method can also be used when opener rebids his suit and the takeout doubler makes a second double to show significant extra values. The principle can be extended to advancer's first action, after the penalty double of a weak notrump and a run-out by the notrumper's partner, which is doubled for takeout by the penalty doubler.

EXTENDED LANDY. Landy is a 2♣ takeout for the major suits over an opponent's 1NT opening. An extension was proposed by Ira Rubin using 2♣ as a takeout request after a response or rebid of 1NT after a suit opening. It implies more distribution and less strength than a double. It also applies in the passout seat:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	Pass	1♠	Pass
1NT	2♣		

This shows five or more clubs and exactly four hearts, based on North's failure to overcall directly.

Other similar uses were developed later by Martin Cohn.

FIFTH ACE. Reference Key Card Blackwood and Roman Key Card Blackwood.

FILO. Reference Defense To Opening Three Bids.

FISHBEIN CONVENTION. Reference Defense To Opening Three-Bid.

FISHER DOUBLE. A Lead-Directing Double of a notrump contract asking for a minor-suit lead, developed by Dr. John Fisher. After an opening bid of 1NT or 2NT, if there have been no legitimate suit bids, a double of the final notrump contract asks for a club lead if Stayman has not been used, and a diamond lead if it has.

A slightly simpler version is to play that a double always asks for a diamond lead, making the opponents' use of Stayman irrelevant.

FIT-SHOWING JUMP. Also known as a fit-jump. This refers to bids by passed hands or, by agreement, jumps facing overcalls, and can indeed be sensibly extended to all jumps in competition.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	1♦
Pass	2♥		

What does this jump shift signify?

The normal expert agreement is that it is a fit-showing jump. It describes a hand with the following characteristics:

- a. A maximum pass: 9-11 HCP
- b. At least nine cards (5-4 or 4-5) in the two suits bid
- c. Virtually all the points concentrated in the two suits

An ideal hand for the auction given above would look something like this:

♠ 5 3 ♥ A Q J 8 7 ♦ K 10 7 6 ♣ 6 2

Whether the bid is totally forcing is a debatable point. If the jump is from a minor to a major, a pass may be best if the opener is weak and has three cards in the major.

There is an interaction with Drury (if 2♣ shows a fit, one needs to keep either 2NT or 3♣ for a maximum pass with clubs).

The fit-showing jump can be extended to the Fit-Showing Non-Jump. Say you pass over 1♣, hear LHO respond 1♠, and partner overcalls 2♥. Whatever the next hand does, a call of 3♦ by you should be a fit non-jump, suggesting diamond values and a heart raise. On any auction where a passed hand introduces a new suit in response to an opening or an overcall, it is at least possible that this should be a fit non-jump. Related: Weak Two-Bid (McCabe Adjunct).

5NT BID. If an undiscussed but clearly forcing non-competitive 5NT bid might logically have more than one interpretation, the *Bridge World* Standard 2001 expert consensus, by a substantial margin, was a request to partner to "pick a slam." A minority chose the Grand Slam Force.

5NT OPENING. A rare opening bid, showing a balanced hand that can guarantee 11 tricks. Responder is asked to raise the bidding one level for each ace, king or queen he holds.

FIVE OF A MAJOR OPENING. Shows a hand missing both top honors in the trump suit, but with no outside losers. Partner is invited to raise to six slam with one of the missing key cards, to seven with both. Probably the rarest bid in bridge, with the exception of the previous entry!

FIVE-ACE BLACKWOOD. Reference Key Card Blackwood.

FIVE-CARD STAYMAN. Reference Puppet Stayman.

FLANNERY 2♦. Developed by William Flannery to show an 11-15 point hand with five hearts and four spades. In *Bridge World* Standard 2001, one-fourth of the experts favored this convention.

Major-suit responses on the two level are signoffs, though opener may raise with a maximum and a minor-suit void. Jump responses in the majors are invitational (though they may be played as preemptive by agreement), and jumps to 4♣ and 4♦ are transfers to 4♥ and 4♠ respectively. If responder bids a minor on the three level, opener bids 3NT with a fit (ace or king doubleton, or queen to three). A 2NT response asks

opener to clarify his strength and distribution. Opener rebids 3♥ with 11-13 HCP, 3♠ with 14-15 HCP and two cards in each minor (or 3NT with 14-15 if his strength is concentrated in his minor-suit doubletons), 3♣ or 3♦ with three cards in the bid suit or 4♣ or 4♦ with four cards in the bid suit.

The standard defense to Flannery 2♦ is to play that a 2♥ overcall is a three-suited takeout (with shortness in hearts). Double of 2♦ shows the equivalent of a strong 1NT opener and is penalty oriented. A 2NT overcall is unusual for the minors, while suit overcalls other than 2♥ are natural.

An alternative is to play that a double shows a balanced hand in the 13-16 range, and 2NT shows a stronger balanced hand. See next entry. All delayed doubles are for takeout, all doubles facing a partner who has acted are for penalty.

FLANNERY 2♥. An opening bid of 2♥ to show a hand worth 11-15 HCP with five hearts and four spades. Responses and rebids are the same as for the Flannery 2♦ convention, except that to sign off in hearts responder simply passes.

The Flannery 2♥ bid is not as easy to defend as its 2♦ counterpart. The usual practice is to play that the double of 2♥ shows the strong 1NT and that 2♠ shows a three-suited takeout. The assumption (not always valid) is that the long spade suit is the least likely hand one might hold.

It is also possible to use a double and a 2NT overcall to show moderate and strong balanced hands.

FLINT. An artificial 3♦ response to a 2NT opening, devised by Jeremy Flint of England to permit a partnership to stop below game. Although this author is credited with other conventions, the 3♦ convention is the one known simply as Flint.

Opener is forced to rebid 3♥. Responder passes if his long suit is hearts, otherwise he bids 3♠, 4♣ or 4♦. Opener is then expected to pass, but may continue to game if his hand is particularly suitable.

Responder can still bid 3♦ in a natural sense if he follows with any action other than a minimum suit bid. If responder next bids 3NT, for instance, he shows a diamond suit and mild slam interest.

A modification, the Flint 3♣, allows a partnership to rest in 3♦ or three of a major suit after a 2NT opening. A 3♣ response forces opener to bid 3♦, and responder then passes or signs off in a major suit. A 3♦ response is used as a Stayman inquiry for a major suit.

Another convention, the Flint 2♦, is used to investigate game in notrump or a minor suit after a Weak Notrump opening. A 2♦ response shows a hand with a solid minor suit or an unbalanced hand with at least four cards in each minor. Opener rebids a four-card major suit if he has one or bids 2NT otherwise. Responder's next bid clarifies his hand.

The popularity of transfer bidding made the Flint conventions obsolete.

FLIP-FLOP. A reversal of the usual meaning of a 2NT response when a minor-suit opening is doubled. The idea is to use it preemptively, reserving the jump raise to show invitational values. Related: 2NT Response Over Opponent's Takeout Double.

FORCING 1NT RESPONSE. Reference 1NT Response To Major, Forcing.

FORCING RAISE. Perhaps nothing in bidding has changed as much as the way in which responder makes a forcing raise of opener's suit. A Double Raise used to be the only way to indicate a forcing raise. Today, in a non-competitive auction the double raise is usually either a Limit Bid or weak and preemptive. Diverse methods of showing the forcing raise have been developed, including Jacoby 2NT, Mini-Splinter, Splinter Bids, 3♣ Response As a Major Raise, 3NT Response and various forms of the Swiss Convention. Related: Inverted Minor Raise, Criss-Cross Raise and Weak Opening System.

FORCING STAYMAN. Reference Stayman.

FORCING TAKEOUT. Reference Jump Shift.

FORCING TWO-BID. The traditional use of an opening two-bid in a suit to show a hand that can virtually guarantee game or even slam. Also referred to as Culbertson Two-Bid, Demand Bid or Forcing Two-Bid, sometimes referred to as a Strong Two-Bid. It was a cornerstone of the Culbertson system and remained standard practice in the U.S. and many other parts of the world. In postwar years, virtually all experts abandoned the forcing two-bid in favor of the Weak Two-Bid, the Acol Two-Bid and other treatments.

Responses: The conventional negative response is 2NT. Other responses are positive and natural, showing at least 7-8 HCP and seldom less than one quick trick (*i.e.*, an ace, a king-queen, or two kings).

However, other responding treatments are used, including Ace-Showing Responses and Herbert Negative.

4♣ CONVENTIONS. Reference Gerber, Namyats, Rubin Transfers, South African Texas, Swiss Convention, Splinter Bid and Void-Showing Bids.

4♣ AND 4♦ OPENING PREEMPTS. Such a bid is usually based on an eight-card minor in a poor hand. If the partnership is using Gambling 3NT to show a solid minor, then an opening of 4♣ or 4♦ would show a broken suit. Related: Namyats.

4♣ AND 4♦ OPENING TRANSFERS. Reference Namyats, Rubin Transfers.

4♦ CONVENTIONS. Reference Blue Team 4♣-4♦ Convention, Namyats, Neapolitan 4♦, Rubin Transfers, South African Texas, Texas.

4NT CONVENTIONS. 4NT is the lowest bid possible above the major-suit game level and is frequently used to initiate slam inquiries. Among the specialized uses of this bid are:

Acol Direct King, Acol 4NT Opening, Blackwood, Byzantine Blackwood, Culbertson 4-5NT, Declarative-Interrogative 4NT, Defense To Opening Four-Bid, Key Card Blackwood, Norman, Roman Blackwood, Suppressing the Bid Ace.

4NT OPENING. In standard methods, the bid shows a balanced hand too strong to open 3NT. It should be a 10-trick hand with perhaps 28-30 HCP. This rare bid is in disuse in standard practice because an opening 2♣ bid followed by 4NT serves equally well. Related: Acol 4NT Opening, Blackwood, 4NT Opening Preempt, Rubin Transfers.

4NT OPENING PREEMPT. Devised by Terence Reese and Jeremy Flint as part of the Little Major System and subsequently adopted by several American experts to distinguish between a strong and weak minor-suit game preempt.

An opening bid of 4NT shows a weak preempt of 5♣ or 5♦ with fewer than five controls, counting an ace or void as two controls and a king or singleton as one control. Consequently, an opening bid of 5♣ or 5♦ would show a stronger preempt, five or more controls. Related: Rubin Transfers.

4NT OVERCALL. A bid of 4NT after an opposing opening bid is usually a form of the Unusual Notrump, calling for a minor suit. This could not apply after an opening bid of 3♣, 3♦, or a weak 2♦, in which case the bid would be Blackwood. Related: Defense to Opening Four-Bid.

4-5NT CONVENTION. Reference Culbertson 4-5NT.

FOUR-SUIT TRANSFERS. Transfer bids into all four suits have achieved great popularity in tournament play since the Eighties. The usual plan, in response to 1NT, is:

- 2♦ shows heart length
- 2♥ shows spade length
- 2♠ shows club length
- 2NT shows diamond length

This method was favored by one-third of the respondents in *Bridge World Standard* 1994 and 47% in *Bridge World Standard* 2001. Far less popular was the alternative in which 2NT shows clubs and 3♣ shows diamonds.

After 2♠ and 2NT, the opener should accept the transfer if he has a fit with responder's suit and make the intermediate bid if he does not (some partnerships reverse this procedure). If responder has a good minor suit, perhaps six to the A-Q, he can play 3NT with a fit and three of his suit without one. If responder has a weak minor two-suiter he can bid 2NT and pass the rebid.

The responder will often have a strong hand and continue bidding. The meaning of a subsequent major-suit bid needs agreement, the simple options being to use bids of the major either as natural or as shortage, the latter being more common. With length, responder will probably use Stayman.

Using this method, a direct 2NT bid by responder is not available as a natural invitation. To give such a message, the responder must use Stayman and follow with 2NT, which does not, therefore, imply possession of a four-card major suit. Related: Minor-Suit Stayman.

Other schemes are possible: (1) 2♠ shows clubs, 2NT is natural, 3♣ shows diamonds; (2) 2♠ shows minors, 2NT shows clubs, 3♣ shows diamonds.

1430. A modification to Roman Key Card Blackwood proposed and popularized by Eddie Kantar that inverts the 5♣ and 5♦ responses to the 4NT inquiry. In 1430, 5♣ shows 1 or 4 key cards (14), 5♦ shows 0-3 (30). It is useful when the anchor suit is hearts and responder to 4NT shows one key card. The 4NT bidder can then initiate the queen-ask with a bid of 5♦. Related: Roman Key Card Blackwood.

FOURTH-SUIT FORCING. When an auction starts with three bids in different suits, it is highly unlikely that the fourth suit will be the right strain to play in. If you accept that hypothesis, you can improve the language of constructive bidding considerably by using the fourth suit in such auctions as a cipher. Fourth-suit forcing means that the bid of the fourth suit (normally by responder) simply asks opener to define his hand more accurately. The options for opener are to rebid his suit with extra length, to support partner or to bid notrump with a stopper in the fourth suit. Bidding the fourth suit shows extra values, and in the U.S. it is customary to play it as game-forcing. Some pairs play the auction 1♣ – 1♦ – 1♥ – 1♠ as natural, reserving 2♠ as the fourth suit.

The advantages of playing this method are two- or three-fold. In the first instance it allows you to clearly differentiate between invitational and forcing sequences. So, for example, all of responder's secondary jumps (in clubs, hearts or spades) after 1♣ – 1♥; 1♠ are invitational. To create a force, responder uses Fourth Suit then bids one of those suits.

The second big advantage is the ability to find out scientifically whether it is right to play in notrump. After an auction starting 1♥ – 1♠; 2♣, a jump to 3NT implies no interest in playing elsewhere; a delayed sequence to 2NT or 3NT through the fourth suit is a much more consultative route.

Similarly, in the same auction, an immediate 2NT bid shows you have the fourth suit under control. A delayed route implies some concern about the final strain.

By a passed hand, fourth suit is forcing, but not to game.

FRAGMENT BID. An unusual bid – usually a double jump – in a new suit on the second round of bidding, showing a fit with partner's suit and a shortage in the fourth suit (devised by Monroe Ingberman). The last bid in each of the following sequences is a fragment bid:

(a)		(b)		(c)	
North	South	North	South	North	South
♣	1♥	1♣	1♥	1♣	1♥
3♠		1♠	4♦	1♠	4♣

The fragment bidder usually has two or three cards in the fragment suit, and must have a singleton or void in the fourth suit – clubs in (b).

The fragment idea can be extended to this situation:

North	South
1♥	2♣
2♦	3♠

In this case, the bid shows a fit with hearts and a diamond shortage. The more orthodox treatment is to use this sequence to show a fit with diamonds, because South's hand has been improved by North's rebid. Related: Asking Bids, Splinter Bids, Swiss Convention and Void-Showing Bids.

Although fragment bids were originally devised as a use for the double jump shift, which was otherwise usually an idle bid, when a player has made a bid that denies a two-suited hand, a fragment bid may be made in a suit without jumping. The implication of the fragment bid is that the bidder has support for his partner's suit and a singleton in the remaining suit. Related: Soloway Jump Shift.

FRENCH MICHAELS. A modification to the Michaels cuebid over a 1♣ opening, where 2♣ is natural and 2♦ shows the majors.

FRUIT MACHINE SWISS. If responder has opening values and a fit in response to a major opening he can bid: (1) 4♣, showing two aces and a singleton, three aces, or two aces and the trump king. After a 4♦ relay, the responder bids, respectively, the singleton, 4NT or the trump suit. (2) 4♦ with two aces and none of the above. Related: Swiss Conventions.

Key Card Swiss is almost identical to this – giving the additional option of the trump queen.

GAMBLING 3NT. An opening bid based on a long, solid minor suit, a feature of Acol that has been adopted by many players using an artificial 2♣ forcing opening bid.

(a)	(b)
♠ A 5	♠ 7
♥ K 2	♥ Q 8 3
♦ J 3	♦ A K Q 8 4 3 2
♣ A K Q J 7 4 3	♣ J 3

The amount of outside strength required to make this bid varies with the individual partnership. In its original form, stoppers were needed in at least two side suits, as in (a). The modern tendency is to make the bid (except in fourth position) with little or no outside strength, as in (b). This was the choice of the *Bridge World* Standard 2001 expert panel.

Responses:

- (1) 4♣ shows weakness and a desire to play at the four level in opener's suit.
- (2) 4♦ is usually used artificially. A common arrangement is to use it as a singleton inquiry. Opener bids a major-suit singleton, bids 4NT without a singleton, and bids his minor with a singleton in the other minor.
- (3) 4♥ and 4♠ are natural, with a self-sufficient six-card suit or better.
- (4) 4NT is conventional, with responses downgraded because the opener has already shown an ace. A 5♦ rebid would therefore show two aces. A better use is to ask for the length of opener's suit; the first step shows seven cards, the second eight, and so on.
- (5) 5♣ shows a desire to play in five of opener's suit – possibly for preemptive reasons.
- (6) 5♦ is natural, implying that responder has a club honor and has therefore deduced that opener's suit is diamonds.
- (7) 6♣ shows a desire to play a minor-suit slam.

The most effective method of bidding against a gambling 3NT opening bid is to use the Ripstra convention. Assuming adequate high-card strength, the bid of four of the better minor suit as a takeout for the majors gives the partnership the best

chance of finding its best suit.

If 3NT becomes the final contract, the best chance to defeat the contract is usually for the opening leader to cash a winner in order to take a look at dummy and to obtain information from his partner as to which hand controls which side suits.

If the opening bid denies an outside ace, a 4NT response can be used to ask opener to bid a slam holding an eighth trump.

GAME-TRY DOUBLE. Reference Maximal Double.

GARBAGE STAYMAN. When the partner of a 1NT opener has a very poor hand, it will be a useless dummy for declarer if 1NT is passed out. When responder is short in clubs, he can employ Stayman, planning to pass any response – including 2♦ – by opener. It must be preferable to play a trump contract rather than 1NT – even a 4-3 spade fit – holding

♠ J 4 3
♥ 8 7 6 5
♦ J 7 6 5 4
♣ 5

GARDENER 1NT OVERCALL. A two-way bid that may be a natural notrump overcall with 16-18 HCP or a weak hand with a long suit. Partner usually bids 2♣ to find out which type of overcall was made, and the overcaller rebids 2NT if he has the natural strong type. There is a technical reason for this procedure if strong jump overcalls are being used: A weak hand with a long suit has no convenient way to enter the auction. Devised by Nico Gardener, London. Related: Comic Notrump.

GAZZILLI. Playing a standard bidding system, problems can arise after 1♥/1♠ – 1NT or 1♥ – 1♠ when the opener has a single-suited, game forcing hand.

There can also be a problem with balanced hands in the range of 15-17 HCP that contain a five-card major.

Gazzilli is designed to solve these difficulties and also to allow non-forcing jumps to the three level with fewer high-card points (14-16). The method was developed by Leo Gazzilli of Milan, Italy, possibly with some assistance from Benito Garozzo in the mid-Eighties.

Gazzilli is an artificial bid of 2♣ by the opener, generally after an opening bid of 1♥ or 1♠ and a response of 1♠ or 1NT. The 2♣ response is forcing, but the partnership will normally not play in a minor suit unless no other option is available. The 2♣ bid is employed on the following hand types:

5-3-3-2 shape with 15-17 and 18-20 HCP.

Five of a major suit and four or more clubs with 11-16 HCP.

Generally, all other hands of 17 or more HCP (single suiter, two-suiter, etc.)

Opener's rebids after a 1♥ opening

Gazzilli covers most of the holdings containing 17 or more HCP, so it allows the partnership a great deal of flexibility, and simple bids at the two-level (except 2♣) are narrower in HCP. This has the advantage that the responder no longer needs to keep the bidding open. The following are opener's rebids after a 1♥ opening and a 1♠ or 1NT response.

<i>Opener</i>	<i>Responder</i>	<i>Meaning</i>
1♥	1♠	
1NT		Balanced hand with 12-14 HCP.
2♣		Gazzilli (Alertable): 17 or more HCP.
2♦		Natural: five hearts, four or more diamonds, 11-16 HCP
2♥		Natural: promises six hearts, 11-14 HCP.
2♠		Three- or four-card spade support, 11-14 HCP. The limit raise is part of the bidding system, but does not distinguish between three- and four-card support.
2NT		(1) Splinter with four-card support for partner's suit, (2) six-card heart suit and a three-card spade support. In either case, 14-16 HCP.
3♣		Natural: 5-5 hearts and clubs, 14-16 HCP.
3♦		Natural: 5-5 hearts and diamonds, 14-16 HCP.
3♥		Natural: six or more hearts, denies three-card spade support, 14-16 HCP.
3♠		Four-card spade support and 4=5=2=2 shape, 14-16 HCP.
4♣		Six hearts, four spades, singleton or void in clubs, 14-16 HCP
4♦		Six hearts, four spades, singleton or void in diamonds, 14-16 HCP.

A response of 1NT by an unpassed hand is forcing for one round. If responder is a passed hand, opener may pass 1NT.

<i>Opener</i>	<i>Responder</i>	<i>Meaning</i>
1♥	1NT	
2♣		Gazzilli (Alertable): 17 or more HCP.
2♦		Natural: four or more diamonds, 11-16 HCP.
2♥		Natural: six or more hearts, 11-14 HCP.
2♠		Five or more hearts, four or more spades, 17 or more HCP.
2NT		Six hearts with any four-card side suit, 17 or more HCP. Responder's 3♣ is a game-forcing relay.
3♣		Natural: 5-5 hearts and clubs, 14-16 HCP.
3♦		Natural; 5-5 hearts and diamonds, 14-16 HCP.
3♥		Natural: Six or more hearts, 14-16 HCP.
3♠		Six hearts, five spades.
4♣		Natural: 6-5 hearts and clubs, 14-16 HCP.
4♦		Natural: 6-5 hearts and diamonds, 14-16 HCP.

Opener's rebids after a 1♠ opening

The rebids after a 1♠ opening and a first response of 1NT

are similar to the structure after a 1♥ opening.

After a Gazzilli 2♣, the forcing bid by responder is 2♦, a relay to request additional information and shows, at the same time, at least 7-8 HCP. All other actions by responder are limited and non-forcing, 2NT showing the minors. As soon as the opener has clarified his holding promising 17 or more HCP, a game force has been established.

GENERAL PURPOSE CUEBID. A bid of 4NT used as a general-purpose slam try when a cuebid is not available or convenient. It is difficult to distinguish this from Blackwood and similar bids, so it is rarely employed.

GENEVA. A method of showing any pair of unbid suits with an overcall of 2NT (or higher) by a player whose side has not yet bid. The bidder moves to his cheaper suit if his partner does not locate a fit. Many low-level doubles become penalty doubles. A danger is that the fit, if any, will be found at an excessively high level. Devised by Dr. William Konigsberger and Derrick Deane of Geneva, Switzerland.

GERBER. A 4♣ bid to ask partner how many aces he holds. The traditional responses are: 4♦, no ace; 4♥, one ace; 4♠, two aces; 4NT, three aces, and 5♣, four aces.

4♦ can be used instead of 5♣ to show the rare holding of four aces. Experts strongly favor (62% in *Bridge World Standard 2001*) use of a modified responding scheme:

- 4♦ no ace or three aces.
- 4♥ one ace or four aces.
- 4♠ two aces.

This is analogous to the responses to Roman Key Card Blackwood.

As originally written (Rolling Gerber), the 4♣ bidder uses the next available bid to ask for kings on the same principle, but cannot use the agreed trump suit for this purpose. For example, 4♠ asks for kings over a response of 4♥, unless spades is the agreed trump suit, in which case 4NT becomes the king-asking bid. The modern tendency is to use 4♦ to show four aces along with 5♣ to ask for kings rather than the next higher bid. This helps remove ambiguity.

There may often be difficulty in distinguishing a conventional 4♣ bid from a natural one. Some players restrict the use of the convention to situations in which no suit has been genuinely bid (e.g., after a 1NT or 2NT opening, or a conventional 2♣ bid followed by 2NT or 3NT).

If 4♣ is to be used more generally, there are three possible rules a partnership can adopt:

- (1) 4♣ is conventional unless it is a direct club raise.
- (2) 4♣ is conventional unless clubs have been genuinely bid by the partnership.
- (3) 4♣ is conventional if it is a jump bid, or if a suit has been specifically agreed. This is perhaps the best of these rules.

A partnership also has to consider how responder should act holding a void, or when there is interference bidding.

Treatment of similar situations is discussed under Blackwood.

The convention named for John Gerber was invented in 1938 and is sometimes referred to as 4♣ Blackwood. The convention was devised earlier independently by Dr. William Konigsberger

and Wim Nye, and published by them in Europe in 1936. Gerber can also be used after responder to a 1NT opening has used Stayman and found a major-suit fit (in which case 4♣ would ask for aces, 4♦ would be a balanced slam try with four trumps, 4NT would be quantitative with no fit). Related: Extended Gerber, Key Card Gerber, Roman Gerber and Super Gerber.

GHESTEM. A system of strong two-suited overcalls devised by Pierre Ghestem.

Over 1♣:

2NT shows the red suits.

2♦ shows the major suits.

3♣ shows diamonds and spades.

This permits two clubs to be natural. Over other suit openings:

2NT shows the low-ranking suits.

3♣ shows the high-ranking suits.

A cuebid shows the top and bottom suits.

GLADIATOR. A method of responding to 1NT, devised in New Zealand, and used in slightly modified forms in Roman and CAB systems.

A response of 2♣ is a relay, requiring the opener to bid 2♦. A minimum suit bid by responder then shows weakness, and the opener passes. Other rebids by the responder are limited.

A response of 2♦ is a Stayman-type inquiry for major suits, and is forcing to game. A response of 2♥ or 2♠ is forcing, and higher suit responses are slam suggestions.

GOOD 2NT. A direct bid of 2NT, the converse of Good-Bad 2NT, to distinguish between competitive and constructive actions. If the opponents have made the last bid at the two level and it has not been doubled, a player who has not passed after the opponents entered the auction and may have competitive or constructive goals can use this concept. It can apply to any of the four players, in direct or reopening position. Some possible auctions are:

- (a)
- | <i>West</i> | <i>North</i> | <i>East</i> | <i>South</i> |
|-------------|--------------|-------------|--------------|
| 1♦ | 1♥ | 1♠ | 2♥ |
| 2NT | | | |
- (b)
- | | | | |
|----|-----|------|----|
| 1♥ | Dbl | Pass | 2♦ |
| 2♥ | 2NT | | |
- (c)
- | | | | |
|----|------|-----|----|
| 1♦ | Pass | 1♥ | 1♠ |
| 2♣ | 2♠ | 2NT | |
- (d)
- | | | | |
|----|------|----|----|
| 1♦ | Pass | 1♠ | 2♥ |
| 2♠ | 2NT | | |
- (e)
- | | | | |
|----|----|------|------|
| 1♠ | 2♦ | Pass | Pass |
| | | 2NT | |

In each case, a 2NT bid is an artificial way to show game interest or better. Other actions, such as 3♦ in sequence (a) or (b) are competitive. In most cases, there will be other strong actions available, and there will be subtle distinctions to be made.

GOOD-BAD 2NT. Described by Jeff Rubens in his articles on the Useful Space Principle. Also credited to Hal Mouser as the Mouse Convention. The purpose of this conventional treatment of a 2NT bid in competition is to allow one hand to distinguish between purely competitive raises or bids of a new suit, and those showing values. The use of the convention can be extended to cover almost every bid of 2NT in a competitive auction. But the two simplest uses of the bid are by the opening bidder when partner has responded 1NT or made a negative double, and fourth hand has competed with a bid of 2♦ or higher. For example, consider the three following sequences using standard methods:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	1♠	Dbl	2♠
3♣			

The 3♣ bid could be made by opener with 3=1=5=4 shape and 12 HCP, but it would also be made with the same distribution and an extra ace.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	Pass	1NT	2♠
3♣			

In standard methods, opener could have a hand with no game interest or a hand close to a jump to 3♣ without intervention.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	Pass	1NT	2♠
3♥			

Whether 1NT is forcing or not, opener could have a genuine invitation to game or be stretching to compete.

Using 2NT as the equivalent of a transfer to 3♣ lets opener use that sequence as the way to show a purely competitive hand. If he was competing in clubs, opener passes his partner's response. Otherwise he describes his hand appropriately; new suits or suit rebids after 2NT show purely competitive hands. Direct actions at the three level therefore show genuine game invitations or better.

Having 2NT available as a puppet to 3♣ allows opener flexibility with strong hands. He can differentiate the degree of stop in his opponent's suit because he has two routes to 3NT or the three level cuebid. In these sequences it makes sense to play that the slower opener goes to 3NT in the opponents' suit, the less confident he is that 3NT is the right spot. Another possibility is to use the direct cuebid as a single-suited hand, while going via 2NT shows a strong balanced hand, in both cases looking for a stop for 3NT.

Note that responder does not have to bid 3♣ over 2NT. If he would prefer to play in opener's first-bid suit rather than clubs, he must break the transfer by reverting directly to opener's suit. With game interest even facing the purely competitive hand, responder makes a cuebid, bids 3NT or jumps, as appropriate.

GRAND SLAM FORCE. A method of locating the top trump honors when a grand slam is in view. It was devised by Ely Culbertson in 1936. Although it was written by the staff, a *Bridge World* article on the subject was given Josephine Culbertson's byline. As a result the convention is often referred to as Josephine in Europe.

A bid of 5NT asks responder to bid a grand slam if he holds two of the top three trump honors. This clearly does not apply if 5NT is a natural notrump raise, or if it is used as part of another slam convention. A jump to 5NT fixes the last bid suit as trump unless another suit has been specifically agreed.

It is sometimes necessary to know whether responder has one of the top three honors. If the agreed trump suit is not clubs, one or more intermediate bids are available at the six level for this purpose.

If diamonds are agreed, 6♦ should show one top honor. If a major suit has been agreed, several methods are in use, designed to permit a partnership to reach a grand slam missing Q-x-x in the trump suit.

One method is to divide the responses into four steps. The first step would show the weakest trump holding for the previous bidding (three or four low cards); the second step would show the queen, the third step the ace or king and the fourth step the ace or king with extra length. If hearts are agreed, the first and second steps are combined into one. If diamonds are the agreed suit, the first and second steps and the third and fourth steps are combined.

An alternate expert method, perhaps superior theoretically, is to sign off in the trump suit with the worst trump holding. Other responses at the six level are made inversely; the higher the bid the weaker the trump holding. In order to retain all four steps to show gradation of trump quality even when a suit other than spades has been agreed, some partnerships use jumps to five of the suit above the agreed trump suit, rather than to 5NT as the Grand Slam Force.

The expert consensus (63% in *Bridge World Standard* 2001) favored the “cheapest bid is weakest hand” method. If there is ambiguity about the trump suit, the strong expert consensus (88% in the BWS 2001) was to use the same rules that apply in a Roman Key Card Blackwood sequence. If the responder has already shown a strong suit, the responding structure can be modified. This needs partnership agreement.

If there is interference, DOPI and DEPO apply, depending on the space available.

If clubs is the agreed trump suit, several methods are playable.

<i>West</i>	<i>East</i>
♠ A K J 3	♠ 7 2
♥ K 6	♥ A Q J 6
♦ A 5	♦ 9 4 2
♣ K 8 6 4 2	♣ A Q 5 3
1♣	1♥
1♠	3♣ (forcing)
4NT	5♥
5♠	5NT
6♣	7♣

Playing regular Blackwood, West’s unexpected bid of 5♠ forces East to bid 5NT. Then East can interpret the belated bid of 6♣, which logically suggests interest in a grand slam, as the Grand Slam Force.

In some systems, including Schenken, it is possible to agree on a trump suit and cuebid first- and possibly second-round controls before 4NT is reached. Richard Reed suggests

that 4NT should then be used to pinpoint trump honors. Partner returns to the agreed trump suit with none of the top three honors, bids the lowest-ranking side suit with the king or queen, the next ranking side suit with the ace, the highest-ranking side suit with two of the top three honors, and 5NT with full control of the trump suit.

The Grand Slam Force remains in the repertory of expert pairs, but new methods to uncover trump honors, such as Roman Key Card Blackwood, have increasingly found favor. Furthermore, many expert pairs use a bid of 5NT as a general inquiry: “Partner, pick a slam.” Related: 5NT Bid, Byzantine Blackwood, Trump Asking Bids.

GRANO-ASTRO. A two-suited defense to 1NT in which double shows spades and another suit, and a minor-suit bid shows that suit and hearts. Related: Lionel.

GROPE. Reference Scrambling 2NT.

HACKETT. A defense to a weak two-bid in which 3♣ is a weak takeout request with fewer than 16 HCP, and 3♦ is stronger with 16 HCP or more. Double is for penalty.

HAMILTON. Also called Cappelletti and, in Great Britain, Pottage. A conventional system of defensive bidding over an opposing opening bid of 1NT. An overcall of 2♣ shows a one-suiter and demands a 2♦ response from partner – neither bid says anything about the suit mentioned. However, partner can pass with a long club suit in a weak hand or bid a long major with a good suit. After the 2♦ response, the 2♣ bidder passes or names his suit.

Other overcalls show two-suiters: 2♦ = majors; 2♥ = hearts and a minor; 2♠ = spades and a minor; 2NT = minors. If partner wishes to learn which minor after an overcall of either 2♥ or 2♠, he bids 2NT and the overcaller then names the minor. A double when using this convention is primarily for penalty. Related: Cappelletti, Defense To 1NT, DONT, Pottage, Transfer Overcalls of 1NT.

HELLO. A defense to a 1NT opening devised by Jerry Helms. The system can be played against strong and weak 1NT openings. Features:

- Double = penalty or a strong hand.
- 2♣ = diamonds or a major-minor two-suiter.
- 2♦ = transfer to hearts.
- 2♥ = majors.
- 2♠ = natural.
- 2NT = clubs.
- 3♣ = minors.
- 3♦ = majors, stronger than 2♥.

In balancing position, double is a relay to 2♣, after which balancer passes with clubs and bids

- 2♦ = diamonds and a major.
- 2♥ = hearts and clubs.
- 2♠ = spades and clubs.

HERBERT NEGATIVE. Based on the idea that a negative response in a variety of situations can be made by making the

cheapest possible suit response. It was advocated by Walter Herbert when he was a member of the Austrian national team in the Thirties and was applied in many ways in the Vienna system. Some of its many possible applications include: response to forcing two-bid; response to takeout double; response to Acol two-bid; as a second negative response on the first or second round to a strong forcing opening; or in the auction 1 minor – 1NT; 2♥ – 2♠.

HOFFMEISTER NOTRUMP. A fictional convention promoted by the hapless P.J. Hoffmeister, a character in Richard Powell's 1968 novel *Tickets to the Devil*. Like many aspiring bridge theoreticians, P.J. believed he could achieve immortality by developing a successful convention used by experts.

IDAK (or IDAC). A defensive bidding system against strong artificial club sequences. IDAK stands for Instant Destroyer and Killer, and IDAC means Instant Destruction Against a Club. The system is used when not vulnerable. Wonder Bids are used when vulnerable.

The system works this way. If RHO opens an artificial 1♣ or responds artificially to a 1♣ opening:

1. If you have a long suit, bid the suit immediately below it at whatever level you deem appropriate (notrump shows clubs). This is not a transfer bid per se, for responder can pass the suit you bid. With two suits, "transfer" in one and rebid in the other.

2. 1♠ shows any 4-3-3-3 pattern or a string of spades. Responder assumes you have the first type and bids his best suit at whatever level he wishes. If you really have a string of spades, you can always rescue him.

3. A jump in spades at any level shows the minor suits. Responder can ask for your better minor by bidding notrump.

4. A double shows a three-suited hand (any). If responder has: (a) a one-suited hand, he responds two suits below his real suit (*i.e.*, spades shows diamonds) at any level. The original doubler bids the suit shown with support, and passes without it. (b) With both majors and an interest in preempting, responder bids 2NT, for the doubler guarantees a major. (c) With both minors and interest in preempting, he bids 3NT or higher. (d) With a constructive hand (9 or more HCP) and two suits, responder bids 1NT. The doubler now bids his suits up the line if there is no interference. If there is interference, the doubler should double again if short in the interference suit, and pass otherwise. (e) With specifically spades and diamonds, or hearts and clubs, responder can jump in either suit (which shows the other one), knowing that the doubler will have support for one of the suits.

IMPOSSIBLE 2♠. After a 1♥ opening and a 1NT Forcing response, responder has denied spade length, so what do these auctions mean?

a)		b)	
<i>West</i>	<i>East</i>	<i>West</i>	<i>East</i>
1♥	1NT	1♥	1NT
2♣	2♠?	2♥	2♠?

Most experts play a) as a (relatively) strong club raise. This might be 11-12 balanced with four- or five-card club support or

a distributional club raise with at least five-card support.

There is less consensus for b). Some play it as "unusual" showing both minors. Others play it as about 11 HCP balanced with honor doubleton in hearts. Related: 1NT Response to Major Forcing.

INGBERMAN. Named after its inventor, Monroe Ingberman. The convention is designed to cope with the problems that can arise following a two level reverse by the opener, such as 1♣-1♠; 2♦.

The method is as follows:

Two of responder's major shows five or more in the suit and is forcing for one round.

2NT by responder is a relay, showing weakness and denying five cards in responder's major – opener usually bids three of his minor, which he expects to be passed. If responder bids three of another suit, that is expected to be passed. Preference to opener's minor or a raise of the reverse suit are forcing for one round.

3NT shows a minimum game force (depending on whether the initial response was at the one or two level) with slow cards in responder's suits (2NT followed by 3NT shows a better hand).

Fourth suit collects all the good hands not suitable for other action.

Some prefer to play that the cheaper of fourth suit or 2NT is the relay, a little more complicated. There are other little wrinkles, such as what 3♣ shows after 1♦-1♠; 2♥-2NT, and what opener does if he does not want to bid three of his minor because he feels he is too strong. Related: Blackout.

INTEREST-SHOWING BID. A bid that can be used as an alternative to a cuebid when the opener and responder have agreed on a major suit at the level of three or four. The idea was developed in 1948 by some Cambridge University, England, players (E.M.L. and J.R.A. Beale, and H. Peter F. Swinnerton-Dyer), and are an optional part of the Acol system. The bid can be considered an extension of a Trial Bid at a higher level.

If the bidding goes 1♠ – Pass – 3♠ or 1♠ – Pass – 4♠, or similarly in hearts, a change of suit that would normally be a cuebid is made in a suit in which some support is needed. For example:

(a)	(b)
♠A K 10 5 3	♠K Q 9 5 4
♥Q J 7 3	♥A K J 6
♦A	♦Q 7 3
♣K Q 7	♣A

The opening bid of 1♠ is raised to 3♠, a limit raise showing about 11 HCP or the equivalent counting distribution.

On hand (a), the interest-showing bid would be 4♥, indicating that the opener needs some help in the form of heart honors or a heart shortage. The interest-showing bid may well be made in a three-card suit.

On hand (b), the opener rebids 4♦ to ask for support in that suit.

In each of these cases a normal cuebid would leave the responder in doubt about how to evaluate his hand for slam purposes. Related: Asking Bid.

INTERFERENCE TO JACOBY 2NT. Jacoby 2NT has become ubiquitous as a tool to show a forcing major-suit raise. Curiously, there appears to be a lack of consensus on how to handle interference.

One solution is a scheme suggested by Jeff Aker. After interference over Jacoby, double is the most discouraging action, suggesting weak length in their suit. Bids are natural, 3NT and a cuebid show singletons or voids in their suit, respectively. Bids of the trump suit show extra length, with a jump to game suggesting a minimum. Passing requests responder to double with a balanced hand and is either to play or a slam try with at least third-round control in their suit.

Another solution is to double with a lower-ranking shortness, pass with no shortness or a very powerful hand and make natural bids with shortness in the bid suit and a highly distributional hand. This permits responder to reopen with a penalty double, or to convert opener's double for penalty.

INVERTED MINOR RAISE. A treatment for showing support for an opening bid of one of a minor devised as part of the Kaplan-Sheinwold systems. In the original version, a single raise was strong and forcing, with at least 10 HCP, while a double raise was weak and obstructive. The combination allows more room for investigation with good hands and offers a preemptive effect with weak hands.

♠ A 8 4
♥ K 4
♦ 6 4 3
♣ K J 9 5 2

Raise 1♣ to 2♣. The bidding usually goes on to game, although it is possible to stop at 2NT (by agreement) or 3♣. A bid of a new suit by opener is consistent with an attempt to get to a notrump game and generally suggests something extra in high cards or shape.

Jeff Aker has suggested that facing a game-forcing minor-suit raise, opener's rebids should be artificial. A sensible scheme is to use 2♦ over a 2♣ raise as only three clubs, 2♥ as other minimum hands (allowing responder to relay for shortage), 2♠ as relay showing extras and taking control, 2NT as a positional balanced hand, 3♣ as any singleton with extra values, 3♦ and higher as 5-4-2-2 patterns. The same scheme applies over the inverted raise of 1♦ to 2♦, with the first responding step eliminated.

The range for the jump raise to three of partner's minor needs discussion. For example, few would argue with a decision holding:

♠ K 6 4
♥ 6 3
♦ 7 5
♣ J 9 8 6 4 2

to raise 1♣ to 3♣, but would you do the same with the ♣K as well? Partnerships should agree whether opener may try for 3NT with a balanced 18-19 HCP, and whether the vulnerability affects the lower limit for the preemptive raise.

Experts and many tournament players made changes that covered the three types of raises: forcing, invitational and preemptive. The jump raise retained the same meaning: purely preemptive. However, the single raise became an absolute force

to game. Minor-suit jump shifts became the method to show invitational values.

♠ 8 6
♥ A 8 5
♦ K 5 2
♣ K 10 9 8 5

Over an opening bid of 1♣, bid 2♦, showing an invitational club raise. Related: Criss-Cross.

♠ K 7
♥ 5 4
♦ K J 10 9 5
♣ K J 4 3

Over an opening bid of 1♦, bid 3♣, showing an invitational diamond raise.

If the opponents intervene over the opening bid, it is a matter of partnership understanding whether inverted minors are still in effect. Most people do not play them, although they do use them by passed hands in uncontested auctions.

After the inverted minor raise and opener's rebid of 2NT, best practice is for responder to show shortage in a major, and to use three of the other minor as an artificial slam-try for the minor.

Inverted minor raises was the choice in *Bridge World* Standard 2001. Related: Two-Way Minor Raises.

ITALIAN CUEBIDS. A style that has become increasingly popular, whereby controls are shown regardless of whether they are first or second round, but always in the most economical sequence. Bypassing a suit denies a control in that suit, and a cuebid by the responding hand after a suit is bypassed guarantees a control both in the suit cuebid and in the suit bypassed by partner.

ITALIAN MICHAELS. After a 1♣ opening, an overcall of 2♣ shows 5-4 in the majors, either way, while 2♦ shows 5-5 pattern in the majors. In response to the 2♣ cuebid, 2♦ asks for the longer suit.

JACOBY TRANSFER BID. Used in responding at the two level to 1NT opening bids, or in responding at the three level to 2NT openings. These transfers were introduced by Oswald Jacoby in a *Bridge World* article in 1956, although they had been used in Sweden as early as 1953-54 as a result of a series of articles by Olle Willner published in *Bridge Tidningen*. 2♦ shows hearts and asks opener to bid 2♥. 2♥ shows spades and asks opener to bid 2♠. This convention greatly increases the chance that the strong hand will be the declarer in a suit contract. It also solves the problems created by many hands of intermediate strength:

(a)	(b)
♠ Q 10 8 7 6 4	♠ 8
♥ K Q 3	♥ A 10 9 5 4
♦ 4 3	♦ 10 5
♣ 7 5	♣ K Q 10 5 3

On hand (a) the response is 2♥, and the rebid of 2♠ is raised to 3♠. This is a game invitation that the opener can pass.

On hand (b) the response of 2♦ shows the heart suit, and responder continues with 3♣. This shows his two-suited hand,

and leaves the next move to the opener. 3♣ is forcing to game (playing the new suit as a one-round force is a highly inferior treatment).

There are methods for extending transfers to the minor suits. Relate: Four-Suit Transfer Bids and Minor-Suit Stayman.

If the bidding begins:

<i>Opener</i>	<i>Responder</i>
1NT	2♥
2♠	

The normal rebid structure for responder is:

- (1) Pass with no game prospects.
- (2) 2NT, natural, invitational, balanced.
- (3) 3♣ or 3♦, natural, game forcing, possible slam interest.
- (4) 3♥, at least 5-5 in the majors if Smolen Transfer is in use – otherwise 5-4, game forcing.
- (5) 3♠ invitational, six-card suit.
- (6) 3NT, balanced, offering a choice of games.
- (7) 4♣, 4♦ or 4♥ splinter, slam try setting responder's suit as trump.
- (8) 4♠, signoff, six-card suit (a slam invitation if four level responses are transfers).
- (9) 4NT, natural slam invitation, balanced.

Rebids are similar after a transfer to hearts, but the sequence 1NT – 2♦; 2♥ – 2♠ and 1NT – 2♣; 2♦ – 2♠ both need discussion in this context, perhaps as ways to deal with invitational unbalanced hands with five in hearts and spades respectively. In Sharples-Marx transfers, the first sequence is a range-ask. It can also be played as a balanced slam try asking for range and controls. In Walsh Transfers, the former sequence is a puppet to 2NT to show a minor-suit slam-try.

Many players break transfers in certain situations (reference Preacceptance or Super Acceptance). If responder transfers to spades and opener has four trumps and a maximum, he may jump to 3♠. If opener has three trumps and a maximum, he may bid 2NT to get this message across. It is best is to restrict the 2NT bid to a three-card holding with two of the top three honors.

An additional treatment is to break transfers with four trumps and a doubleton into a suit. A simple way to do that is to bid the doubleton; an alternative is to restrict such doubletons to the ace or king doubleton. A third, more complex route is to use the first step as an artificial break with an unspecified low doubleton, and to use the next three calls as a strong doubleton. Partner can relay for the weak doubleton, re-transfer or bid out his hand.

For defense against the Jacoby Transfer, most experts use a scheme such as the following:

Double = lead directing.

Bid of the transfer suit = major/minor two-uitter (Michaels).

2NT = minors.

JACOBY 2NT. A method of increasing slam-bidding accuracy, developed by Oswald Jacoby and used in conjunction with limit major-suit raises.

After a 1♥ or 1♠ opening, a jump response to 2NT by an unpassed hand is a forcing raise of opener's suit. Responder promises at least four trumps and suggests balanced

distribution, but his strength is in theory unlimited. Opener rebids conventionally to clarify his strength and pattern:

New suit at the three level = singleton or void in the suit.

New suit at the four level = a good five-card suit (best to restrict this to two of the top three honors in the side-suit).

Game in agreed trump suit = minimum hand, no slam interest.

Three of agreed trump suit = slam interest.

3NT = extra values, balanced.

Although many pairs use this schedule of rebids, there are many variations, especially in the meaning of the 3NT rebid.

Some structure is desirable when the opener shows a short suit because his hand has a wide range. One possibility is to use a relay, the next available bid, as a strength inquiry with the following rebids: First step: minimum with a singleton; second step: maximum with a singleton; third step: minimum with a void; fourth step: maximum with a void.

An alternative, more complex, rebid structure:

3♣ = non-minimum, with a singleton or 5-3-3-2.

3♦ = non-minimum, any 5-4-2-2.

3♥ = unspecified void, any strength.

3♠ = minimum with a singleton.

3NT = non-minimum 6-3-2-2 or 7-2-2-2.

4 of lower-ranking suit = limited 5-5, good second suit.

4 of original major = minimum, no shortness.

A less-revealing structure is to put all minimum hands through 3♣ so that responder can jump to game without revealing opener's precise hand type. Thus 3♣ shows all minimums (responder can relay for shortness), 3♦ extra with shortness, 3♥ extra with 5-4 pattern, 3♠ with six-card suit no shortness, 3NT extras in a 5-3-3-2 pattern, and four of a new suit 5-5 with a good second suit.

After responses below 3NT, relays inquire further for shortness or length as appropriate. The jump to game shows weakness, but there are three sequences to differentiate the presence or lack of promise for slam; the direct jump, the worst; via 3♣ to show good trumps, and after 3♣ bidding 3NT to show good controls in a 5-3-3-2 pattern, thus three key cards.

Possible variations: (1) Barring use with singletons; (2) restricting 2NT to limited hands or to hands able to take control with a key-card inquiry; (3) using jumps by opening bidder to show voids. Related: Limit Raise, Interference To Jacoby 2NT.

JEFF'S ELIXIR. Invented by Jeff Rubens, so named by John Lowenthal. The convention is designed to find secondary heart fits after a forcing 1NT in the sequence 1♠ – 1NT; 3♣. Responder is forced to bid 3♦ unless he has five or more hearts or spade support. Over 3♦, opener then bids 3♥ with six spades and four hearts, 3♠ with six spades and three hearts, 3NT with spades and clubs. Direct bids of 3♥ and 3♠ show 5-5 in the majors and invitational values in spades without heart tolerance respectively, but it is open to any partnership to play all or any of these sequences as game-forcing rather than invitational.

JORDAN. Reference Response Over Opponent's Takeout Double and 2NT Response Over Opponent's Takeout Double.

JOSEPHINE. The designation for the Grand Slam Force that is popular in Europe.

JUMP CUEBID. The overcall of a jump cuebid is normally played as a stopper-ask in a major (suggesting a solid suit, looking to reach 3NT). A jump cuebid in a minor can be played either as a stopper-ask or as preemptive – the latter meaning being more common in the U.S., the former prevalent in Europe.

JUMPS TO GAME. In game-forcing auctions, say after a 2/1 or reverse, best practice in a strong 1NT base is to use minimum rebids in notrump as 12-14 or 18+. Responder will assume the former, and the notrump bidder will bid on to show the extras. Thus a jump in notrump suggests strong 1NT values but more shape. So in the auctions

1♠ – 2♣; 3NT

1♠ – 2♣; 2♦ – 3NT and

1♠ – 2♣; 2♦ – 2♥; 3NT,

the jump in notrump shows extras. Related: Fast Arrival.

KAMIKAZE NOTRUMP. Another name for the Weak Notrump, usually the variation showing 10-12 HCP.

KANTAR CUEBID. A specialized cuebid after an opponent's overcall suggested by Eddie Kantar. For example:

West	North	East	South
1♠	2♦	3♦	

In this specialized usage, 3♦ shows a 5-4-4-0 or 4-4-4-1 hand with a shortage in the opponent's suit. The strength may be as little as 8-9 HCP, but there is no limit. Related: Cuebid in Opponent's Suit.

KANTAR 3NT. Reference 3NT Opening.

KANTAR 2♣. Reference 2♣ Rebid By Responder as Only Force After 1NT Rebid.

KAPLAN INVERSION. After a 1♥ opening bid, the inversion of the 1♠ and 1NT responses to allow two balanced hands to play in 1NT. Opener rebids 1NT with any minimum 5-3-3-2 pattern or with four spades and doubletons in both minors.

KELLER. A semi-serious convention. The partnership agreement never to discuss deals in mid-session – in other words, to imitate Helen Keller – is taken seriously enough by some pairs to have it inscribed on their convention cards.

KEY CARD BLACKWOOD. A form of Blackwood in which the king of trumps is counted as a fifth ace. After Blackwood 4NT, responder bids 5♣ with no aces or four aces, 5♦ with one ace or five aces, 5♥ with two aces, and 5♠ with three aces. A subsequent bid of 5NT by the Blackwood bidder may be used in various ways. It may ask for kings in the normal manner, except that the king of trumps would not be shown. Or it may ask for an additional feature in the Blackwood responder's hand. This method of ace-asking has been largely replaced by Roman Key

Card Blackwood. Related: Byzantine Blackwood, Culbertson 4-5NT, Exclusion Blackwood, Key Card Gerber.

KEY CARD GERBER. A modification of Gerber in which trump honors may be counted as aces. When only the trump king is to be counted as an ace, responder bids 4♦ with no aces or four aces, 4♥ with one ace or five aces, 4♠ with two aces and 4NT with three aces. Some partnerships agree to count the king and queen of trumps as aces. Using this agreement, responder's 4♠ bid would show two or six aces. Another scheme is to use Roman Key Card Gerber, the third and fourth steps showing a minimum and maximum respectively with two key cards. Related: Byzantine Blackwood, Key Card Blackwood, Roman Gerber.

KEY CARD OVER PREEMPTS. A method of checking for controls over two- and three-level preempts introduced by Marty Bergen.

In response to a two- or three level preempt, except in clubs, the partner of the preempter can bid 4♣ as Blackwood to ask for aces and trump-suit quality. Rebids: 4♦ denies a key card, 4♥ promises one key card, 4♠ promises one key card and the trump queen, 4NT shows two key cards, 5♣ shows two key cards and the trump queen. 4♦ is generally used over a club preempt, with the same step responses.

Combined with the method above, 4♦ can ask for a short suit over a non-club preempt. Opener signs off in his suit to deny a short suit; bids a singleton; bids 4NT with an unidentified void (5♣ asks for its location). After 3♠ – 4♦; 4NT – 5♣; 5♠ shows a club void.

KEY CARD SWISS. Reference Fruit-Machine Swiss.

KICKBACK. A method of using Roman Key Card Blackwood while saving space. It was proposed by Jeff Rubens in an article in the February 1981 *Bridge World* and has been adopted by many experts. The bid immediately above four of the agreed suit is used to ask for key cards, thus saving space in most cases. 4♦ is used with clubs agreed, 4♥ with diamonds agreed, and 4♠ with hearts agreed. With spades agreed, the normal 4NT bid is used. 4NT, if idle, is a cuebid in the Kickback suits or natural and quantitative. Kickback followed by five of the Kickback suit suggests a grand slam, promises all the key cards and the trump queen, and asks for specific kings. Related: Miller Lite, Redwood.

KISS. Keep It Simple, Stupid. Self-explanatory. Best used in conjunction with Mosher.

KLINGER 2NT OPENING. Shows a two-suiter 5-5 or longer, without clubs. This allows a relay response of 3♣ to show the two-suiter and possibly range. Other responses are pass or correct. This has been used as part of the Viking Club structure and fits well with weak twos, but is unnecessary in a structure that includes two-suited two level opening bids.

KOCK-WERNER REDOUBLE. A rescue device invented by the Swedish partnership of Rudolf Kock and Einar Werner.

When partner's low-level overcall has been doubled, a redouble is for takeout – the redoubler is very short in partner's suit. For example:

West	North	East	South
			1♣
1♥	Dbl	Rdbl	

East has a singleton or void in hearts and requests a takeout into another suit. The possibility of playing in 2♣ is not excluded: the best escape not infrequently is to a suit bid by the opposition.

Such redoubles are almost useless in a natural sense. If East is satisfied to play in 1♥ doubled, he simply passes.

This rarely applies nowadays, because in modern play the double is almost always negative. Related: SOS Redouble and Rosenkranz Double.

KOKISH RELAY. A maneuver devised by Eric Kokish to facilitate the bidding of very strong balanced hands. In this sequence:

Opener	Responder
2♣	2♦
2♥	2♠

2♥ is semi-artificial, promising either hearts or a strong balanced hand. 2♠ is forced, and opener bids 2NT if he is balanced. Other rebids are natural, showing hearts. This is advantageous with the strong, balanced hands too strong for a non-forcing 2NT rebid because Stayman and transfers can be used conveniently at the three level. This device loses a little ground when the opener is unbalanced with hearts because responder loses the chance to use a second negative. One solution is to switch opener's rebids of 3♣ and 3♥ at his third turn.

The convention can be enlarged by the following variations suggested by Danny Kleinman:

(1) After 2♥, responder bids 3♣ and 3♦ with a long minor and moderate values.

(2) After 2♥, responder bids 2NT with a 6-card spade suit, allowing opener to play spades. Similarly, 3♥ shows six spades and three hearts, with opener the declarer in either major.

LANDY. A conventional overcall of 2♣ after an opposing 1NT opening as a request for a takeout to a major suit, devised by Alvin Landy. The overcaller promises at least four cards in each major suit and usually has five. Some pairs agree that the bid guarantees five hearts. A Landy bidder is likely to be short in one or both minors. With balanced distribution, he would often double or pass. He seldom has more than 15 HCP. By agreement, partnerships can use Landy in the direct position, the balancing position or both and over a strong 1NT, weak 1NT or both.

Responses to Landy are not standardized, but the following scheme had the endorsement of the inventor.

(1) 3♣ is a forcing response unrelated to clubs and asks the Landy bidder to describe his hand further. The responder may have equal length in the major suits. This is the only forcing response.

(2) 3♠ and 3♥ are game invitations, often with a three-card suit.

(3) 2NT and 3♦ are natural and encouraging but not forcing.

(4) 2♦ shows a weak hand with diamond length. This is no longer the norm: The bid is much more commonly used to ask overcaller to bid his longer/better major

(5) Pass shows a weak hand with club length.

Related: Defense To 1NT and Defense To Two-Suited Overcalls.

LAST TRAIN CUEBID. Popularized by Jeff Meckstroth, (although Jeff Rubens had also devised this method 20 years previously), the convention derives its name from the Sixties hit by the Monkees, "The Last Train to Clarksville."

Last Train cuebids were invented because of the problems that frequently arise with space when one hand jumps to the four level to set a trump suit. For example, a jump to show shortness, via a splinter, often leaves the other hand with no convenient cuebid despite a desire to try for slam. In such situations, the use of the only step available below game neither promises nor denies the ability to cuebid in that suit, but shows the desire to cooperate in a slam venture. Take the auction:

1♣	Pass	1♠	Pass
4♦	Pass		

If responder has some useful values, he may well want to cooperate but have no convenient bid. With a hand such as:

♠ Q J 9 5 4
♥ J 5 4
♦ 10 5 4
♣ A 3

The partnership could be in danger at the five level facing a minimum splinter. But if partner has three key cards together with the ♣K, slam could be laydown. In such a situation, a response of 4♥ simply indicates slam interest and allows opener to determine whether he should make another move to slam. If a player makes a Last Train cuebid and acts again, it confirms that the previous effort was a real cuebid, showing a control in the first bid suit.

The expert consensus (75% in *Bridge World Standard* 2001) favored this idea.

LEAD-DIRECTING DOUBLE. Reference Lightner, Mini-Lightner.

LEAPING MICHAELS. A special type of Michaels bid made after an opponent's weak two-bid in a major. A jump to four of a minor shows the other major and the bid minor. Over 2♠, a bid of 4♦ would show hearts and diamonds, probably 5-5 or better. These methods apply over a Multi 2♦ and can by agreement be used after the opponents bid and raise a major to the two level, or over a 3♣ preempt. Note also that if Leaping Michaels is being used, a cuebid of your opponent's weak two suggests a solid suit and asks for a stopper in opener's suit rather than showing a two-suiter.

LEBENSÖHL. A convention first described by George Boehm of New York and attributed by him, wrongly, to Ken Lebensold. Sometimes, consequently, called Lebensold. Uniquely amongst bridge conventions, it should arguably be spelled with a lower-case first letter – lebensohl. It deals with the problem created for the partner of an opening 1NT bidder following an overcall.

The mechanism varies depending on whether the overcall shows one suit or two and whether it is made at the two level or three level. Over a natural two-level overcall, a double at one time was played for penalty but now is frequently treated as negative.

A two-level suit bid by responder is non-forcing, a three-level suit bid is forcing to game, and a 2NT bid requires opener to rebid 3♣. Responder can pass opener's 3♣ if he has a weak hand with long clubs or he can bid another suit. If responder bids a suit below the rank of the suit overcalled, it is a signoff; if he bids a suit above the rank of the suit overcalled, it is invitational to game.

A cuebid is Stayman. A relay via 2NT followed by a cuebid is also Stayman. The difference is that one shows a stopper in the opponent's suit and the other denies it. Direct jumps to 3NT, and 3NT following a relay to 3♣, are similar raises to game without a four-card major and with or without a stopper. It is up to the individual partnerships to decide which sequence shows the stopper and which denies it.

The modern tendency is to play "slow shows" and "fast denies" – slow being the sequence with the 2NT relay, fast being the sequence in which game, usually 3NT, is bid directly.

Over a two-suited overcall, double is penalty oriented in at least one of the suits shown by the overcall. The two level bid of a suit not shown by the overcall is not forcing, while the three level bid of such a suit is forcing to game. Cuebids are generally forcing to game, always at least invitational. Only when the overcall shows two specific suits and responder cuebids the cheaper may the partnership stop below game. Over a three level overcall, the double is a takeout for any suits not shown by the overcall. Suit bids at the three level are forcing to game.

Lebensohl has been modified to extend to other situations. Related: Lebensohl Applications, Advanced Lebensohl, Rubinsohl, Transfer Lebensohl.

LEBENSÖHL APPLICATIONS. The lebensohl idea can be used, and often is, in two other situations.

(1) Responding to a takeout double of weak two-bids: If a weak 2♠ bid is doubled, a suit response at the three level has an uncomfortably wide range in standard bidding:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♠	Dbl	Pass	3♥

North cannot tell whether his partner has 8 HCP or none. With a good hand, he must guess whether to continue to game. Using lebensohl, the responder who bids directly at the three level promises moderate values, perhaps 8-10 HCP or the equivalent. With a weak hand, he must bid 2NT, forcing a 3♣ bid from opener. Responder can pass 3♣ with length in that suit or pick another suit. If the doubler is so strong that he hopes for game opposite a very weak South hand, he can disregard the instruction to bid 3♣.

In an alternate method, 2NT in response to the double asks the doubler to select a suit (any suit after 2♠ doubled, a minor after 2♥ doubled). If the 2NT bidder then bids again (2NT-3♣; 3♥), he shows a better hand than he would have if he had bid 3♥ directly. The same principles apply to second hand after a major suit is opened on his left, raised on his right, and partner

doubles. A broadly similar position arises when opener reverses into spades facing a 1NT response: responder's 2NT can be used as the start of a lebensohl sign-off. Related: Good-Bad 2NT, Rubinsohl.

LEBOVIC ASKING BID. A convention devised by Wolf Lebovic and publicized by Sami Kehela (both from Toronto ON). When two or three suits have been bid and a minor suit has been agreed as trumps, a double jump in an unbid suit asks about control in that suit. The last bid in each of the following auctions would be a Lebovic asking bid.

(a)		(b)	
<i>South</i>	<i>North</i>	<i>South</i>	<i>North</i>
1♣	1♥	1♠	2♦
1♠	3♣	3♦	4♥
4♦			

The responder to the asking bid answers as follows: with a singleton in the asked suit, he bids six of the trump suit; with king doubleton or longer, he bids 4NT; with the ace or a void he bids the asked suit, and with none of the above he makes the minimum bid in the trump suit.

This bid conflicts with the popular Splinter Bid.

LIGHTNER DOUBLE. A lead-directing double of a slam contract. If competent opponents bid a slam voluntarily, it may be expected that they will fulfill their contract or fail by one trick. Thus a normal penalty double is unlikely to gain much. In 1929, Theodore Lightner devised a more useful interpretation of this bid. A double by the hand not on lead is conventional. Partner is requested to choose an unusual lead that may result in the defeat of the slam. A conventional double of this sort excludes the lead of a trump, a suit bid by the defenders and probably any unbid suit. The player who doubles expects to ruff the lead of a side suit mentioned by the opponents, or else to win two top tricks in that suit. Some experts treat this double quite rigidly. They define the double to mean that partner must lead dummy's first-bid side suit. Other good players, including Lightner, interpret the bid more loosely. An unusual lead is requested and partner must deduce from the context which suit is required.

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

South plays 6♠ after opening 1♣ and getting a response of 1♥. East doubles for an unusual lead. West leads a heart, East ruffs and cashes the ♦A for the setting trick. Without the double, West would have led a diamond, which declarer would have covered from dummy. East would be forced to win the only trick the defense could take. Related: Lead-Directing Doubles, Double For Sacrifice and Mini-Lightner.

LIMIT RAISE. A raise with closely defined limits of strength.

LIONEL DEFENSE TO 1NT. Pioneered by Lionel Wright, a double of 1NT shows spades and a second suit, minor-suit bids show that minor and hearts, as in Brozel, and the major suits are natural. In response to the double, responder passes for penalty with 10 or more HCP and bids 2♣ to play in overcaller's second suit.

LITTLE CUEBID (Petit cuebid). Popular in France as an alternative treatment to lebensohl in response to the double by partner of a weak-two opening bid. The normal treatment in North America is to play new-suit bids at the three level as natural and constructive while 2NT acts as a puppet to 3♣ to show weak hands. This treatment is reversed in France. The French use 2NT as a constructive, unspecified hand, allowing the doubler to define his hand. Direct action in a new suit by responder is natural and weak.

LOWER MINOR. Reference Defense To Opening Three-Bid, Second Negative Response After Artificial Forcing Opening.

LUCAS TWO-BID. Reference Muiderberg Twos.

MALOWAN 6♣. A variation of the Grand Slam Force originated by Walter Malowan. After Blackwood has been used, a 5NT bid is not available as a grand slam force because it would be a conventional bid asking for kings. 6♣ is therefore used as a substitute grand slam force unless clubs is the agreed trump suit.

The responses to 6♣ must be influenced by the fact that the ace of trumps is already known. Marshall Miles suggests that the cheapest available bid should be used at the six level to show the best possible trump holding, with increasingly strong bids showing increasingly worse holdings.

MARX 2♣. An alternate name, especially in England, for Stayman. Originated by Jack Marx approximately at the same time as the American counterpart devised by George Rapée. The convention is now known worldwide as Stayman.

MATHE. A defense against strong 1♣ openings covered under Defense to Strong Artificial Openings.

MATHE ASKING BID. A method of locating a singleton in a hand that has responded with a limit jump major raise, devised by Lew Mathe. Used principally by partnerships that use limit jump raises to promise a side singleton, the Mathe Asking Bid is opener's rebid of the cheapest denomination after responder's limit raise. If the suit that has been established is spades, responder simply bids four of the suit in which he has a singleton. If hearts is the agreed suit, responder rebids 3NT if he has a singleton spade or bids his minor-suit singleton. The Mathe Asking Bid may also be used where the limit raise has not guaranteed a singleton.

MAXIMAL DOUBLE. A type of competitive double used to invite game when the auction is too crowded for any other

approach. The following situation is typical:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
2♥	2♠	3♥	?

South may have a hand with which he wishes to sign off in 3♠ or a hand worth a game invitation. Either hand can be described if the maximal double is used as a conventional bid inviting game and the 3♠ bid is reserved for use as competitive, not invitational.

If the enemy competition is not in the maximum suit (the one just below South's), however, maximal doubles are not needed if the partnership has agreed that opener's bid in the available side suit constitutes a general game try:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
2♦	2♠	3♦	?

In this sequence, South can bid 3♥ (conventional, forcing) to invite game in spades and bid 3♠ to sign off, so some advocates of maximal doubles prefer to use this double for penalty. In the sequence

1♥	1♠	2♥	2♠
3♥	Dbl		

the double is maximal and 3♠ is a signoff because there is no room to make a bid short of 3♠. Partnerships may agree to use maximal doubles only when both sides have found a fit or whenever the doubler's side has found a fit. Doubles by responder in Support Double sequences require discussion. Related: Competitive Doubles.

McCABE ADJUNCT. Reference Weak Two-Bids.

MECKSTROTH ADJUNCT TO FORCING 1NT. A rebid by opener of 2NT after a major-suit opening bid and response of 1NT is forcing. It allows opener to force a bid of 3♣ unless responder's initial response was based on trump support. Thereupon opener can show 5-4 hand pattern and a game-forcing single-suited major hand. 3NT and 4♣ both show the major and clubs. Direct bids of 3♣ through 3NT are ways to show 5-5 hand-pattern and an invitational spade single-suiter. With 17-19, opener bids a minor fragment then hopes to rebid in notrump to show his extras. Related: Gazzilli, Eisenberg Jump Shifts and Jeff's Elixir.

MECKWELL DEFENSE TO 1NT. Against strong 1NT openers in direct and passout seats, double is one minor or both majors. Bids of major suits are natural. A bid of a minor suit shows that minor and a major, as in DONT.

MECKWELL ESCAPE BIDS. Eric Rodwell and Jeff Meckstroth have formed a successful bridge partnership that has created many new concepts in and for the bridge community and especially in a partnership agreement. The designation of Meckwell Escape Bids is the name of one such partnership agreement employed by the partnership. The concept behind the agreement comprises a so-called Escape System, which is employed after an opening bid or overcall of 1NT has been doubled for penalty.

It uses the following responses:

Pass promises clubs, diamonds, both majors or a hand suitable for playing in 1NT redoubled. The 1NT bidder is required to redouble.

After the redouble, the replies are:

Pass: to play

2♣: clubs

2♦: diamonds

2♥: both majors

Redouble: Natural

2♣: at least 4-4 in clubs and another suit. The notrump bidder can pass or bid 2♦, asking for the other suit.

2♦: at least 4-4 in diamonds and a major. The notrump bidder can pass or bid 2♥, asking for the other suit.

2♥: at least five hearts

2♠: at least five spades

If the responder is 4-3-3-3 shape, he may elect to treat his four-card suit as a five-card suit, or to treat the four-card suit and the best three-card suit as a two-suiter.

MEXICAN 2♦. A bid showing a balanced hand with 19-21 HCP and 4-6 losers. A weak five-card major is permitted. Devised by George Rosenkranz as a cornerstone of the Romex system.

Negative responses (0-4 HCP): pass with diamond length; 2♥ – transfer to 2♠ preparatory to a signoff in clubs, hearts or spades or a semi-positive with 5-6 HCP; 2♠ – transfer to 2NT, planning to pass.

Positive responses (7 HCP or more and game forcing) include Texas Transfers; 2♠ – transfer to 2NT with 7-9 HCP, balanced distribution; 2NT – 10 or more HCP, normally balanced; three of a suit – at least 10 HCP with a broken six-card suit.

Responder's high-card requirements are reduced by 1 point for each five-card suit and by 2 points for a six-card major. In the 1992 version, the bid is used differently. If balanced, the opener must have 23-24 HCP, but he may also have an Acol Two-Bid in a major suit or a strong three-suited hand. The range for a 2♦ strong balanced opening has been adapted in recent times to a good 17-19 HCP and is part of the methods in use by some expert pairs. Some pairs give up using the 2♣ bid as strong and switch the 2♣ and 2♦ openings on hand frequency terms. This may be a better strategy at pairs than teams. The scheme of responses to these openings focuses on transfers.

One option (suggested by Wayne Burrows) is: 2♥ shows spades; 2♠ forces 2NT, followed by the partnership's methods over a 2NT opening; 2NT forces 3♣, to play or a two-suiter with hearts. Other three-level actions show shortage in a three-suiter.

Another scheme would use 2NT as a club signoff or a two-suiter, 3♣ as Stayman (maybe for five-card majors), 3♦ as Flannery and 3♥/♠ as minor one-suiters.

MICHAELS CUEBID. The use of an immediate cuebid in the opponent's suit to show a two-suiter. It was derived from suggestions made by the late Mike Michaels of Miami Beach.

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

If an opponent opens with a minor suit, the cuebid is recommended with either of these hands unless the vulnerability is unfavorable. Over a minor suit, the emphasis is on the major suits; there should be at least 10 cards in the major suits and a moderate hand of up to the strength of a light opening bid.

The strength, however, is a matter of partnership agreement, and some would expect opening values unless the vulnerability is favorable. Greater strength is quite possible, intending further action.

Over a major suit, the cuebid shows the unbid major suit and an unspecified minor suit:

♠ 7	♠ —
♥ Q J 10 9 5	♥ 10 9 8 7 4
♦ 7 5	♦ A K J 6 2
♣ A J 10 6 2	♣ Q 6 4

On each of these hands, 2♠ would be bid over 1♠. If partner does not fit the unbid major, he can bid notrump as a request to the cuebidder to show his minor suit.

The major-suit cuebid is unlimited in point-count: The cuebidder may have a strong hand and plan to take further action. Over either type of cuebid, partner will usually bid the full value of his hand if there is a known fit. In some circumstances, he may put pressure on the opponents by making an advance sacrifice. He can also make use of a second cuebid to ask for further definition of the cuebidder's hand.

In *Bridge World Standard 2001*, 83% of the experts favored a split range, so that Michaels is either weak or strong. With hands in the middle range (opening bid values), simply overcall. This gives more definition when the bid is used, but makes it relatively unlikely that the second suit can be shown when it is not.

As with other devices that are partly obstructive, the cuebidder and his partner have to watch the vulnerability. At unfavorable vulnerability, more extreme distribution is needed to make the cuebid.

Michaels is often used by agreement in less obvious situations. Some of these are:

- | | | | | |
|-----|----|------|---------------------------------|----|
| (a) | 2♥ | 3♥ | (but refer to Leaping Michaels) | |
| (b) | 3♥ | 4♥ | | |
| (c) | 1♦ | Pass | Pass | 2♦ |
| (d) | 1♦ | Pass | 1NT | 2♦ |

At the higher levels, the cuebid promises a sound opening or better.

Responses to Michaels are not universally agreed upon, but a simple scheme is to use bids in one of the shown suits as natural, with jumps preemptive. Game tries can be handled via a 2NT relay or 3♦ to show a limit raise in a major. 3♣ can be used as pass/correct when partner's minor is not yet specified. A variation suggested by Marty Bergen uses 3♣ to invite in hearts and 3♦ to invite in spades, leaving 2NT as an inquiry bid with a more flexible hand. Related: French Michaels, Italian Michaels, Leaping Michaels, Non-Leaping Michaels, Defense to Two-Suited Interference.

MILES CONVENTION. Reference 2NT Response to opening suit bid of one.

MILES RESPONSES TO 2NT OPENING. A method of responding to opening bids of 2NT devised by Marshall Miles to facilitate safe exploration for slams, games, or partscores in any suit. The principal responses are as follows: 3♣ is Stayman; following a Stayman sequence, a 4♣ rebid by responder is Gerber, and a 4♦ rebid is a slam try that may be wholly artificial; Jacoby Transfer Bids; jumps to the four level are natural, showing a broken suit with slam interest; 3NT transfers to 4♣ and promises a good suit, after which responder may show a second suit if he has one; 3♠ transfers to 3NT, which responder may pass if he merely wanted to raise to game, or may continue with: (a) 4♣ to show a good diamond suit or a diamond-major two-suiter, (b) four of any other suit to show 4-4-4-1 distribution with shortness in the suit bid or (c) 4NT to show 5-5 or longer in the minor suits.

MILLER LITE. A variation of Roman Key Card Blackwood described by Danny Kleinman in *The Bridge World March* 1997. It is a hybrid of the traditional version, in which a 5♣ response shows 0 or 3 key cards, with 5♦ showing 1 or 4, and the modern version in which these are reversed. A 5♣ response is desirable because it leaves bidding space, and a 5♦ response is undesirable. In Miller Lite, the traditional method is used when the responder has earlier shown substantially more than a minimum opening. In other cases, the modern version is used. This rule tends to maximize the 5♣ response and minimize the 5♦ response.

MINI-LIGHTNER. An extension of the concept of the Lightner double of a slam, typically against a notrump contract to allow for a double to call for dummy's first-bid suit. The principle can be extended to many other auctions, though, allowing for an unusual lead. In most situations, the doubler has a stack over dummy, but occasionally the double of a game contract by a weak hand will suggest a void. Related: Lead-Directing Doubles.

MINI-ROMAN 2♣ OR 2♦ OPENING. An opening bid of 2♦ (or perhaps 2♣ in a strong club system) to show a three-suited hand (4-4-4-1 or 5-4-4-0) with an unspecified shortage. Typical responses are to use 2NT as a forcing relay, and other minimum actions as pass/correct

MINI-SPLINTER. A variation of the Splinter bid, in which a jump shift by opener or responder shows a fit combined with shortage in the suit named. There are two types:

(1) A jump shift by a passed hand to show near opening values, a fit with opener, and a singleton or void in the named suit. If Drury is being used, 3♣ will usually be natural because 2♣ is artificial. (Used by a few when responder is unpassed.)

(2) A jump reverse by opener after a one-level response.

Example:

<i>Opener</i>	<i>Responder</i>
1♦	1♠
3♥	

If 2♥ is forcing, as it is in the modern style, 3♥ is

meaningless. As a mini-splinter, it shows a raise to 3♠ with a singleton or void in hearts. Responder can sign off in 3♠. Many pairs also use this bid with a hand that is too strong for a "regular" splinter. Thus, 3♥ in the example auction would be invitational – to game or to slam.

MINOR-SUIT STAYMAN. A response of 2♠ to 1NT to indicate minor-suit length, used in combination with two-suit transfer responses. Agreements on this convention vary widely from one partnership to another. Most, but not all, require length in both minor suits. Most, but not all, permit weak hands as well as strong ones. It is usual to have at least two meanings. A popular version allows strong with at least 5-4, weak with 5-5, weak with diamonds. When a weak hand is possible, opener is barred from bidding beyond 3♦. Example hands:

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

Related: Four-Suit Transfer Bids, Walsh Transfers.

MINOR-SUIT SWISS. A method devised by Albert Dormer and Terence Reese for use in conjunction with a non-forcing minor-suit jump raise to show a strong hand in support of opener's minor suit without going past 3NT. In response to a 1♣ opening, a jump to 3♥ would show a very good club raise, and a jump to 3♦ would show a moderately good club raise. In response to a 1♦ opening, a jump to 3♠ would show the very good raise and a jump to 3♥ would show the moderately good raise. All these jumps are forcing either to 3NT or to four of opener's minor suit. In determining which jump to make, principal emphasis is placed on the richness of responder's controls.

(a)	(b)
♠ 7 5	♠ A 2
♥ K Q 3	♥ 9 7 4 3
♦ K Q 7 4 2	♦ K 10 8 6 4
♣ K 9 3	♣ A Q

Opposite a 1♦ opening, responder would jump to 3♥ with hand (a), and to 3♠ with hand (b). An alternative recommended by Hugh Kelsey is for responder not to attempt to distinguish between moderate and very good strength, but to choose among all three unbid suits and jump in the suit in which he holds the most secure stopper.

In American methods, these jumps to the three level would usually be considered splinter bids. Related: Swiss Convention.

MINOR-SUIT TEXAS. Reference South African Texas.

MINORWOOD. A variation of Blackwood in which the minor suit agreed upon is used as a key card asking device. Once agreement on a minor suit is reached, four of that minor becomes the key card ask. A bid of one higher than game in the trump suit (5♦ for clubs, 5♥ for diamonds) guarantees all the key cards and asks about kings. Related: Super Gerber.

MITCHELL STAYMAN. This convention applies when a minor suit has been overcalled by a bid of 1NT. Third hand can use partner's minor as artificial, rather than a raise, to show

both majors. Thus in the sequence:

1♣ – 1NT – 2♣

the last bid acts as Stayman. Some partnerships play that when 1♦ has been overcalled with 1NT, 2♣ rather than 2♦ acts as Stayman.

In all cases, the use of Mitchell Stayman denies a strong hand. With 9 or more HCP, responder to the opening bid would double.

MITTELMAN ADJUNCT. A convention used to clarify opener's hand after this sequence:

1♠ 1NT
2♥ 2NT
?

3♣ = transfer to 3♦

3♦ = diamond fragment, game force

3♥ = weak 5-5

3♠ = weak 6-4

After 3♣ forces 3♦

3♥ = 5-5 game force

3♠ = 6-4 game force

3NT = club fragment, game force

MIXED RAISE. A jump cuebid by advancer in response to an overcall suggests the shape for a preemptive raise and the high cards for a simple raise. The range would typically be 6-9, the shape at least a concentrated 4-4-3-2, including four-card trump support. The mixed raise can also be used as part of Bergen-style responses. Facing an opening bid doubled on the right, the jump in the other major can be used to describe these values.

MODIFIED CRASH. As a defense to a strong 1♣, Crash was first publicized in the U.S., but the same defense, with minor modifications, has been popular in Great Britain for more than four decades, particularly when combined with TWERB, Two-Way Exclusion Relay Bidding. The method is based on the idea of maximizing frequency of the obstructive 1♥ and 1♠ overcalls.

It operates as follows:

Over a strong 1♣ opening, double shows a heart suit and at least respectable overcalling values; 1♦ shows spades and similarly a respectable overcall. Over a double of 1♣ and a 1♦ overcall, all new suits are natural, a jump in a new suit is fit-showing; 1NT is a relay with genuine game-invitational values. 1♥, 1♠ and 1NT are the two-suited overcalls (color, rank and shape), which at favorable vulnerability can be 4-4.

In response to these bids, redouble from either side is always for rescue. Responder's actions, including passing a double, are always pass or correct at any level. However, responder can show his own suit by bidding 1NT, which acts as a transfer to 2♣ and passes control to responder. If overcaller redoubles, this is for rescue, but it suggests that his holding in the higher of his known suits is better than his holding in the lower suit.

After a 1NT overcall is doubled, redouble by fourth hand acts as a transfer to 2♣ and passes control to fourth hand. If fourth hand passes, running to the minor by overcaller shows the minor is equal or better than the major. Redouble by

overcaller simply shows a better major than a minor; fourth hand will bid 2♣, allowing overcaller to pass or to correct with spades and diamonds.

Immediate two-level bids show the suit above the one bid or the two below it, at least 5-5 distribution. So an overcall of 2♥ shows spades or the minors. 2NT shows the odd suits. In response to these bids, fourth hand will make pass-or-correct bids, except that the pass of a double implies at least five good cards in the suit doubled. Redouble by fourth hand acts as a transfer to the next higher bid and passes control to the fourth hand to name his own suit at his next turn.

Similar methods apply after 1♣ – Pass – 1♦. In that auction, double shows two suits of the same color, 1NT shows two suits of the same shape, and 2NT shows the minors. 1♥ and 1♠ are natural, and two-level actions are two-way exclusion bids again.

MODIFIED LANDY. Reference Becker.

MONTREAL RELAY. The idea of playing a major-suit response to a 1♣ opening bid as a five-card suit is not uncommon. In that context, playing 1♦ as an artificial response makes sense. Eric Kokish devised a scheme of continuations after the 1♦ response, characterized by playing 2♦ as reversing values, possibly without real diamonds. Jumps by opener to 3♦/3♥/3♠ are self-agreeing splinters.

MOSHER. The whimsical name for the "convention" in effect over the opponents' 1NT opening when all overcalls are natural: 2♣ shows clubs, 2♦ shows diamonds and so forth. Named for Robert Mosher.

MUIDERBERG TWO-BID. Also known as Lucas Two-Bid. Popular in Europe, especially in the Netherlands and Great Britain. The convention is named after the Dutch village of Muiderberg, where Onno Janssens (the co-inventor with Willem Boegem) lived. Muiderberg Twos consist of an opening 2♦ as a Multi, weak in either major (6-10 HCP), optionally with various strong hand possibilities. 2♥ and 2♠ promise at least five cards in the bid major and a minor suit of at least four cards, with five promised at unfavorable vulnerability (also 6-10 HCP). Responses to the 2♥ and 2♠ opening bids are 2NT as a relay, promising game invitational values, and three of a minor as prepared to play facing length (pass or correct). After the 2NT relay, opener rebids his minor with a minimum or bids three of the codified major to show extras (3NT shows a 6/5 maximum and 4♣/4♦ show a 5/6 maximum). David Lucas was the inventor of the similar Lucas Two-Bid. Related: Dutch Two-Bids.

MULTI. A 2♦ opening bid showing a weak two-bid in either major, though some pairs tag on stronger types, too, such as a big balanced hand, a big 4-4-4-1 or a strong two-bid in a minor.

This opening made its first appearance at the end of the Sixties. It was devised by Terence Reese and Jeremy Flint, with input from such players as Robert Sheehan, Jonathan Cansino and Irving Rose.

Even if it is possible that the opener may have a strong hand,

responder assumes he is opposite a weak two-bid and makes his first bid based on his fit for the majors. His possible actions are:

(1) 2♥: The responder wishes to play in 2♥ opposite a weak two-bid in that suit. The responder may be doing anything from passing to bidding a slam if the opener actually has spades. The key aspect is the strength of the responder's hand. If he has a good hand yet bids only 2♥, he must be short in hearts. If he has a weak hand, he might have length in both majors and does not wish to get to the three level.

(2) 2♠: The responder wishes to stop in 2♠ opposite spades, but to bid at least 3♥ opposite that suit. Note that this bid strongly suggests shortage in spades and length in hearts. This is important to remember both when devising a defense and when defending, if responder should become the declarer.

(3) 2NT: This is the forcing inquiry, similar to a 2NT response opposite a normal weak two-bid, except that the opener must describe not only his strength but also his suit. The bid is made with a hand willing to go to at least the three level opposite a minimum weak two-bid. This is especially true if the 2♦ opening bid cannot contain a strong hand. 2NT might occasionally be a semi-psycho response with length in both majors and a weak hand.

(4) 3♣/♦: Highly invitational or forcing, by partnership agreement.

(5) 3♥/♠: Usually these bids are "correctable." In other words, the opener passes with the bid suit or corrects to the other suit at the minimum level (or, perhaps, jumps to 4♠ over 3♥ with a maximum).

(6) 3NT: To play (though in the original Reese-Flint version, it indicated a very strong minor two-suiter with at most four losers).

(7) 4♣: Asking the opener to bid one below his suit: 4♦ with hearts and 4♥ with spades. This allows the responder to play in game in the suit.

(8) 4♦: Asking the opener to bid his suit. Responder might instead have both minors.

(9) 4♥/♠: To play regardless of the opener's suit.

Note that a pair may have alternative interpretations for some of these bids.

Advantages

One of the key pluses of the Multi is that the opponents do not always know the opener's suit. This makes defense more difficult than against a simple weak two-bid, especially when no cuebid is available.

A strong responding hand may be able to become declarer in the major, protecting a side-suit king or tenace from immediate attack.

It is possible to play in 2♦ when this is a better contract than two of the major.

The opening 2♦ bid frees 2♥ and 2♠ openings for other meanings. Perhaps they could be Acol Two-Bids, removing some strain from the overloaded 2♣ opening in Standard; 2♥ could be Flannery or, as with the Precision 2♦ Opening; 2♠ could describe a minor two-suiter, or a weak preempt either in a minor or in any suit; the other two-bids may be used to show weak two-suiters with at least five cards in each suit.

Disadvantages

The major drawback of the Multi is that sometimes the responder cannot make an immediate preemptive raise. For example, with a weak hand long in one major, the responder could jump to game in that major opposite a normal weak two-bid, but opposite a Multi, he must assume his partner holds the other suit. Benito Garozzo says that he will not use the Multi as he is not willing to give up what he considers to be one of the best preempts in bridge: 2♠ – (Pass) – 3♠.

By virtue of opening 2♦ rather than 2♥ or 2♠, the opponents have slightly more space to compete. And sometimes they will be able to double the major for penalty when they could not have done so against a normal weak two-bid.

Defenses to the Multi

This is complicated because all possible positions at the table must be considered. First of all:

Second Seat. There are several approaches that work, but there are two important aspects. First, you must act immediately with a decent hand. If you pass initially, waiting for opener to define his suit and then bid, your partner will assume you are balancing. Second, decide how you wish to play double, 2♥, 2♠ and 2NT. These choices affect the rest of the structure.

Here are three workable schemes. Each is described starting with the meaning for a double directly over the 2♦ opener.

1. Dbl: a takeout double of a weak 2♠ opening.

2♥: equivalent to a takeout double of a weak 2♥ opening.

2♠: natural.

2NT: balanced 16-19 HCP.

3 of a suit: natural (3♠ being stronger than 2♠).

3NT: to play, probably based on a good minor, what is called a "tricks" hand.

4♣/♦: a strong hand with at least 5-5 in hearts and the bid minor.

4♥/♠: natural.

4NT: a strong hand with the minors.

OUT OF HAND

BY BILL BUTLER



"I never DREAMT you'd leave me in Seven No !!"

With a minor two-suiter not strong enough to bid 4NT, bid 3♦, planning to follow up with 4♣, or pass first and try to describe your holding later with an Unusual Notrump.

With a big spade-minor two-suiter, pass and bid four of your minor at your second turn. (If nervous, bid 2♥ immediately and hope to be able to express your two-suiter).

2. Dbl: balanced 16-18 HCP, or perhaps a hand too strong for 2♥ or 2♠ (non-forcing).

2♥: equivalent to a takeout double of a weak 2♠ opener.

2♠: equivalent to a takeout double of a weak 2♥ opener.

2NT: minor two-suiter.

3 of a suit: natural.

3NT: to play, probably a “tricks” hand.

4♣/♦: a big major-minor two-suiter with the bid minor and either major.

3. Dbl: a balanced 13-16 HCP, announcing the values to contest the bidding but making no other guarantees, or a very strong hand of 19 or more HCP.

2♥/♠: natural.

2NT: balanced 16-18 HCP.

3 of a suit: natural.

3NT: to play, probably a “tricks” hand.

4♣/♦: a big major-minor two-suiter with the bid minor and either major.

Fourth Seat

After the bidding begins (2♦) – Pass – (2♥/♠), fourth hand should remember that the responder has probably bid his shorter major. As noted previously, this is definitely true if the response is 2♠ and probably true if it is 2♥. The best approach is to make all simple bids, including 2NT, as natural (and four of a minor as previously discussed), except for one little ruse: A double should be two-way: it is either for takeout or for penalty. For example, after (2♦) – Pass – (2♠), fourth hand should double with either of these hands:

(a)	(b)
♠ 3	♠ K Q J 9 8 7
♥ K J 6 5	♥ 4
♦ A Q 8	♦ A Q 4
♣ K Q 9 8 5	♣ Q 10 9

This might appear to give doubler’s partner an insoluble problem, but it does not. The opener will clarify his suit by passing or correcting, and then doubler’s partner will know which double his partner has from his length in the opener’s suit.

For example, in the auction (2♦) – Pass – (2♠) – Dbl; (Pass), responder holds either of these hands:

(c)	(d)
♠ 3	♠ K J 9 8 5
♥ 9 8 6 5 3	♥ 5
♦ A 7 6	♦ K J 7
♣ Q 9 7 6	♣ J 8 7 3

With (c), it is obvious that partner has spades. The responder is short in spades and so are you. Just pass. With (d), though, you know partner has a takeout double. However, you are loaded with spades, so you pass, converting the double to penalty.

The only time the doubler’s partner could have a problem is after (2♦) – Pass – (2♥) – Dbl; (Pass). The responder might

have heart length in a weak hand. If unsure, the doubler’s partner removes the double. If it was for penalty all along, the final result will probably be 3NT bid and made instead of 2♥ doubled and down some number.

Sixth Seat

You did not act immediately, but the bidding has returned to you, probably after (2♦) – Pass – (2♥/♠) – Pass; (Pass). Now you are in a balancing position. Most actions will be natural, but there are two conventional bids you should consider. 2NT shows a minor two-suiter (and a particularly weak one if you could have bid an immediate 2NT as unusual). And three of a minor may be used to show a limited 5-5 in the bid minor and the other major. (Probably you should use these bids only if you could not bid an immediate 2♥ or 2♠ as natural.)

For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♦	Pass	2♠	Pass
Pass	?		

2NT: limited minor two-suiter

3♣: club-heart two-suiter

3♦: diamond-heart two-suiter

Another defense, devised by Danny Kleinman, is called Simpleton. In second seat, double is Weiss; 2♥ and 2♠ show that suit and a minor, 2NT and 4NT show minors. If a sixth-seat double is takeout, 3♣ and 3♦ are natural with a four-card major; 3NT shows a stopper and a running minor, three of the other major shows a six-card suit and four-card minor, and 4♣ or 4♦ is minor-major, too strong for direct 2♥ or 2♠.

Auction Continuations

In general, these are natural, except that over the 2♥ bid that acts as a takeout double of a 2♥ opening, it is logical to use a lebensohl approach. An immediate response at the three level promises values, and 3♥, either immediately or via the 2NT puppet, is a cuebid. There is no need to use lebensohl over the double showing a takeout of spades because doubler’s partner – the advancer – has a 2♠ cuebid available.

When the auction goes (2♦) – 3♣ – (Pass), all bids by advancer must be treated as natural. You have to pay off occasionally against the Multi. Related: Chico Two-Diamonds.

MULTI LANDY. Originally very popular in the Netherlands, it is now common all round the world. The defense features 2♣ for both majors, 2♦ for one major, bids in the major-suits showing that suit and a minor. Double is normally played as penalty, but many players influenced by Woolsey use the double now as a minor plus a four-card major. Related: Woolsey Defense to 1NT.

MURRAY CONVENTION. Devised by Eric R. Murray. Reference Two-Way Stayman.

NAGY GAME TRIES. Devised by Peter Nagy. The bids and responses are as follows:

<i>Opener</i>	<i>Responder</i>	<i>Meaning</i>
1♠	2♠	
2NT		Game try
	3♣	Would accept clubs
3♦		Help-suit game try in diamonds
3♥		Help-suit game try in hearts
2NT	3♦	Would accept diamonds
	3♥	Would accept hearts
	3♠	Minimum
	3NT	Natural
	4♣/4♦/4♥	Cuebid, usually singleton or void
	4♠	Natural
1♠	2♠	
3♣/3♦/3♥		Short-suit game try
3♠		Game try based on long trumps
3NT		Choice of games
4♣/4♦/4♥		Long-suit slam try
1♥	2♥	
2♠		Game try, asking in which suit responder would accept.

The continuations are as after 1♠–2♠ except that a rebid of 3♠ spades shows that suit, and 2NT is a short-suit try in spades.

After a short-suit try, a rebid of the suit is a void slam try. A new suit above three of a major is a cuebid and shows a short-suit slam try with a singleton.

After 2NT, a new suit above three of a major is a help-suit slam try.

NAMYATS. A convention in which an opening bid of 4♣ promises a long heart suit, and an opening of 4♦ promises a long spade suit. This was favored by 40% of the experts in *Bridge World Standard*. As most frequently used, opener promises a hand stronger than the normal direct opening of four of a major suit. Some pairs use the four-of-a-minor opening to show a weaker hand or a hand with a solid major suit and nothing else.

Responder usually accepts the transfer by bidding four of opener's major. However, the bid of the next higher suit is available without getting the partnership beyond game, and can be used either as a retransfer, making opener the declarer, or as an asking bid.

The convention was devised as part of the Little Major system. The name of the convention is a backwards spelling of Stayman and named after Sam Stayman, who introduced the idea in the United States.

To defend against Namyats, players should discuss the meaning of a double, either of the Namyats bid or of a minimum response to it. It can be lead-directing, but it seems slightly better to use the double as takeout of opener's major,

promising the other major. *The Bridge World Standard 2001* consensus was that direct doubles of the opening bid or response (relay or natural) is for takeout. Delayed doubles are for penalty. Related: South African Texas and Rubin Transfers.

NEAPOLITAN 4♦. A form of delayed game raise used in the Neapolitan system. It is a jump bid that applies when a forcing jump in the intended trump suit is not available:

<i>West</i>	<i>East</i>	
1♠	2♣	
2♠	4♦	agrees spades

<i>West</i>	<i>East</i>	
1♠	2♣	
2♥	4♦	agrees hearts

<i>West</i>	<i>East</i>	
1♥	1♠	
2♣	4♦	agrees hearts

Related: Blue Team 4♣–4♦ (Systems).

NEAPOLITAN 2♦. Reference Blue Team 2♦.

NEGATIVE DOUBLE. The original name for a takeout double, in general use from 1915 to 1930, about which time the term "informatory double" became current, later superseded by the more descriptive takeout double. In 1957, Al Roth and Tobias Stone introduced a modern negative double into national championship play. What formerly was a penalty double of a suit overcall became a double for takeout. This feature of the Roth-Stone system was christened Sputnik after the Russian space satellite dated from the same year. The term is still sometimes used in Europe. The name was new but the idea was not. It had been used by Lou Scharf, Bronx NY, from 1937 on with various partners.

Almost all tournament players employ the negative double. The convention is simple and effective, and chances to use it occur frequently. The cost is negligible. It is still possible to penalize an opponent's overcall.

In the following examples, North is dealer. The doubler is South.

In the auction
1♦ – (1♥, 1♠ or 2♣) – Dbl,

South has a hand for which no bid is satisfactory. He may lack the required length, strength or both to bid a suit at the two level.

A negative double can be made after a one-level overcall with as few as 6 HCP – after 1♦ – 1♥, you can double with

♠ K 6 4 2
♥ 7 4
♦ 7 4
♣ K 9 7 4 2

A negative double may also be appropriate on a hand worth an opening bid, as with

♠ A J 5 2
♥ 10 7 5 2
♦ K
♣ A Q 8 2

After 1♦ – 1♥, the next player doubles and bids strongly later. Playing negative doubles, a 1♠ response in this auction usually suggests a suit of at least five cards. Partnership agreement is a factor, however. Some players would bid 1♠ because a double would show length in the unbid minor only and deny four spades.

Following are auctions, with possible hands for the negative doubler:

1♣ – (1♦) – Dbl
 ♠ K 8 5 2
 ♥ A 8 5 3
 ♦ 7 5 4
 ♣ 7 4

Most pairs expect South to have at least four cards in any unbid major, and some require exactly four cards.

1♦ – (1♠) – Dbl
 ♠ 8 6 4
 ♥ A J 7 5
 ♦ 8 6
 ♣ K 10 7 4

♠ 8 6 3
 ♥ K J 10 5 3
 ♦ A 8 5
 ♣ J 4

♠ 9 6
 ♥ Q 10 8 6 4 2
 ♦ A 8 4
 ♣ Q 3

On the second and third hands, if North rebids in a minor, South can show hearts.

Although South promises heart length, not every South would have clubs, the other unbid suit, but South must be able to visualize a place to play, whatever North rebids.

South might avoid a negative double with:

♠ Q 7 5 4 2
 ♥ Q 8 5 3 2
 ♦ K
 ♣ J 4

because a 2♣ or 2♦ rebid by North would be uncomfortable.

1♦ – (2♣) – Dbl
 ♠ A J 8 4
 ♥ K J 8 3
 ♦ 8 6
 ♣ 8 5 3

♠ K J 9 6 4 2
 ♥ 8 5 3
 ♦ A 6
 ♣ J 5

South promises one or both majors, by partnership agreement. The second hand is an example of a one-suit negative double, but not all Souths would be willing to double with that hand. An opponent's overcall often makes it difficult for responder to handle one-suited hands, but when the doubler has enough to convert an unwelcome response to a new suit, he shows limited values and a suit of his own. If South were a

passed hand, he could comfortably bid 2♠. Related: Negative Free Bid.

♠ A J 8 4
 ♥ 8 6
 ♦ K J 8 3
 ♣ 8 5 3

Many pairs would also make a negative double after 1♦ – (2♣) with the above hand, having the agreement that one major is sufficient when doubler has a fit for opener's minor.

1♥ – (1♠) – Dbl
 ♠ 8 6
 ♥ 8 5
 ♦ A J 8 3
 ♣ K 8 7 4 2

♠ 8 6
 ♥ 8 3
 ♦ K J 10 7 5 2
 ♣ A 7 4

South promises both minors or diamonds, by partnership agreement. On the second hand, he can convert a club rebid by North to diamonds.

1♣ – (2♥) – Dbl
 ♠ K J 9 4
 ♥ 7 6
 ♦ A Q 7 3
 ♣ 8 6 4
 ♠ Q J 10 6 4 2
 ♥ 8
 ♦ A 7 5
 ♣ 9 5 3

On the more balanced first hand, more high-card points are needed. South has a good spade suit on the second, so fewer HCP are required.

1♥ – (2♠) – ?
 ♠ 7 6
 ♥ 8 5 2
 ♦ K 6
 ♣ A J 9 7 5 3

♠ 8 5
 ♥ 8 6
 ♦ K Q 8 3
 ♣ A J 9 5 3

Many Souths would bid 3♥ with the first hand but would double with the second. The difference is the third heart.

1♣ – (2♠) – Dbl
 ♠ 7 6
 ♥ K J 9 2
 ♦ A Q 8 5 2
 ♣ 8 4

♠ 8 4
 ♥ A 10 8 5 2
 ♦ K 5
 ♣ K 8 4 2

The double stands out on both of these hands. Over a 3♦ rebid by partner on the second, South can bid 3♥ to show a five-card suit with not enough strength to bid 3♥ at his first turn.

Players should avoid a negative double when a good natural bid is available. Consider the following hand:

♠ 7 5
♥ A J 8 5
♦ A K J 8 4 3
♣ 5

North opens 1♣ and East bids 2♠. South should bid 3♦. If North rebids 3♣, 3♦ will not express the strength of this hand.

In the Kaplan-Sheinwold system, negative doubles are used after non-jump overcalls only and promise four cards in any unbid major. The strength is unlimited.

A few pairs use negative doubles only through the three level. Most use them after overcalls at higher levels, whether strong or preemptive, up to and including 4♦ or even 4♠. In these cases, the doubler is more likely to have general strength and less likely to guarantee length in the unbid suits. After 1♣ – 3♠, some players would double with:

♠ 7 6 2
♥ A 6
♦ A K 9 4 2
♣ Q J 5

giving North-South a chance to reach 3NT. Related: Card-Showing Double and Thrump Double.

When constructive bidding accuracy has been compromised by a high-level bid, opener is more likely to pass a negative double for penalty. Therefore, if responder has support for opener's suit, he often prefers a shaded raise to a double.

Even at lower levels, many experts treat a negative double

as an all-purpose flexible call rather than a call that promises specific suits.

A penalty double of an overcall is not available to responder if negative doubles are in effect. Responder may pass, however, in the hope that opener will reopen with a double:

1♠ – (2♣) – ?

At equal or favorable vulnerability, South would pass with:

♠ 9 2
♥ A J 10
♦ Q 10 6 4
♣ K J 9 2

At unfavorable vulnerability, especially at matchpoint scoring, responder may decline to seek a penalty:

1♠ – (2♦) – ?

♠ Q 6
♥ J 8 3
♦ K 10 6 2
♣ A K 3 2

South would bid 3NT, expecting plus 630. Prospects of beating 2♦ doubled four tricks for plus 800 are unclear.

By the same token, responder must strain to act when he is short in the overcaller's suit:

1♣ – (1♥) – ?

♠ K 9 5 3
♥ 8
♦ Q J 8 4 2
♣ 8 6 4

If South passes, West will probably raise hearts, making it harder for North-South to compete. Even if West passes, North may have heart length and hence sell out when North-South have a makeable partial. South must tell his story with a double despite the slim values.

Reopening by the opening bidder:

1♠ – 2♣ – Pass – Pass

?

A common misconception is that the opening bidder may not pass if his partner has passed an overcall and the pair use negative doubles. Opener need not reopen with club length because the possibility that partner has a penalty double of 2♣ is ruled out. Nor should opener strain to reopen with a double if another action is more descriptive. In these examples, North has opened 1♠, East has overcalled 2♣, followed by two passes. Neither side is vulnerable.

♠ A J 9 5 3 Pass. South does not have clubs
♥ K 5 and did not raise spades or make
♦ A 8 a negative double.
♣ Q 10 8 3

♠ A Q 8 5 2 Double. North has minimum
♥ K J 4 high-card values but ideal distribution.
♦ Q 9 5 2
♣ 5

♠ A Q 10 9 5 Double.
♥ A K J 5
♦ K Q 10
♣ 10

A cuebid is possible, but partner may be waiting for the

OUT OF HAND BY BILL BUTLER



“Bet my psychiatrist would be fascinated to know I regularly pay to be humiliated!”

double. Partner needs little but reasonable clubs to inflict a major penalty.

♠ A K Q 9 6 3 Bid 2♠.
♥ K 5
♦ J 8 5 2
♣ 9

♠ K Q 10 7 2 Bid 2♥.
♥ A Q 9 5 2
♦ K 5
♣ 4

After a negative double, the opening bidder rebids according to the prospects of game. A cuebid is the only absolute force. A jump shift is invitational, not forcing. With strength in overcaller's suit, opener can pass for penalty, but that action is rare, especially at a low level, because doubler's strength and distribution are unclear.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	1♠	Dbl
Pass	?		

♠ 8 4 3 Bid 2♣
♥ A J 9 5 3
♦ A 6
♣ K Q 5

♠ 8 4 Bid 3♣, invitational.
♥ A K 8 5 3
♦ A 6
♣ K Q 8 3

♠ A J 5 Bid 2NT.
♥ K Q 9 5 3
♦ A 5
♣ K J 9

♠ 6 5 Bid 2♠.
♥ A K J 5 2
♦ A K 7
♣ A J 3

In the following auction, the meaning of North's second bid is open to debate:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♣	1♠	Dbl
Pass	2♦		

Is North's 2♦ bid similar to a reverse, promising extra strength, or is it a simple placement of the contract? If South's double promises diamonds, North needs no extra strength to bid 2♦. If South promises only hearts, North needs a better-than-minimum hand.

In Kaplan-Sheinwold, opener rebids as though responder had bid the indicated major:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	1♥	Dbl
Pass	2♠		

North promises a minimum hand with four spades. To bid 1♠, North might hold only three spades:

♠ A J 5
♥ 7 5 3
♦ A K J 3
♣ J 5 3

The negative double can be extended to many situations – for example, after a natural minor-suit overcall at the two level or three level after a 1NT opening bid. A double would show support for one or both major suits, but would not be forcing to game. Related: lebensohl.

In the following auction, most players would treat South's second double as takeout.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	1♠	Dbl
2♠	Pass	Pass	Dbl

South might hold:

♠ A 8 4
♥ 8 5
♦ A Q 7 3
♣ J 10 7 4

South has a good hand and wants to compete, but lacks a good bid. Related: Card-Showing Double.

Defense against negative doubles

When right-hand opponent has made a negative double, the situation is similar to a bid over an opposing takeout double. A redouble shows high-card strength and may expose an opening psychic bid. A jump raise of overcaller's suit is preemptive. Related: Rosenkranz Redouble.

NEGATIVE FREE BID. Consider this situation:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♣	1♠	?

South has

♠ 8 6
♥ A Q 9 7 3 2
♦ Q 8
♣ 8 7 5

This is not strong enough in standard methods for a 2♥ bid, so the usual solution is to make a negative double, planning to bid hearts on the next round. But this may be difficult if the 1♠ overcall is raised.

The alternative is to make a "negative free bid" of 2♥ on this hand, or of 2♦ if that suit is held. This is, of course, non-forcing.

This obviously affects the use of the negative double. It is no longer needed for a hand that can make a negative free bid, but it is required for stronger hands that would normally make a forcing suit-response at a minimum level. Therefore, a negative double followed by a new suit becomes forcing, indicating a hand with game values. This method is not played by many expert partnerships.

The negative free bid is not needed at the one level and is of dubious value at the four level. Some partnerships agree to use negative free bids at the two and three levels only. Related: Free Bid.

NEGATIVE RESPONSE. An artificial response that shows weakness. Examples are: a 2NT response to a Forcing Two-Bid or an Acol Two; a 1♦ or 2♦ response to an artificial 1♣ or 2♣ opening; or a 2♥ response to an artificial 2♦ opening. Related: Herbert Negative, Second Negative Response After Artificial Forcing Opening and Weakness Response.

NEGATIVE SLAM DOUBLE. Reference Double For Sacrifice.

NEW CAPPELLETTI. Reference Cappelletti.

NEW-MINOR FORCING (Unbid Minor-Suit Force). After opener's rebid of 1NT, responder often finds it useful to have available a low-level forcing bid, either to inquire about opener's support for responder's suit or to make responder's description of his own hand flexible. Some pairs thus use a 2♣ rebid by responder as the only force after a 1NT rebid. Others use a 2♣ rebid as Stayman on the second round. The most popular modern method, however, is the use of the unbid minor suit as responder's forcing call. When the opening bid was 1♣, this approach allows responder to sign off in his partner's suit.

Suppose the auction is:

<i>West</i>	<i>East</i>
1♣	1♥
1NT	2♦

2♦ is artificial and forcing. The meaning of West's third bid may depend on partnership agreement. One possible scheme:

- 2♥ = minimum with three hearts.
- 2♠ = minimum with fewer than three hearts, natural if the 1NT rebid may have concealed a four-card spade suit.
- 2NT = maximum, fewer than three hearts.
- 3♣ = natural, five-card suit.
- 3♦ = maximum with clubs and diamonds, fewer than three hearts.
- 3♥ = maximum with three hearts.

After a 1♠ response:

<i>West</i>	<i>East</i>
1♦	1♠
1NT	2♣

- 2♦ = natural, five-card suit.
- 2♥ = natural, four-card suit.
- 2♠ = minimum with three spades. Does not deny a four-card heart suit (partnership agreement necessary).
- 2NT = fewer than three spades, no other attractive rebid.
- 3♣ = maximum with diamonds and clubs, fewer than three spades.
- 3♦ = natural, maximum.
- 3♠ = maximum with three spades.

Many pairs use the bid of the other minor on invitational hands. Others use it to create a game force, and then all second-round jumps by responder are invitational, not forcing. In the auction 1♦ – 1♠; 1NT – 3♥, responder probably has a five-card suit. Related: Cole, Crowhurst, Fourth-Suit Forcing, 2♣ Rebid By Responder As Only Force After 1NT Rebid and Two-Way New Minor Forcing.

NON-FORCING STAYMAN. Reference Stayman.

NON-SERIOUS 3NT BID. Related: Serious 3NT.

NORMAN 4NT. A slam convention in which kings and aces are shown with one bid. An ace is counted as 1 control and a king as one-half control. Responses are according to the following table:

5♣	fewer than 1½ controls
5♦	1½ controls
5♥	2 controls
5♠	2½ controls
5NT	3 controls, etc.

The 4NT bidder can usually determine which aces and kings are held by responder. This convention once was popular in England, where it is credited to Norman De Villiers Hart and Sir Norman Bennet, and was incorporated into the Vienna system. Several similar methods have been used in America, but only the San Francisco convention achieved any substantial following. Similar responding principles are used in the Blue Team Club and by some players after an artificial 2♣ opening.

OBAR BIDS (also known as Pre-Balancing). Popularized by Marty Bergen, this acronym stands for **O**pponents **B**id **A**nd **R**aise a suit. Further discussion in Competitive Bidding.

ODDBALL SIGNAL. A term devised by Terence Reese to denote the play of an unusually high spot card or honor to suggest to partner that he should look for an unexpected ruff or an unusual switch.

OGUST. Reference Weak Two-Bid.

1NT AS A WEAK TAKEOUT. The centerpiece of a bidding system published in a pamphlet called "The Overcall Structure." The system was created by Californians Don Spaulding, John Twineham, Don Laycock and John Hodges. In the system, an overcall of 1NT after an opening bid shows 6-15 HCP and at least three-card support for all unbid suits. A direct double shows a hand with a good 15 HCP or more and is often balanced. The 1NT overcall and the double are Alertable.

1NT RESPONSE TO MAJOR, FORCING. Used in combination with five-card major openings, this bid is intended to handle intermediate hands – 10-12 HCP – that are not strong enough for a 2/1 game-forcing response. It is an integral part of many methods, including Eastern Scientific, Walsh, Roth-Stone and Kaplan-Sheinwold, in which a 2/1 response is virtually or absolutely game-forcing by an unpassed hand. In Roth-Stone, it serves to narrow the range for a single raise, which is constructive.

These systems usually guarantee five cards for a major-suit opening, so it is assumed that opener can take a further bid without strain. If he has a six-card suit, he rebids it. If not, he makes his rebid in another biddable suit or his lowest-ranking three-card suit. There are some inconvenient possibilities. If opener's distribution is 4=5=2=2, the systems do not provide him with a rebid, and he may end up playing with six trumps in the combined hands. This can also happen, for example, when opener's distribution is 5=3=3=2 and responder has 1=3=3=6.

The final contract may be 2♦.

A double jump below game:

1♠ INT
4♦

This rare action is treated by most experts as a splinter, with a tendency towards a void rather than a singleton. It indicates a powerful one-suiter with slam interest. Related: Bart and Mittelman Adjunct.

A variation popular with some experts is to invert the meanings of a 1♠ response and a forcing 1NT response (Kaplan Inversion). This solves the problem of the opener who has 4=5 in the major suits and is not using Flannery. He rebids 1NT with four spades.

Some pairs play 1NT as “semi-forcing.” This permits opener to pass with a balanced minimum or a 4-5-2-2 minimum. However, it does risk playing in 1NT when responder has the three-card limit raise hand type, in which case responder starts with 1NT and jump rebids opener’s major.

This bid calls for an Alert in most of the world. In countries governed by the ACBL, an Announcement – simply, “Forcing” – is used.

PANAMA. A defensive bidding system against the strong 1♣. Bids at the two level show a weak jump overcall in the suit bid or a three-suiter with shortage in the bid suit.

PASS-DOUBLE INVERSION. A procedure devised by Eric Rodwell for use in strong 1♣ methods, but usable by agreement in many standard situations where a partnership is clearly in a forcing pass auction.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣ (1)	1♥	1♠	4♥
?			

(1) Strong and artificial.

A pass by West forces East, who has made a positive response, to double unless he has freakish distribution. West then passes with a penalty double or bids with more than one place to play. With 1-0-6-6, for example, he could pass and then bid 5♣. A double by West is a good raise to 4♠, and 4♠ directly is a weak raise. Further, the indirect route would suggest less trump support – perhaps a doubleton honor. Other direct bids show only one place to play. The idea may also apply if responder has doubled and the opponents reach the four level. In that case, the opener’s actions are similar, but a double is for takeout.

PICTURE BIDS. The concept of the picture bid is that in almost any auction where a game-force has been set up, a jump to game is not a confession of weakness but shows a specific hand type, typically with values in the bid suits and no control in the unbid suits. Related: Delayed Game Raise.

PING-PONG. A popular method in France of rebidding after opener’s 1NT rebid. After the rebid of 1NT, responder can follow one of three courses. The two simple choices are direct action at the two level or three level, the second is to start by bidding 2♣ as a puppet to 2♦ to show invitational hands.

The general approach is to put all distributional game-

forcing hands through the direct jump to the three level. All two level actions except reverses deny game interest. If responder bids 2♣ to force 2♦, he then has a choice of a series of actions which in general show more values and less shape than bidding out the hand directly. So after 1m-1M;1NT (m = minor; M = major) responder’s actions show:

	<i>Direct actions</i>	<i>Via the puppet 2♣</i>
2M	weak	light invitation
2♠/1♥	5-4 invite	4-4 invitation
2♥/1♠	weak	5-4 invitation
2NT	invitation	invitation; 4M + 5♣
3♣	5-5 forcing	invitation
3♦	5-5 forcing	invitation; 4M+5♦
3♥/1♠	5-5 forcing	invitation: 5-5
3M	forcing	invitation with 6-card suit
3NT	to play	choice of games; 5M.

PINPOINT ASTRO. Reference Astro.

POTTAGE. Reference Cappelletti and Hamilton.

PREACCEPTANCE (or super acceptance). This occurs in transfer auctions in two ways.

(1) After a major-suit transfer response:

<i>Opener</i>	<i>Responder</i>
1NT	2♦ (hearts)
	3♣

This can be used to show maximum values, four good hearts and a doubleton club, the suit bid, or a source of tricks in clubs with heart support.

This may take the partnership too high if partner is weak, but in that case, the opponents may have been deprived of a partscore.

(2) After a minor-suit transfer, when using four-suit transfers:

<i>Opener</i>	<i>Responder</i>
1NT	2♠ (clubs)
	2NT

The usual practice is similar, using this to show a club fit and strong interest in game. The converse, with 3♣ to show a fit and 2NT to deny one, has some advantages. It allows the partnership to handle weak minor two-suiters, for if the rebid is 2NT responder can bid 3♣ to close the auction.

PRECISION 2♦. Reference Precision system.

PREEMPTIVE ROMAN KEY CARD BLACKWOOD.

After a weak two-bid or a three level opening, a 4♣ response can be used as a key-card request (exception: 3♣ – 4♦ because 4♣ is natural). Also usable after a weak Jump Overcall. The responses are: one step, no key cards; two steps, one key card; three steps, one key card and trump queen; four steps, two key cards; five steps, two key cards and trump queen.

PUPPET STAYMAN. A method of responding to 1NT devised by Kit Woolsey. Responder’s 2♣ asks for a five-card major. With no five-card major, opener is forced to bid 2♦. Responder now bids the major he doesn’t have, or notrump

with both majors. Opener is now in a position to select the right denomination without revealing his distribution to the opponents. Puppet Stayman can also be used over 2NT openers with equal effectiveness. After 2NT – 3♣; 3♦ (at least one four-card major), responder can use 4♦ as a way to sign off in partner's major, while 4♣ shows slam interest in partner's major(s). Over 4♣, opener can bid slam, sign off or pass the buck with 4♦.

The use of Puppet Stayman has been extended to use in conjunction with Stayman and four-suit transfers. In that scheme 1NT – 3♣ is Puppet Stayman. The usual responses are:

- 3♦: one or both four-card majors.
- 3♥/3♠: five-card suit
- 3NT: no four-card major.

This allows responder to try to locate a 5-3 or even a 4-3 major fit when he has a hand that looks vulnerable to attack in a particular suit, even if he does not hold a four-card major.

RAPTOR. An overcall of 1NT over an opposing major suit opening shows a two-suited hand with exactly four cards in the unbid major and a longer suit in an unbid minor.

The idea may have originated independently in Sweden and Poland in the early Eighties. It would become part of a standard expert Polish system. The name, however, comes from Ron Sutherland and his son, who published an article in a Toronto magazine in 1993 under the acronym “wRAP around TORonto” style.

RCO TWO-BIDS. This stands for Rank, Color, Odd, and is a system of two-suited, two-way opening bids, part of the Power System. Developed by Ron Klinger. The opening bids of 2♥, 2♠ and 2NT show 5-5 two-suiters of the same color, rank and shape. Responder can pass, relay or make a call for opener to pass or correct to the cheaper of his suits.

RED AND BLACK GERBER. Reference Black and Red Gerber.

REDWOOD. A variation of Kickback. When a minor suit is agreed as trumps in a game-forcing auction, a jump to one above four of that minor acts as Roman Key Card Blackwood. Essentially, this corresponds with Kickback except that it applies only to the minors.

A variation of Redwood comes when the minor itself is used as ace-asking. The advantages of that method are that it allows for the use of splinter jumps in all suits (whereas in traditional Redwood, one splinter becomes an ace-asking bid). For example:

- | | |
|----|---------------|
| 1♦ | 2♦ (inverted) |
| 4♦ | |
| | |
| 1♠ | 2♦ |
| 3♦ | 4♦ |
| | |
| 1♣ | 1♥ |
| 3♣ | |

In all three sequences, if Redwood or Kickback were in use, making a splinter jump in the kickback suit might be difficult. Where Redwood is in use, 4NT becomes quantitative, if that interpretation is plausible.

REID CONVENTION. Reference Responsive Double.

REJECT. When a partnership bids and raises a suit in a non-game-forcing auction, one hand typically makes a game try by bidding a help suit. This frequently gives useful information to the defense about declarer's hand.

To combat this, Eric Kokish recommended that once a suit is agreed cheaply, the next step (e.g., 1♥ – 2♥; 2♠) is a relay, to which responder would answer by indicating the cheapest game try that he would reject. Other actions by declarer are short-suit tries. Thus after 1♥-2♥:

- 2NT is a short-suit try in spades.
- 3♣ and 3♦ are short-suit tries in clubs and diamonds.
- 3♥ shows a source of tricks looking for 3NT.
- 3NT shows solid hearts.

2♠ is a relay (suggesting a long suit somewhere that needs help). After the 2♠ relay, responder bids the cheapest strain in which he would reject a help-suit try. So if responder would reject a spade game-try he bids 2NT. That lets opener at his next turn make a game try in clubs or diamonds if that was his intent all along, and responder can accept or reject that now. If responder would accept a try in spades or clubs but not in diamonds, he responds 3♦ initially.

Using the reject try and then bidding 3NT offers a choice of games.

The same principle extends to responding to 1NT. A response of 2♠ can be set aside to represent a balanced game try, or a one-suited invitation. It could also be based on the same hands with a slam invitation with more complex continuations.

Responses to the 2♠ relay after 1NT – 2♠: 2NT, minimum high cards (which would reject the balanced try); 3♣, non-minimum would decline an invitation in clubs; 3♦, non-minimum would accept a club try, but would decline an invitation in diamonds; 3♥, non-minimum would accept a club or diamond try, but decline an invitation in hearts; 3♠, non-minimum would accept a club, diamond or heart try, but decline an invitation in spades; 3NT, maximum balanced.

Related: Romex and Help-Suit Game Try.

RELAY ASKING BID. An Asking Bid whose distinguishing features are (1) that it is the cheapest possible bid (perhaps skipping trump or other signoffs) and (2) any relationship to the suit bid is usually coincidental. A relay can be used like other asking bids (asking about trump quality, controls, distribution, points), except for asking about a specific non-trump suit (when you would normally have to name that particular suit).

The most common relay-asking bid is Stayman, asking for a four-card major. A relay is very often used to continue some other kind of asking bid, requesting more information or clarification. An example is Rolling Blackwood. After 4NT (Blackwood) asking for aces, a relay (perhaps skipping trump) is the ask for kings. Another example: in Precision, opener has shown an exact 3=4=1=5 distribution and 11-15 HCP, with 2♦ – 2NT; 3♣. Responder asks opener to clarify his high-card points by using the relay 3♦. Opener responds 3♥ with a minimum (11-13) and 3♠ with a maximum (14-15). Related: Baron Corollary, Denial Cuebids, Jacoby 2NT Response,

Relays Over Weak Two-Bids, Spiral, Two-Way Stayman, Truscott 2♦, Weak Two-Bids.

RELAYS OVER WEAK TWO-BIDS. There are at least two ways of using a relay after a weak two-bid. The most common relate to stoppers or with distribution.

(1) A method of responding to weak two-bids using the cheapest bid – notrump if the opening bid was 2♠, or the next higher suit as a relay. The relay asks opener to bid a stopper outside his suit if he has one. If his stopper is in the relay suit, he rebids in notrump. Lacking any stopper, opener rebids his own suit. Using this method, the relay bid is the responder’s only forcing bid.

(2) The Symmetric Relay system method, usable by any pair employing weak two-bids, uses 2NT to start a relay structure, whether the opening is 2♥ or 2♠. The opener bids 3♣ with a minimum and makes other bids with extras. After 3♣, 3♦ is a relay. The following apply whether the opening bid is minimum or maximum:

(a) 3♥ shows a balanced hand. Then 3♠ asks opener to bid 3NT with two top honors, 4♣ or more with one.

(b) 3♠ shows a singleton in the unbid major.

(c) Four-level bids are void-showing.

Also:

(d) 3♦ shows a singleton in a minor; subsequent 3♠ shows it is diamonds, 3NT that it is clubs.

(e) 3♣ followed by 3NT shows a singleton in a minor. Later 4♦, shows it is diamonds, 4♥ that it is clubs.

(f) 3NT in response to 2NT is normal, showing a solid suit. Related: Weak Two-Bids and Ogust.

REPO. Reference Blackwood After Interference.

RESPONSIVE DOUBLE. (Originated by Dr. F. Fielding-Reid). The use of a double for takeout when there has been an immediate raise to the two level or three level over partner’s takeout double, be it of an opening bid or a preempt. For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	Dbl	2♦	?

South holds:

♠ J 6 5 2
♥ Q 10 9 5
♦ 3
♣ Q 7 6 3

It would be cowardly to pass, and South is not nearly strong enough to make a cuebid of 3♦. He does not want to guess which suit to bid, so he makes a responsive double. In this situation, South will almost never wish to make a penalty double. The double would also be used if East had raised to 3♦ instead of 2♦.

The doubler may have a balanced hand if his high-card strength is somewhat improved:

♠ 4 3 2
♥ A Q 9
♦ Q 8 5 2
♣ J 8 6

This would be ideal for a responsive double if an opening

1♠ bid were doubled and raised to 2♠, and would be the most convenient action if the opposition had bid and raised clubs, diamonds or hearts. Note: Where hearts have been bid and raised, the double denies four spades. With four spades, you would simply bid the suit.

The minimum strength required for a responsive double varies slightly with the level of the auction. With a balanced hand, a double of 2♣ might be made with 6 HCP; a double of 3♣ would suggest at least 9 HCP.

The convention normally applies to any bid at the two level or three level, but a few players use a double of 3♥ or 3♠ for penalty. An extension of the responsive idea can be used in the following situation:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	2♣	2♥
Dbl			

A penalty double of a free raise is seldom required so, by partnership agreement, West’s double can show length in spades and diamonds. An alternative agreement is for the double to show the unbid major when there is only one, together with tolerance for overcaller’s suit. Analogous to Snapdragon.

Partners should agree exactly how high this should apply. “Responsive through 4♦” is a common agreement. They must also consider whether it applies after a weak two-bid:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♥	Dbl	3♥	Dbl

or after a minor preempt:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
3♦	Dbl	4♦	Dbl

Related: Takeout Double.

REVERSE DRURY. The modern, standard version of Drury used by virtually all tournament players who play Drury. After a third- or fourth-seat opening of 1♠ or 1♥, a 2♣ response shows a strong raise of opener’s suit, usually in the 9-11 point range. Opener returns to his suit at the two level with a minimum or sub-minimum hand. Other rebids are natural and forward-going, although some play a 2♥ rebid by a 1♠ opener is non-forcing. Opener will often jump to game in the agreed suit, ending the auction. The 2♦ rebid by opener after the Drury 2♣ bid is sometimes used to show all opening values, not necessarily diamonds. The subsequent auction needs partnership discussion.

REVERSE FLANNERY. An opening bid of 2♦ to show a minimum opening hand with four hearts and five spades. This convention is used almost solely by pairs who use Canapé system bidding, e.g., Blue Team Club, in which this distribution is difficult to show. Such pairs usually use a 2♦ opening for some other purpose, so the Reverse Flannery bid is usually 2♥.

An extended use of Reverse Flannery comes with the use of a response of 2♥/2♠ to a minor to show 5-4 in the majors with longer spades, and respectively less than an invitation and invitational values. Eric Rodwell implemented these methods; William Schramm wrote about the idea in *The Bridge World*, November 1981.

REVERSE ROMEX HELP-SUIT GAME TRIES. A method of combining long- and short-suit game tries. After a sequence

such as 1♠ – 2♠, opener can make a long-suit try in any suit by bidding it at the three level, or bid 2NT as a puppet to 3♣. Thereupon a call of 3♦, 3♥ and 3♠ at the next turn would show short-suit game-tries in diamonds hearts and clubs, respectively. This method can be used in conjunction with Drury or Bergen Raises and can be used for game tries or slam tries. Related: Two-Way Game Try.

REVERSE SWISS. The use of unusual jump-shift rebids by opener to make a game raise of responder's suit, promising a wealth of high cards rather than just suitable distribution. Related: Fragment Bids and Splinter Bids.

RIGAL OVER BALANCING 1NT. When balancing over a one-level suit opening bid, it is now standard practice to bid 1NT with a wide range of balanced or semi-balanced hands. Accordingly, responder may be faced with a problem – sometimes it will not be sufficient to know whether partner is minimum or maximum. If the range for a 1NT bid is 10-16, then that range really should be split into three steps – minimum, medium and maximum.

The suggested method, invented by Barry Rigal, continues to employ transfers as over a 1NT opening bid, but the difference from standard methods is that 2♣ acts as Stayman and a range-finder. Using a 2♣ relay allows balancer to split his range into three steps.

Responses to the relay are as follows:

With all minimum hands, balancer bids 2♦. Responder can now pass or bid two of a major to suggest four cards. Balancer passes a two-level action or corrects to a more suitable two-level contract. 2NT by responder after the 2♦ response is a signoff. Action at the three level is invitational.

With all medium hands, balancer answers at the two level, bidding a four-card major or 2NT without a major. Now, two-level action by responder is a scramble rather than a game try, and three level action is invitational.

With all maximum hands, balancer sets up a game force by bidding his lowest four-card suit at the three level. Here is an example sequence:

1♦	Pass	Pass	1NT
Pass	2♣	Pass	2♦
Pass	2♠		

After fourth-hand shows any 10-11 HCP, 2♠ is non-forcing, suggesting four spades, allowing balancer to pass or bid 2NT. The same principle would apply if fourth-hand's second action was 2♥, suggesting 12-13 with four hearts.

RIPO. Reference Blackwood after Interference.

RIPSTRA. Over 1NT, the use of an overcall in a minor to show a three-suited hand, devised by J. G. Ripstra. The bid guarantees a shortage in the unbid minor:

(a)	(b)
♠ Q 7 4 3	♠ A Q 8 4 3
♥ K J 6 2	♥ K J 6 2
♦ K 10 6 3	♦ 6
♣ 8	♣ Q 6 3

On (a) bid 2♦; on (b) bid 2♣. The strength qualifications

for the bid naturally vary according to vulnerability. It can be made freely at favorable vulnerability and should rarely be made at unfavorable vulnerability.

Some players use the convention with greater emphasis on the major suits, employing it with, for example, a 5-5-2-1 distribution. A disadvantage of the convention is that it has a relatively low frequency. It is more suited to matchpoint events than to rubber bridge or IMP scoring. It is, however, useful in defense against a Gambling 3NT Opening. Related: Defense To 1NT.

ROBINSON. A defensive bidding system against the strong 1♣ opening (e.g., Precision), devised by Kit Woolsey and named after Steve Robinson, his one-time frequent partner. Double is strong, showing 16 or more high-card points. A 1♦ overcall shows either a black two-suiter or a red two-suiter. A 1♥ overcall shows either a major two-suiter or a minor two-suiter. 1♠ is natural, but can be weak. 1NT shows a club-heart two-suiter or a diamond-spade two-suiter. All bids of two of a suit are natural, one-suited overcalls

ROLLING BLACKWOOD. A Blackwood variation in which the cheapest non-trump bid (rather than 5NT) is used to ask for kings. Also called Sliding Blackwood.

ROLLING GERBER. A Gerber variation in which the cheapest non-trump bid (rather than 5♣) is used to ask for kings. Also called Sliding Gerber.

ROMAN BLACKWOOD. A 4NT convention that can help determine which ace is missing if the partnership holds three. The responses are:

5♣	0-3 aces
5♦	1-4 aces
5♥	2 aces of the same color or rank
5♠	2 aces of unlike color and rank

A variation adopted by some Blue Team Club users is to reverse the meanings of the traditional Roman responses of 5♣ and 5♠; the 5♣ response is used to show one or four aces in order to facilitate further non-Blackwood exploration of slam on the hands where slam is a more likely proposition.

A subsequent 5NT bid asks for kings in the same way.

The 4NT bidder can easily determine from the previous auction the meaning of a 5♣ or 5♦ response. 5♠ is also unambiguous, but a 5♥ response does not pinpoint the aces precisely. If, for example, a player with the ♥A receives the response of 5♥, he knows that his partner holds the ♣A and another ace.

A British variation is designed to avoid this ambiguity.

5♥	2 aces of the same color
5♠	2 aces of the same rank
5NT	2 aces of unlike color and rank

This may, however, rule out the possibility of asking for kings. The general advantage of the convention is that it may be effective when the 4NT bidder has a void. If his partner has two aces, it is usually possible to tell whether the void is facing an ace.

When making a decision to go to the six level, it is

usually sufficient to know the number of aces possessed by the partnership. But for grand slam purposes, the identity of a missing king may be vital. For this reason, some partnerships abandon the precise identification of the two aces held, using the 5♥ response to show two aces with no extra values and the 5♠ response to show two aces in a hand with extra values. Alternatively, there can be advantages in using these Roman responses in combination with other conventions. Related: Ace-Showing Responses, Byzantine Blackwood, Roman Gerber and Roman Key Card Blackwood.

ROMAN GERBER. A modified version of Gerber. A response of 4♦ shows three aces or none, 4♥ shows four aces or one, 4♠ shows two aces. If the 4♣ bidder continues with the cheapest bid, he asks for kings and subsequently queens in the same way. The next-cheapest bid asks for clarification of the previous response. With one or three of the specified honor cards, responder bids the control he has or does not have. With two honors to be identified, he makes the minimum bid if they are of the same color; the second possible bid if they are unmatched in color and rank; and the third possible bid if both are majors or minors. Related: Ace Identification.

ROMAN JUMP OVERCALL. A Jump Overcall to show a two-suited hand, specifically the suit bid and the next higher-ranking suit, excluding opener's suit. For example, if the opening bid is 1♦, an overcall of:

- 2♥ shows hearts and spades
- 2♠ shows spades and clubs
- 3♣ shows clubs and hearts

The strength shown is about the minimum for an opening bid or slightly more. Very strong two-suiters are shown by a conventional overcall of 2NT. A somewhat popular variation is to play Roman Jump Overcalls over weak two-bids.

ROMAN KEY CARD BLACKWOOD. A form of Blackwood in which the king of trumps is counted as a fifth ace. It is the favorite among tournament players and the majority of club players. The responses are similar in nature to Roman Blackwood:

- 5♣ 0 or 3 aces
- 5♦ 1 or 4 aces
- 5♥ 2 or 5 aces

In its original version (now obsolete), a response of 5♠ was reserved to show two aces with extra values. The modern interpretation uses 5♥ to show 2 or 5 aces without the queen of trumps, and 5♠ shows 2 or 5 aces with the queen of trumps. A minor disadvantage of this method occurs when hearts are the agreed trump suit. If the Blackwood bidder holds only one ace without the queen of trumps he is well advised to not use the convention as a 5♠ response would prove embarrassing.

An extension allows the 4NT bidder to ask for the queen of trumps after a response of 5♣ (if spades or hearts are trumps) or 5♦ (if spades are trumps). The bid of the next higher-ranking suit (5♦ after 5♣) asks for the trump queen.

A signoff in the trump suit denies the queen (some use step one

for the denial). A bid of six of the trump suit or 5NT, one higher than the agreed suit, shows the queen and no king. A cuebid shows specific second-round controls along with the trump queen. Some partnerships play that with two kings and the trump queen, you cuebid the king you do not have.

There is often a danger of ambiguity about the agreed trump suit. The expert consensus in *Bridge World Standard* 2001 (BWS2001) was that the priority order should be: (1) the only supported suit; (2) the suit most recently shown or raised by the Blackwood bidder; (3) the only shown suit; (4) the most recently shown suit. However, responder's suit is the agreed suit if he has made a strong jump shift. And opener's only bid suit is the agreed suit if he has opened 2♣.

There is a strong expert tendency (98% in BWS 2001) to use a six key-card scheme in some auctions, counting two bid-suit kings. The favored method (73% in BWS 2001) of showing a void is responding 5NT (the cheapest available bid) to show a void with an even number of key cards, almost always two; a bid at the six level, not above the agreed trump suit, to show an odd number of key cards, almost always one. The actual void is shown where possible. Six of the trump suit shows a higher void.

Direct bids in new suits after asking for key cards are searching for second-round control in that suit. Indirect asks, after checking on the trump queen, look for third-round control in that suit.

Partnerships must agree how to respond when the 4NT bidder continues with 5NT. Most experts show specific side-suit kings, starting with the cheapest, but some show the number of side-suit kings on the Blackwood principle.

When responder has a void, the standard arrangement is that 5NT shows two key cards with a void, and a jump to the six level shows one key card and a void. The void is bid if below the agreed trump suit, and six of the trump suit shows a higher void.

A modern variation, growing in popularity among experts, is to interchange the meanings of the 5♣ and 5♦ response. This alternative was favored by 37% of the experts in BWS 2001. When there is no agreed trump suit, RKCB cannot be used. Experts strongly favor (73% in BWS2001) use of a modified responding scheme:

- 5♣ no ace or three aces
- 5♦ one ace or four aces
- 5♥ two aces

Related: 1430, Kickback, Preemptive Roman Key Card Blackwood and Redwood.

ROMAN LEADS. Reference Rusinow Leads and Fourth Highest.

ROMAN 2♦. A bid showing a strong hand with 5-4-4-0 or 4-4-4-1 distribution. This feature of the Roman system can be used with standard methods. The original range of 17-20 is sometimes increased by one or two points. A 2NT response is positive, asking opener to bid his short suit. Other responses are natural and negative, but may be in an economical three-card suit. If the response is in opener's shortage, he makes the minimum possible rebid.

An alternative method of responding, proposed by

Marshall Miles, is to respond 2♥ on all weak hands. Other responses are natural and forcing to game. In all cases, the opener bids his shortage on the second round, except that a notrump rebid shows a shortage in the suit bid by responder, whether naturally or artificially.

A version of the Roman 2♦ is also a part of Blue Team Club system.

ROMEX HELP-SUIT GAME TRIES. Reference Reverse-Romex Help-Suit Game Tries and Two-Way Game Tries.

ROMEX STAYMAN. After an opening 2NT, or after second-round 2NT bids to show similar hands of slightly different strengths, the Stayman inquiry includes a special rebid of 3NT to show both major suits. Responder can then transfer to the major he prefers. 3♠ shows a five-card spade suit 3♥ shows four or five hearts, and 3♦ denies any of the preceding.

After a 3♦ rebid, 3♥ asks for a four-card spade suit, seeking a 4-4 fit.

After a 3♥ rebid, 3♠ asks for clarification, the opener rebidding 3NT with only a four-card heart suit.

This arrangement allows the partnership to locate 3-5 fits in the major suits. Related: Romex.

ROPE and ROPI. Reference Blackwood After Interference.

ROSENKRANZ DOUBLE. A convention invented by George Rosenkranz of Mexico to help an overcaller gauge his holding more accurately in light of partner's response. If a player overcalls an opening bid and the next player bids, a double by the partner of the overcaller (advancer) shows a raise in partner's suit that includes the ace, king or queen of that suit. If the partner of the opening bidder makes a negative double over the overcall, a redouble by advancer shows a raise with one of the top three honors. Conversely, if advancer, in either situation, merely raises the suit bid by the overcaller, this indicates that he does not hold one of the top three honors in partner's suit. Some players use the Reverse Rosenkranz Double, where the double (or redouble) denies a top honor in the overcaller's suit.

The alternative meaning for the double after three suits have been bid is for takeout, typically showing five cards in the unbid suit and moderate strength. Related: Snapdragon.

ROSENKRANZ DOUBLE OF A SPLINTER. Except at favorable vulnerability (where double of a splinter suggests a possible sacrifice), it has been suggested by George Rosenkranz that it makes more sense to play the double of a splinter as calling for the lead of the lowest unbid suit.

ROSENKRANZ REDOUBLE. Reference Rosenkranz Double.

ROTH ASKING BID. Proposed by Al Roth. In response to a preemptive three level opening, 4♣ asks for the following responses:

- 4♦ = bad suit, bad hand
- 4♥ = good suit, two of top three honors
- 4♠ = good hand, broken suit
- 4NT = solid suit

ROTH DEFENSE TO 1NT. Proposed by Al Roth. After a 1NT opener:

- Double = majors
- 2♣ = black suits
- 2♦ = diamonds and spades
- 2♥ = hearts
- 2♠ = spades
- 2NT = four hearts and a six-card minor
- 3♣ = clubs and hearts
- 3♦ = red suits

ROTH-STONE ASTRO. Reference Astro.

ROUDI. Invented and popularized by Jean-Marc Roudinesco of France, Roudi is a version of Checkback Stayman after a 1NT rebid. In Standard French style, the 1NT rebid shows 12–14 balanced or semi-balanced. The 1NT bidder is unlikely to have a singleton in partner's suit, but the bid can conceal semi-balanced hands with good three-card support, as a direct raise by opener guarantees four-card support. Hence opener needs to be able to clarify range and fit. A bid of 2♣ by responder after a 1NT rebid guarantees game interest and is a relay. In a sequence such as:

1♣ 1♥
1NT 2♣

responses are based on the principle that the more you bid, the more you have: 2♦, two-card support, minimum; 2♥, three-card support minimum; 2♠, three-card support maximum; 2NT, two-card support maximum. An alternative way to play is to switch the meaning of two of the major and two of the unbid major – such that reversion to partner's suit is always minimum with three-card support.

RUBENS ADVANCE. A method of using transfer responses to overcalls, advocated by Jeff Rubens in the April 1981 issue of *The Bridge World*. Suit bids below two of the opponent's suit are natural and forcing. There are no transfers when the overcall has not used any space. Examples:

(1♦) – 1♠ – (Pass/Dbl/1NT/2♣)
1NT natural
2♣ natural (non-forcing but invitational)
2♦ hearts
2♥ spade raise
2♠ natural
2NT natural
3♣ forcing

Rubens advances can still apply when third hand bids, so long as no artificial bid is taken away. Where advancer can bid a suit in a natural and non-forcing way, a jump is strong and forcing. Where advancer can transfer into a suit, a jump in that suit is fit-showing.

The responder's strength is undefined, as with normal transfer bids. A similar idea can be used by the responder following a weak jump overcall, with 2NT used as a transfer to clubs. See next entry.

RUBINSOHL. A transfer method by responder following an overcall, introduced by Bruce Neill of Australia in a *Bridge*

World article in May 1983. His ideas were based on earlier articles by Jeff Rubens, covering different situations, so he used the term Rubensohl. However, a similar idea to replace lebensohl had been used much earlier in the United States by Ira Rubin, so Rubinsohl seems the appropriate name.

Examples:

- (a)
- | | | |
|---------------|-------------------|---|
| <i>Opener</i> | <i>Overcaller</i> | <i>Responder</i> |
| 1NT | 2♠ | 2NT = clubs
3♣ = diamonds
3♦ = hearts
3♥ = four-card hearts
3♠ = 3NT no stopper, no hearts
3NT = 3NT stopper |

- (b)
- | | | |
|---------------|-------------------|--|
| <i>Opener</i> | <i>Overcaller</i> | <i>Responder</i> |
| 1♦ | 2♠ | 2NT = clubs
3♣ = diamonds
3♦ = hearts
3♥ = four-card hearts
3♠ = 3NT no stopper, no hearts
3NT = 3NT stopper. |

The idea can be used similarly after simple overcalls.
Related: lebensohl and Rubens Advance.

RUBIN TRANSFER BIDS. Devised by Ira Rubin as a method of preventing the opponents from finding a cheap sacrifice against a game or slam, and used in the 1966 Bermuda Bowl (World Bridge Federation).

4♣ opening describes a hand containing either a long, semi-solid major suit with 3½ to 4 honor tricks, or a long minor suit with 2½ to 3 honor tricks and no voids. Responder will usually bid 4♦ to allow opener to show his suit. Major-suit responses are slam tries, and minor-suit responses show a solid suit missing the king, queen or jack, which opener may raise to slam with three first-round controls.

4♦ opening shows a strong major suit with 2½ to 3 honor tricks. 4♥ is the normal response, while 4♠ shows active interest in a heart slam, but only mild interest in a spade slam. Responses in the minors are cuebids, agreeing either major as trump, and 4NT is Blackwood.

4NT opening shows a strong minor-suit hand with one or more voids. Responder bids 5♠ or 5NT with three or four aces respectively.

Game openings in any of the four suits are weak preempts, denying much high-card strength. Alternatively, a hand with greater high-card or playing strength can be shown by an opening bid of one followed by a jump to game. Related: 4♣ and 4♦ Opening Transfers.

RUSINOW LEADS. The principle of leading the second-ranking of touching honors, devised by Sydney Rusinow and used by him, Philip Abramsohn and Simon Rossant in the Thirties. These leads were barred in ACBL tournaments until 1964.

Ever since whist was the game, the standard lead from either A-K or K-Q has been the king. This ambiguity often gives third hand an unsolvable problem. Here is only one

example of many:

♠ 6 5 2
♠ K ♠ J 10 4
♠ ?

Against a suit contract by South, West leads the ♠K. If West has the ♠K Q, East wants to play the jack to encourage him to continue. But if West has the ♠A K, East wants to play low to get him to shift. If East plays the jack, West may try to give East a ruff, and even if he shifts, a trick will be lost if South has ♠Q 9 x. Some players favor the lead of the ace from A-K. Unfortunately, this practice substitutes one problem for another. Often an ace should be led against a suit contract without the king. But if this lead convention is used, a guessing situation is created – so much so that one is reluctant to lead an unsupported ace even when it might be right to do so.

A sound solution was proposed about 40 years ago by Rusinow – the lead of the second highest from touching honors (king from A-K, queen from K-Q, etc.). Though endorsed by Ely Culbertson, these leads soon fell out of favor in America. They were adopted by many Europeans, however, notably the users of the Roman Club system. Today, many of America's better players have adopted Rusinow leads. The details are:

Ace denies the king except with A-K doubleton.

King from A-K. Third hand should encourage with the queen or a doubleton.

Queen from K-Q. Third hand should signal with the ace or jack, but not with a doubleton if dummy has three or four low cards. Declarer may duck, and partner may continue into his A-J.

Jack from Q-J; 10 from J-10, 9 from 10-9. Note that this blends nicely into MUD leads of second highest from three spot cards.

With more than two honors in sequence, the second highest is still led (queen from K-Q-J, etc.), followed by a lower one in most cases. The Romans lead second highest from an interior sequence also (10 from K-J-10, 9 from K-10-9 or Q-10-9).

Rusinow leads are used only on the first trick against a suit contract in a suit partner has not bid. Later in the hand, or in partner's suit, the highest card should be led from touching honors. It is worth noting that some experts use Rusinow leads only against notrump.

If the touching honors to be led are doubleton, the top card should be led. Then when you play the second honor, partner will know you have no more of the suit. On the following deal, this special feature of the Rusinow leads was crucial. Matchpoints.

Dlr: North ♠ 9 5 2
Vul: E-W ♥ K J 5
 ♦ A K J 9 4
 ♣ Q 3

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

♠ J 10 7 3
♥ Q 10 9 7 3 2
♦ Q 6
♣ A

N

W E

S

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	Pass	1♥
Pass	2♥	Pass	4♥
All Pass			

Playing Rusinow leads, West opens the ♠K, which East instantly identifies as a doubleton (if it is a singleton, South has a hidden five-card suit). He plays the 8, then overtakes the queen, and returns a spade for West to ruff. The trump ace takes the setting trick.

Playing standard leads, East has to guess. He cannot be sure that West would have led low to the second trick holding K-Q-x, for West might have been afraid East would shift to a club. Nor would it have helped West to have opened the queen, for East would surely have overtaken and tried for a club trick.

Against notrump contracts. If Rusinow leads work so well against suit contracts, should they be used against notrump also? Many think not, because the purpose of a lead against notrump is entirely different.

Against a suit, third hand has to know what specific honors the leader has, so the A-K ambiguity must be resolved. Against notrump, third hand has to know whether partner has led his side's best suit – that is, whether he has honors in the suit led, not which specific ones they are. Related: Journalist Leads.

SAN FRANCISCO. A 4NT convention, sometimes called Warren, with responses showing aces and kings in one bid. Aces are counted as three points and kings as one point, and the responses are:

5♣	fewer than 3 points
5♦	3 points
5♥	4 points
5♠	5 points
5NT	6 points, etc.

By inspecting his own hand, the 4NT bidder can almost always judge what his partner's response represents in aces and kings. A response of 5♥ must show an ace and a king, or four kings. The convention results in some disadvantage if the responder's hand is strong. If he has three aces, the response of 6♥ may take his side too high. Related: Norman 4NT.

SANDWICH NOTRUMP. A 1NT bid showing a two-suiter, usually at least 5-5, made between two bidding opponents. Many who employ this convention use double to show a normal takeout double and 1NT to show a weaker, more shapely hand.

(a)	(b)
♠ 5	♠ 5
♥ K Q 10 8 5	♥ Q J 8 5 3
♦ 7 4	♦ 7 4
♣ A Q J 7 3	♣ K Q 10 7 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	Pass	1♠	?

Both hands qualify as Sandwich Notrump bids. However, many players would double with (a) and bid 1NT with (b).

This method is less popular for use by a passed hand, especially because shaded openings and responses mean that the inability to show a strong balanced hand may be costly. It

should also be noted that 2NT is available for a two-suiter, be it either a more pronounced distribution or the minors.

SCRAMBLING 2NT. Also referred to as Grope. In competitive sequences, many partnerships play that 2NT is almost never natural. In particular, a non-jump 2NT in response to a takeout double almost always falls into one of two categories – it is lebensohl or a scramble. Scrambling 2NT bids show two or more places to play. Typically, partner responds assuming the lowest unbid suits. So in an auction such as:

1♠	Pass	2♠	Pass
Pass	Dbl	Pass	2NT

The 2NT bid is best played as artificial. Given that both hands passed at their first turn to speak, there can be no suggestion that 2NT would be lebensohl. Accordingly, the takeout doubler responds assuming his partner has the minors, expecting that his partner will remove from an unacceptable suit. Similarly:

1♣	1♥	Pass	1♠
Pass	2♥	Pass	Pass
Dbl	Pass	2NT	

The last call in the auction can be played to show a minor-suit oriented hand – probably 4-3 or 5-3 in the minors. Equally, a player who removes a takeout double of 1♥ to 2♣ then bids 2NT voluntarily over further competition to 2♥ will have both minors rather than have forgotten to bid notrump on the previous round. A player who overcalls 2♣ over 1♥ then bids 2NT over the opponents' bid of 2♥ will also have the minors with longer clubs.

SECOND NEGATIVE RESPONSE AFTER ARTIFICIAL FORCING OPENER. Also known as Double Negative. A rebid by responder reinforcing an earlier negative or waiting bid and showing 0-3 HCP. It usually occurs after responder has bid 2♦, potentially showing weakness in response to an artificial forcing 2♣ opening. It also occurs when a partnership is using 1♣ as a strong, forcing, artificial bid.

Over 2♣ some players use the Herbert Negative, the cheapest suit bid available after opener's rebid. After 2♣ – 2♦; 2♥, responder would bid 2♠ to indicate the very weak hand. Others use a rebid in the lower minor after opener's rebid, or the cheapest three-level suit bid. Over the same sequence, responder would bid 3♣, the cheaper minor, to show the really weak hand – 0-4 HCP and no ace or king (3♦ being available over opener's call of 3♣). Many modern players use a single bid, 2♥ in response to a 2♣ opener, to show the super-weak hand. Negative bids also are very common with Relay systems. Related: 2♦ Artificial Response To 2♣ and 2♥ Response To Artificial 2♣.

SERIOUS 3NT. Invented and popularized by Eric Rodwell, this is one of the most useful extensions of the 2/1 game-forcing style. Serious 3NT depends on the following principle: When one side is in an uncontested game-forcing auction and has discovered an eight-card or better major fit, 3NT is never going to be the final contract. That being the case, one can use 3NT to help differentiate sequences where one hand has real extras, and those where he is prepared to cooperate in a slam

try. Consider the two following cases:

1♥	Pass	2♦	Pass
2♥	Pass	3♥	Pass
1♠	Pass	2♥	Pass
3♥			

Playing 2/1 game-forcing, the partnership has agreed on a major in a game-forcing auction, and 3NT is so unlikely to be the right contract that it can be dispensed with as the final resting place. But consider opener's problem in the first sequence; he might hold a hand such as:

♠ Q 9 4
♥ A Q 8 7 6 2
♦ 5
♣ A 4 3

This hand is very suitable for slam, in context, but is absolutely minimum in high cards. Alternatively, opener might have the same hand with an extra ace or king, in which case he would like to make at least one try for slam. It is unsatisfactory to have to bid 4♣ with both hands. The solution would be to use a cuebid of 4♣ as simultaneously implying a willingness to cooperate in a slam venture but not enough extra values to make a serious slam try on one's own. Conversely, bidding 3NT would guarantee extra high cards and suggest real slam interest.

There is no especially good reason to play the bids with 3NT as stronger than the direct cuebid. The meanings can be inverted, so that 3NT becomes the weaker slam try. The advantage of this route is that it may conceal information from the defense when the partnership stops at game. This latter method is known as non-serious 3NT.

SHARPLES. (1) A convention devised by James and Robert Sharples – a “natural” extension of the Stayman convention.

A responder who sees slam possibilities frequently faces a problem if he uses Stayman and does not find an immediate fit. If the responder has 4-4-3-2 or 4-4-4-1 distribution, he may wish to explore the possibility of a 4-4 fit in a minor suit.

Opposite a 15-17 INT opener, say responder holds:

♠ K J 7 5
♥ 4
♦ A Q 5 2
♣ A 10 5 3

The Sharples idea is to bid four of a minor suit on the second round, showing specifically a four-card suit and sufficient strength to play in at least 4NT:

<i>Opener</i>	<i>Responder</i>
1NT	2♣
2♥	4♣

The opener rebids his hand naturally. If he has four-card club support, he raises to 5♣ or 6♣ in accordance with his estimation of slam prospects. If four-card club support is lacking, opener can make a natural suit bid of 4♦ or 4♠ (although in some styles, a four-card spade suit may have been excluded by the 2♥ rebid). 4NT and 5NT would be natural bids announcing that the opener's distribution was 4-3-3-3. All notrump bids at any stage should be regarded as natural.

Suppose responder holds:

♠ J 3
♥ K J 7 5
♦ A Q 5 2
♣ A 5 3

The bidding goes:

<i>Opener</i>	<i>Responder</i>
1NT	2♣
2♠	4♦

By jumping to 4♦, responder denies a four-card club suit, and keeps open the possibility of playing a slam in a red suit.

These sequences need partnership agreement. Splinter is the most popular alternative use for the bid.

(2) A defense to 1NT in which: (a) an overcall of 2♣ shows a hand of unspecified shape but with at least four spades; or (b) an overcall of 2♦ shows a weak distributional hand with short clubs.

SINGLETON SWISS. In response to a major-suit opening, 4♣ shows good controls, two aces and a singleton. Opener bids 4♦ to ask for the location of the singleton. A 4♦ response to one of a major shows two aces without a singleton. Related: Swiss Convention.

SLAM DOUBLE CONVENTIONS. Reference Double for Sacrifice and Lightner Double.

SLIDING BLACKWOOD. Reference Rolling Blackwood.

SLIDING GERBER. Reference Rolling Gerber.

SLIVER BID. An extension of the Splinter Bid principle, devised by George Rosenkranz for use with weaker responding hands. With four- or preferably five-card trump support for a major suit opening and fewer than 10 HCP, the standard response would be a jump to game. When such a hand includes a singleton or void and a minimum of three controls including at least one king (ace or void = two controls; king or singleton = 1), possession of a “sliver” is indicated by a response of 3NT. Opener signs off in the major with more than five losers and a hand poor in HCP and controls. With at least six high-card controls or five controls and a singleton, 15 or more HCP and fewer than six losers, opener explores slam possibilities by bidding the suit where responder's singleton or void will represent duplication and be of least value.

Responder's rebids: Sign off by bidding game in the agreed suit if a singleton or void is opposite partner's “exclusion” rebid. With shortage elsewhere, rebid by steps: first step – singleton in lower unbid side suit; second step – singleton in higher suit; third step – void in lower unbid suit; fourth step – void in higher unbid suit. In counting steps, a game bid in the agreed trump suit – the sign-off – is omitted.

SMITH CONVENTION. (1) A club takeout as a Defense to Opening Three-Bid, devised by Curtis Smith. (2) A 4NT slam convention that was popular for many years. It was devised by William S. Smith and Gertrude Smith of Waterbury CT in 1935. Identical in principle to the Norman 4NT, it is different in one

detail: a response of 5♠ showed specifically one ace and three kings, while 5NT was used to show two aces and one king.

SMITH ECHO. A signal at notrump available to the opening leader and third hand to describe their attitude to the opening lead. The original convention, devised by I.G. Smith, suggested that an echo by the opening leader in the first suit played by declarer – barring the need to give count or make some other bridge play – requested a shift. If third hand echoed, it suggested an unexpected honor or length in the suit led. It is possible to play the echo by both hands as encouraging or indeed discouraging, according to taste, though the original author's intention of sending an unexpected message has been superseded by a more utilitarian approach. Partnerships should have agreements about when other messages (*e.g.*, count) should take precedence.

SMOLEN TRANSFER. An adjunct to Stayman and Jacoby Transfer Bids for game-going hands. It was devised by Mike Smolen of Los Angeles to allow the 1NT opener to become the declarer in responder's long suit after responder has used Stayman with 5-4 or 6-4 in the major suits. Using Smolen Transfer, after the auction has started

North	South
1NT	2♣
2♦	

South jumps to three of his four-card major suit, showing that he has more than four cards in the other major. If opener has three cards in the unbid major, he bids game in that major or cuebids with a slam-suitable non-minimum. If opener has only a doubleton, he bids 3NT. If responder has six cards in the unbid major, he continues by bidding four of the suit just below his unbid major as a transfer bid.

After an opening 2NT bid, Stayman followed by 3♥ or 3♠ can be used similarly.

The convention can be used at the two level. 1NT-2♣-2♦-2♥ shows four hearts and five spades with invitational strength, although it is far from clear that this treatment is best.

Smolen was adopted as the consensus choice in *Bridge World Standard 2001*, with 80% approving.

SNAP. Abbreviation for Strong Notrump After Passing. Frequently the initials are used as a word.

SNAPDRAGON. A double by fourth hand when the first three players have each bid a different suit.

West	North	East	South
1♣	1♥	2♦	Dbl

The double shows a five-card spade suit and moderate values, probably with a doubleton heart. Players should discuss the levels at which this applies. The convention is also known as a Fourth-Suit Double.

SOLOWAY JUMP SHIFT. Named after Paul Soloway. The idea is that a strong jump shift will consist of one of three easily described hands: (1) a strong balanced hand with a good if not great suit (say 16-18 HCP and a five-card suit headed by two of the top three honors); (2) a hand of 15 or more HCP

with a self-supporting suit, solid or missing only the ace or king; (3) an opening bid with real support for partner and a good if not great suit of five cards or more. In order, responder jumps and bids notrump, or jumps and rebids his suit, or jumps and then supports partner to deny a side-suit singleton, or bids a new suit to show support and a singleton in the bid suit. Thus, counter-intuitively, an auction such as 1♦-2♥; 2♠-3♠ shows a singleton spade and primary diamond support with a good heart suit and slam interest.

The key to the method is that responder will never force with a two-suited hand unless that second suit is in support of partner's suit. Related: Jump Shift.

SOS REDOUBLE. A redouble calling on partner to select another denomination. It applies whenever there is no possibility of the redouble being applied in a natural sense.

West	North	East	South
			1♣
Dbl	Pass	Pass	Redbl

South may have opened on a short club suit. His redouble asks North to bid his best suit outside of clubs as a rescue. In a major suit, such a redouble would be strength-showing, not an SOS. A double of an opening weak 1NT bid often prompts an SOS redouble. For example:

West	North	East	South
			1NT
Dbl	2♣	Dbl	Pass
Pass	Redbl		

This sequence implies that North is planning to play in some other suit and does not hold clubs. South should bid his lowest-ranking four-card suit, and if his only suit is clubs, he should bid his lowest-ranking three-card suit. If South retreats to 2♦ and an opponent doubles, North might redouble again to ask South to select a major suit (or South might redouble himself with short diamonds). Similar situations arise when the opening notrump bid is doubled and redoubled. The doubling side is then on the run, perhaps using SOS redoubles in an attempt to find the best partscore fit at the level of two. In rare circumstances, a player may redouble his partner's bid as an SOS instead of his own bid.

West	North	East	South
			1♣
Pass	Pass	Dbl	Pass
Pass	Redbl		

If North could not respond to 1♣, he cannot wish to redouble naturally. The redouble therefore shows extreme shortage in clubs and begs South to pick another denomination. This would apply equally if South had overcalled 1♦ over 1♣ and the rest of the auction had continued as above. Related: Defense to Double of 1NT, Kock-Werner Redouble, Scrambling and Wriggle.

SOUTH AFRICAN TEXAS. A special method of Transfer Bids at the level of four, now obsolete. After an opening bid of 1NT or 2NT, a jump to 4♣ or 4♦ transfers to 4♥ and 4♠, respectively. This was the original form of David Carter's Texas convention, and was developed independently in South Africa. It was quickly abandoned in the U.S. in favor of red-suit

transfer bids that permit the use of 4♣ as Gerber. However, opening bids of 4♣ and 4♦ to show hearts and spades, respectively, are still common. The South African version has the psychological advantage that the responses do not sound natural, and the opener is protected from a lapse of memory. Related: Namyats.

SPIRAL. Also known as Spiral Scan Cuebids. An idea introduced in the Symmetric Relay system and now used in other contexts. A player whose hand is already well defined is asked to scan through the suits looking for high cards in a set order.

A minimum step denies a top card in the longest suit. An extension of this idea is for the first step to show the lack of the highest card or all three (A-K-Q) top cards. The rest of the auction usually indicates which. Minimum plus one shows a top card in the longest suit but denies one in the second-longest, and so on. When suits are of equal length, the higher is scanned first. Used in the Romex system following Blackwood and in other situations. Related: Denial Cuebid.

SPIRAL RAISES. A scheme of relays after a minor-suit opener raises partner's major. Responder bids the next step (2♠ after a raise to 2♥, 2NT after a raise to 2♠) as the relay. In a scheme modified by Gavin Wolpert, the first two steps show a balanced minimum three-card raise and a balanced four-card raise, respectively. The next steps split out the unbalanced raises, with 3NT showing a maximum balanced three-card raise. Thereafter responder can relay for shortage/range as appropriate. Related: Wold Relay.

SPIT (Suit Preference in Trumps). An echo in trumps to indicate an odd number and/or a desire to ruff is not only a rare signal, it is also one whose message can equally well be sent by suit preference. Many top pairs now use all signals in the trump suit by the defenders as suit-preference.

SPLINTER BID. An unusual jump guaranteeing a fit for partner's last-named suit and showing a singleton or void in the suit in which the jump is made. It often suggests a slam. The idea was developed independently in 1963 by David Cliff, the first to write about it, and Dorothy Hayden (Truscott). It grew out of two earlier bidding tools, the Fragment Bid and the Void-Showing Bid.

The device can be used in a variety of situations. The most common are:

<i>West</i>	<i>East</i>
1♠	4♣

East shows a forcing raise that includes club shortage.

<i>West</i>	<i>East</i>
1♣	1♠
4♦	

West shows a powerful opening bid (willing to play 4♠ opposite what may be only 6 HCP) with four-card support and diamond shortage.

Splinter bids suggest slam on the basis of fit and distribution rather than high cards. Over a 1♠ opening, responder would try 4♣ on as little as:

♠ Q J 7 4 2
♥ A 8 4
♦ A 10 5 2
♣ 8

Even if opener has a minimum, slam may have a good chance if he has no wasted strength in clubs, as with

♠ A 9 8 5 3
♥ K Q 2
♦ K 4
♣ 9 5 2

Most experts also use splinters in the majors:

<i>West</i>	<i>East</i>
1♠	4♥

If East really had hearts, he could bid 2♥ then 4♥.

<i>West</i>	<i>East</i>
1♥	3♠

If East really had a preempt in spades, he could perhaps bid 1♠ then 2♠ then 3♠.

Other splinter sequences include:

<i>West</i>	<i>East</i>
1NT	2♣
2♥	4♦

1♠	2♦
2♥	4♣

1♥	1♠
2♥	4♣

This time East is suggesting only three trumps.

<i>West</i>	<i>East</i>
2♣ (1)	2♦ (2)
2♠	4♦ (3)

- (1) Strong, artificial
- (2) Negative, artificial
- (3) Splinter

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	1♠	3♠	

East's 3♠ is a splinter, not a cuebid.

Splinters are very useful over a minor-suit opening. Some partnerships play the following as a splinter:

<i>West</i>	<i>East</i>
1♦	3♥

East denies a four-card major but shows excellent diamond support (usually at least five cards), opening bid values and heart shortage. Perhaps:

♠ A 5 3
♥ 5
♦ A 9 8 5 2
♣ K J 9 7

If West holds

♠ J 10 8
♥ K Q 10
♦ K J 7 6 3
♣ A 2

he will bid 3NT. Reverse his major-suit holdings and he should get to 6♦.

Be careful of this sequence:

<i>West</i>	<i>East</i>
1♠	2♣
3♦	

Is this a splinter agreeing clubs or a jump shift in a new suit? A 2♦ bid by West would be forcing after the 2/1 response of 2♣, so it is more flexible to use the jump to show shortness.

If the splinter bidder follows with a cuebid in the splinter suit, it shows a void (or a singleton ace).

<i>West</i>	<i>East</i>
1♥	4♦
4♠	5♦

Equally on this last auction, if West signs off in 4♥ and East bids Blackwood anyway, he should have a diamond void (or he would have used Blackwood on the previous round).

A splinter at the five level, depriving the partnership of Blackwood, should be used only with a void (and may be played as Exclusion Blackwood).

<i>West</i>	<i>East</i>
1♥	3♥
5♣	

East is being asked to evaluate his hand for slam in light of partner's club void.

<i>West</i>	<i>East</i>
1♣	1♠
3♥ or 4♥	

As 2♥ would be forcing in the modern style, 3♥ and 4♥ are available as splinters. Some play that 3♥ shows a singleton and 4♥ a void. Others play 3♥ as a mini-splinter (highly invitational but not forcing to game) and 4♥ as a game force.

Splinters are available when the opponents have opened, provided the bid is made below game.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	1♠	Pass	4♣ or 4♦
			but not 4♥.

In one situation, the splinter can be in partner's suit:

<i>West</i>	<i>East</i>
1♣	1♥
1♠	4♣

Shows at least four-card spade support and club shortage.

This might also apply after a 1NT rebid by West.

The splinter may occur in competition:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	Pass	1♥	1♠
3♠			

Shows at least four-card heart support and spade shortage.

In one situation, the splinter can be in partner's suit:

<i>West</i>	<i>East</i>
1♣	1♥
1♠	4♣

Defense to Splinters

The defensive agreement varies with vulnerability. If the vulnerability is favorable, the double shows length and suggests a save. At other vulnerability, the double is lead-directing. Some experts play that the double calls for the lead of the lower side suit. Related: Rosenkranz Doubles of Splinters, Asking Bids, Auto-Splinter, Exclusion Blackwood, Mini-Splinter, Swiss Convention, Value Swiss Raise, Void-Showing Bid and Mini-Splinter.

SPLINTER RAISE. Reference Splinter Bid.

SPUTNIK. The original name of the Negative Double.

STAYMAN. The response of 2♣ to 1NT, or 3♣ to 2NT asking opener to bid a four-card major suit. The Stayman convention was invented by George Rapée, but the first article on the convention (in *The Bridge World*, June 1945) was under Sam Stayman's byline, so the convention was named for him rather than Rapée.

The device quickly became standard practice throughout the world, vying with Blackwood as the most popular. Rapée and Stayman were a strong, established partnership at that time.

A similar convention was played in the early Thirties by Ewart Kempson in England and a group of Boston players headed by Lawrence Weiss. J.C.H. Marx of London devised a similar 2♣ convention in 1939, but publication was delayed by World War II. It appeared in 1946, in the first issue of *The Contract Bridge Journal*.

The Rapée and Marx ideas, independently generated, were identical. The original convention provided for opener to rebid 2♦ with a minimum hand and 2NT with a maximum. S.J. Simon suggested the simplification that became generally adopted: Opener automatically rebids 2♦ if he does not have a major suit. The authorities are divided on the correct rebid for the opener holding both majors. Partnership agreement is necessary if 2♣ does not promise a major. If 2♣ does promise a major, opener can bid the other major if responder bids 2NT or 3NT.

Responder has a wide range of possible rebids, many of which are subject to varying interpretations.

(1) Two of a major suit. This can be treated in four ways: (a) Forcing. The bidding must continue at least as far as 2NT. Most experts reject this treatment because strong hands can be bid satisfactorily by bidding the suit at the three level on the first or second round, using transfer bids. (b) Encouraging. Again, the use of transfer bids has diminished the need for this usage because responder can transfer and invite with a 2NT bid. (c) Weak. (d) Modern. Use 2♥ as weak, inviting preference to 2♠, and 2♠ as invitational with a four-card spade suit or an unbalanced hand with five spades, unsuitable for a 2NT rebid. In this treatment, opener must bid 2♥ with both majors, and 1NT – 2♣; 2♥ – 2NT denies four spades. This is useful for partnerships using a direct 2NT artificially.

(2) 2NT. This is encouraging, showing the same strength as an immediate raise to 2NT. If opener showed a major, responder now implies that he holds the other major unless 2♣ does not promise a four-card major. If opener rebids 2♦, responder simply indicates he has one or both majors. However, in many modern styles, a direct raise to 2NT has an artificial meaning. Therefore a delayed 2NT, via Stayman, carries limited information about major suits. If the rebid was 2♦, it gives no information. If it was a major, 2NT denies a fit and may deny the other major, depending on the rebid agreement when opener has both majors. Related: Four-Suit Transfer Bids.

(3) Three of a minor suit. The traditional treatment was for 3♣ to be weak, with a six-card or seven-card club suit and

no game interest. 3♦ is forcing, but see Weissberger. Most experts use immediate jumps to 3♣ and 3♦ as preemptive, as in the Roth-Stone and Kaplan-Sheinwold systems. In those cases, a delayed bid of 3♣ or 3♦ is forcing to game: Responder is exploring the possibility of a minor-suit game or slam. These bids are usually forcing when using four-suit transfers because the transfer is employed with weak hands and strong hands.

(4) Three of an unbid major suit (always a jump unless opener bid spades). Forcing, showing a five-card or longer suit, with an implication of four cards in the other major, over a 2♦ response. Related: Smolen. Over a major, three of the other major can sensibly be played as a slam try for partner's major with an unspecified singleton – opener can relay for more information – or a balanced slam try for partner's major with jumps in the minors as splinters.

(5) Raise the major suit opener bid – a natural invitation to game, showing four-card support for the major suit.

(6) 3NT. A natural bid.

(7) Four of a minor suit. When opener shows a major, 4♣ can be Gerber by partnership agreement. Many use such a bid as a splinter. Another possible meaning is natural: a long, strong suit with a void and slam interest. Opener relays to ask for the void. Related: Sharples.

(8) 4NT. Quantitative. A 4-3-3-3 hand would make an immediate raise to 4NT. A 4-4-3-2 hand could use Sharples. Other rebids by the responder are natural.

The above sequences apply to 1NT opening bids of any range. However, the employment of a Weak Notrump might strengthen the argument for using non-forcing Stayman.

Some players use 2♣ and 2♦ as Stayman bids. 2♣ is the same as described above and initiates a sequence that is not forcing to game. A Stayman response of 2♦, however, is forcing to game. Opener bids 2NT if he holds neither major. Related: Anti-Lemming, Gladiator, Marx 2♣, Smolen, Stayman in Doubt and Two-Way Stayman.

STAYMAN FOR STOPPERS. Two-Way Stayman can be used so that only the 2♣ bid searches for a 4-4 major suit fit. The 2♦ bid would then be used to discover whether the partnership has all suits sufficiently well stopped to play in notrump. Responder normally reserves his 2♦ bid for a hand containing a singleton or a void. The bid asks opener to bid whichever major suit he has guarded. Suits containing four cards headed by the queen, or three headed by the Q-10, are considered minimum sufficient stoppers. With both major suits guarded, opener bids 2NT. If opener does not have the responder's short suit stopped, responder can explore other game or slam possibilities.

STAYMAN IN DOUBT (S.I.D.). A British idea intended to deal with the difficulty presented by two hands with a 4-4 major-suit fit and identical 4-3-3-3 distributions. A 3♦ rebid by the Stayman bidder suggests this possibility, asking the opener to decide between 3NT and a game in the major suit.

STAYMAN ON THE SECOND ROUND. This is standard in one situation:

<i>South</i>	<i>North</i>
2♣ (artificial)	2♦
2NT	3♣

As no suit has been naturally bid, the responder can bid as he would opposite a 2NT opening, with the knowledge that opener is slightly stronger. By partnership agreement this can be extended to other notrump rebids:

<i>South</i>	<i>North</i>
1♣	1♥
1NT	2♣ (asking for a spade suit)

This check-back procedure permits opener to conceal a four-card major suit on the second round if he wishes, but deprives the responder of some natural rebids. If the rebid is 2NT, 3♣ is not available for players who use it as preparation for a signoff at the three level. Related: Wolff Signoff, Crowhurst, 2♣ Rebid by Responder as Only Force After 1NT Rebid, New-Minor Forcing and Checkback Stayman.

STAYMAN 3♣. Reference 2NT Opening.

STEP RESPONSES TO STRONG ARTIFICIAL TWO-BIDS. Technically Control Bids, but normally referred to by this slightly inaccurate description. Step responses to a 2♣ opening (strong and artificial) show, by steps, how many controls responder holds, counting a king as one control and an ace as two. As described in *The Bridge Journal*, a 2♦ response shows 0-1 control, 2♥ shows two controls, 2♠ shows an ace and a king (three controls), 2NT shows three kings (three controls), 3♣ shows four controls, and so on. The theory underlying using the 2NT response to show three kings is that if the hand is to be played in notrump, it will more likely be played from the Right Side. This method of responding is similar to that used in Blue Team Club system. A modification proposed by Edgar Kaplan requires responder to bid 2♦ with 0-6 HCP, and 2♥ shows more than 6 HCP. Both bids, however, show fewer than two controls. Most other responses are amended accordingly: A 2♠ response shows two controls, 2NT still shows three kings, 3♣ shows one ace and one king, 3♦ shows four controls, and so forth. Related: Ace-Showing Responses, Norman 4NT.

Another approach is to use a step response based on high cards. 2♦ would show 0-3 HCP, 2♥ would show 4-6 HCP, and so on. This method was championed by Oswald and Jim Jacoby in their Jacoby Modern system from the Sixties.

STRIPED-TAILED APE DOUBLE. An inhibitory double of an opposing game contract made by a player who feels sure his opponents can make a slam. The doubled contract with overtricks scores less than the score for bidding and making the slam. So named by John Lowenthal and Samuel Scaffidi in a *Bridge Journal* article because the doubler flees like a striped-tailed ape in the face of a redouble. The same tactics can be applied at the small slam level if a grand slam can be made. This double is very rare, but not as rare as a striped-tailed ape. Apes do not have tails!

STRONG MINOR RAISE. Reference Inverted Minor Raise.

STRONG NOTRUMP AFTER PASSING (SNAP). A response of 1NT by a passed hand as a constructive bid, showing 9-12 HCP. This permits the bidding to stay in a comfortable, low-level contract when the opener has a minimum or sub-minimum. The notrump bidder promises a relatively balanced hand and denies holding a five-card major suit that could have been bid at the level of one. The idea often gives an advantage in a partscore deal, and is therefore of most value in a matchpoint event. This sometimes forces a pass with 6-8 HCP, which has some risks. The idea, therefore, has few proponents. Related: Drury.

STRONG TWO-BID. Reference Forcing Two-Bid.

SUCTION. A defense to a 1NT opening. The overall of any suit shows the next-higher suit, or the other two suits.

- 2♣ = diamonds, or hearts and spades
- 2♦ = hearts, or spades and clubs
- 2♥ = spades, or clubs and diamonds
- 2♠ = clubs, or diamonds and hearts

Partner of the suction bidder assumes the next-higher suit until he hears otherwise. He bids as high as he can afford. For instance, 1NT – 2♣ – Pass – 3♦ implies a willingness to play 3♦ or three of a major, depending on partner's hand.

SUPER BLACKWOOD. A method of asking for aces when 4NT would be a natural bid. Easley Blackwood listed three situations in which 4NT would be natural: (a) when the partnership has not bid a suit; (b) when no suit has been agreed and the 4NT bidder has previously bid notrump; (c) when no suit has been agreed and a notrump bid immediately preceded 4NT. In each of these situations, Blackwood suggested that a bid of four in the lowest-ranking unbid suit should ask for aces with step responses. A subsequent 5NT bid asks for kings in the same way. The Super Blackwood bid will usually be 4♣, which lines it up with Gerber. Related: Blackwood.

OUT OF HAND

BY BILL BUTLER



"How long had you been taking every available finesse before you realized you were suicidal?"

SUPER GERBER. An ace-asking convention devised by Bobby Goldman for use when a minor-suit fit has been established, or when the last bid was 3NT, so that a 4NT call would be natural. The Super Gerber bid is the lowest possible bid in an unbid suit or in a suit that cannot be deemed trumps; if all suits are unavailable or ambiguous, the Super Gerber bid is a jump to 5♣. Over establishment of a minor-suit fit, either expressly or by implication, the Super Gerber bid is a jump to four of the cheapest unbid suit:

(a)	(b)	(c)	(d)
1♦ 3♦	1♣ 3♣	1♦ 2♦	1♦ 1♥
4♥	4♦	4♣	3♦ 4♠

The last bid in each auction is Super Gerber. The use of Super Gerber in minor suit auctions is designed to allow 4NT to be used as a balanced general strength slam try, and to provide an ace-asking bid that does not risk getting the partnership beyond the game level with too few aces.

Responses as used by the Aces Team are in steps as follows:

- 1st step = 0 or 3 aces
- 2nd step = 1 or 4 aces
- 3rd step = 2 aces
- 4th step = 2 aces with extra value outside the trump suit
- 5th step = 2 aces and a useful void
- higher step = 1 ace and a useful void

In showing one ace and a void, the void suit is bid if it ranks lower than the trump suit; the trump suit is bid if the void suit is higher ranking. This is sometimes called High Gerber, particularly when the bid is restricted to a 5♣ bid. Super Gerber may also be used after an overcall of 3NT over the opponents' preempt. Now 5♣ is ace-asking, 4NT is quantitative. Related: Gerber, Minorwood, Redwood.

SUPER SWISS. An expansion of the Swiss Convention recommended by Hugh Kelsey that allows responder to make a forcing raise of opener's major suit while announcing immediately whether he has a singleton, a void or neither and showing whether he has good controls. Responder bids one of four steps, the first step being the bid next above a single jump raise (3♠ over 1♥, 3NT over 1♠):

First step, void (unidentified); second step, singleton (unidentified); third step, two or three aces, denies a singleton or void; fourth step, fewer than two aces, denies a singleton or void.

After responder has shown a singleton or void, opener makes the cheapest bid to ask where responder's shortness lies. After the response, opener will usually be able to use Blackwood to ask about aces. Related: Unbalanced Swiss Raise, Value Swiss Raise.

SUPERFLAGS. Devised by Eric Kokish, this is a method of transfer breaks over 2NT to describe various sorts of strong side suits to enable responder to gauge the degree of slam potential once a fit has been established. The general principle is that opener will complete the transfer with fewer than four cards in support of partner. With four-card support and good controls on otherwise unremarkable hands, opener will jump to four of the major (the control superflag). However, with hands with a decent or a very good side suit, opener can describe his

hand precisely.

A very good side suit (a concentration superflag) is one that will play for four or more tricks facing any honor in partner's hand, so the bid essentially requires a good five-card suit or a four-card suit to three of the top four cards. With such a holding, opener bids his suit directly. If opener has support together with a good four-card suit (defined as at least two of the top three honors), he makes an artificial bid (the general superflag), allowing responder to clarify his hand type.

Thus over 2NT – 3♥, 3♠ is the normal response. 3NT shows a fit plus an unspecified good suit. Responder can relay with 4♣ to find out where the suit is, retransfer with 4♥ to play 4♠ the right way up or bid 4♠ as a slam-invitation based on high cards. After 2NT – 3♥, 4♣, 4♦ or 4♥ by opener shows a very good suit. 4♠ is transfer break meeting none of the above requirements. After all other transfer breaks, responder can retransfer at the four level to play four of the major the right way up, or he can bid four of the major as a slam invitation relating to whether his partner is minimum or maximum.

SUPER-UNUSUAL NOTRUMP. Popularized by Marty Bergen, the idea is based on the fact that when the opponents open and raise a suit, it can be awkward to act with certain two-suiters. The problem is especially thorny over a sequence such as 1♠ – Pass – 2♠. Holding a moderate hand with hearts and a minor, a player will not want to use a Michaels cuebid and drive to the four level, nor would he want to bid one suit and risk losing a far better fit in the other suit. Therefore, the idea is that a bid of 2NT shows an unspecified two-suiter rather than the minors.

SUPPORT DOUBLE. A method invented by Eric Rodwell that enables the opening bidder to clarify more precisely the degree of support for partner's suit in a competitive auction. If partner responds to an opening bid in a suit and the next player overcalls or doubles, the support double comes into play as long as the overcall does not raise the level above two of responder's suit. If opener raises responder's suit, he is showing at least four-card support. If he doubles or redoubles, he is showing precisely three-card support for partner's major. When opener passes, rebids his suit or bids another suit at his second turn, the implication is strong that (1) he does not have three or more cards in partner's suit, or (2) he will show support later. Partnerships using support doubles lose the option of doubling the opponent's overcall for penalty.

Examples of the support double:

- (a)
- | | | | |
|-----|----|----|----|
| 1♣ | 1♥ | 1♠ | 2♥ |
| Dbl | | | |
- (b)
- | | | | |
|-----|------|----|----|
| 1♣ | Pass | 1♥ | 2♦ |
| Dbl | | | |
- (c)
- | | | | |
|-------|------|----|-----|
| 1♣ | Pass | 1♥ | Dbl |
| Redbl | | | |
- (d)
- | | | | |
|----|------|----|----|
| 1♣ | Pass | 1♥ | 2♦ |
| 2♥ | | | |

- (e)
- | | | | |
|----|------|----|-----|
| 1♣ | Pass | 1♥ | Dbl |
| 2♥ | | | |
- (f)
- | | | | |
|----|------|----|----|
| 1♦ | Pass | 1♥ | 1♠ |
| 2♣ | | | |
- (g)
- | | | | |
|------|------|----|----|
| 1♦ | Pass | 1♥ | 1♠ |
| Pass | | | |
- (h)
- | | | | |
|----|------|----|----|
| 1♥ | Pass | 1♠ | 2♣ |
| 2♥ | | | |

Opener's double is showing precisely three-card support for partner's suit in the first three examples by using the support double or redouble. In (d) and (e), by raising he is guaranteeing at least four-card support for partner's suit. In (f), (g) and (h), the primary message is that opener has fewer than three cards in partner's suit because he has (f) bid a new suit, (g) passed and (h) rebid his suit.

The support double can be used even when the overall is in notrump.

- | | | | |
|-----|------|----|-----|
| 1♣ | Pass | 1♠ | 1NT |
| Dbl | | | |

The double can be for penalty by agreement, but it probably is better to play it as a support double because there are few times when opener can double for penalty in such a sequence.

Even playing support doubles, many players use the double for a different purpose in this sequence:

- | | | | |
|-----|------|----|----|
| 1♣ | Pass | 1♦ | 1♠ |
| Dbl | | | |

By agreement, this double can be used to show four hearts even if the partnership is playing support doubles. Equally, had the bid over 1♦ been 1♥ instead of 1♠, a double could be used to show four spades in a balanced hand, allowing for the agreement that a bid of 1♠ guarantees at least five clubs together with four spades.

SUPPRESSING THE BID ACE. Ace-asking conventions such as Blackwood are occasionally used when the responding hand is already known to have a particular ace. The holder may have made a cuebid or shown a solid suit. In such cases, the partnership should agree whether the ace already identified should be shown when responding to the conventional bid. Similar questions arise when the partnership has used a Void-Showing Bid. It is preferable to agree that the ace of a suit in which partner is known to be void should not be shown. Lacking any agreement, however, the previous bidding should be disregarded and the number of aces shown in the normal way. Related: Exclusion Blackwood.

SWINE (Sebesfi-Woods-1-Notrump-Escape). Developed in Australia. If 1NT is doubled, pass forces opener to redouble. Then responder may pass for penalty or bid the cheaper of touching suits. With a weak single-suited hand, responder redoubles, requiring a 2♣ bid. A direct 2♣ shows clubs and hearts, 2♦ shows diamonds and spades. Direct 2♥ and 2♠ show moderate values; direct 2NT is strong and unbalanced.

SWISS CONVENTION. A response of four in a minor suit to an opening of one in a major suit shows a standard forcing raise to the three level. This is a strength-showing substitute used by players employing limit jump raises. 3NT is sometimes used for the same purpose, for example in Kaplan-Sheinwold. The usual high-card strength would be 13-15.

♠ A Q 7 4
♥ K J 7 2
♦ A 6 2
♣ 9 4

Over 1♥ or 1♠, the response is 4♣ or 4♦ to show a hand too strong in high cards to raise directly to game. It also suggests a relatively balanced hand because responder would bid a side suit and raise to game on the second round with a two-suiter. The distinction between 4♣ and 4♦ is a matter of partnership agreement, but the trend is toward using 4♣ as the more forward-going bid. When 4♣ and 4♦ are the only forcing raises employed, one of the following treatments is usual:

(1) Trump quality: 4♣ shows (and 4♦ denies) four trumps headed by at least two of the top three honors, or five or more trumps headed by at least the ace or king.

(2) Controls: 4♣ shows (and 4♦ denies) three aces, or two aces and the king of trumps.

(3) Controls or trumps: 4♣ emphasizes good controls, and 4♦ emphasizes strong trumps. Several methods have been developed that combine the jumps to four of a minor with other jump responses in order to allow for a finer distinction among types of strong raises. Related: Asking Bid, Conglomerate Major Raises, Fragment Bid, Fruit-Machine Swiss, Singleton Swiss, Splinter Bid, Super Swiss, Unbalanced Swiss Raise, Value Swiss Raises and Void-Showing Bid.

TAKEOUT DOUBLE. The use of a low-level double in certain circumstances as a request to partner to bid an unbid suit. This is a “natural” convention because the possibility of a penalty double of an opening suit bid is so low. A player with great strength in the opponent’s suit prefers to lie in wait, a situation known as a Trap Pass.

The idea of doubling for a takeout appears to have been devised independently by Major Charles Patton in New York and Bryant McCampbell in St. Louis in 1912-1913 and probably by others. For the problems involved in distinguishing a takeout double from a penalty double. Related: Double.

By far the most common takeout double occurs when it immediately follows an opening bid of one in a suit. The doubler normally indicates a hand worth an opening bid with at least three-card support for all unbid suits. However, the respective vulnerability and the rank of the opener’s suit may play a part in the decision.

♠ A Q 9 2
♥ 3
♦ K 7 4
♣ J 10 8 6 2

At favorable vulnerability, a double of 1♥ could be profitable. If the doubler’s partner can fit spades, a cheap save in 4♠ over 4♥ is likely to materialize. A player who doubles a major-suit opening tends to hold four cards in the unbid major,

and this may be a factor in deciding to double. The high-card strength required for the double increases (a) as the distribution becomes less suitable, (b) if the doubler is vulnerable and (c) if the opener’s suit is spades, which will force a response at the two level.

Experts now tend to make takeout doubles quite freely.

♠ A 9 7 6
♥ A 8 7 2
♦ Q 6 5 3
♣ 4

With neither side vulnerable, the expert consensus in *Bridge World Standard* 2001 (60%) was that this would be a minimum double of 1♣. The experts would be slightly more cautious if vulnerable, and slightly more cautious with more balanced distribution. With a doubleton in the suit bid, opening values represents a reasonable rule of thumb.

The doubler should seldom ignore the requirement of at least three cards in each unbid suit unless his hand contains at least 17 HCP.

♠ 7 5
♥ A Q 10 6 4
♦ A K 6
♣ K Q 4

Over 1♣, 1♦ or 1♠, a double followed by a minimum bid in hearts is appropriate. The hand is too strong for a simple heart overcall.

A takeout double is made with strong hands unsuitable for a 1NT overcall or a strength-showing suit overcall. The maximum for a double was once a hand just short of the requirements for a direct cuebid. However, many pairs have abandoned the direct cuebid as a strength-showing action because opportunities were rare. These pairs use conventional cuebids such as Michaels, in which case a takeout double has no upper limit. Most players would double a 1♠ opening, planning to cuebid next, with:

♠ A 5
♥ A K Q 9 6 2
♦ 7
♣ A Q J 4

Equal Level Conversion

There has long been debate about whether in certain circumstances the doubler can continue bidding with minimum values.

♠ 9 4
♥ A Q 7 4
♦ A Q J 7 4
♣ 6 3

If the opening bid is 1♠, should this hand double and then bid 2♦ after a 2♣ response? Or would this show substantial extra values? The expert consensus in *Bridge World Standard* 2001 is that this is acceptable if, and only if, the response is 2♣ and the conversion is to 2♦. So it applies to the hand shown and also to hands containing four spades and diamond length. There is arguably more of a case for ELC over the opponent’s opening bid of a weak-two.

Subsequent bidding

The following summarizes possible actions by the doubler’s partner if the bidding starts:

1♦ Dbl Pass ?

(1) Minimum suit response (1♥ or 1♠ or 2♣). A forced response that may have no high-card points. The normal maximum is 8 HCP, but see (3) following. Responder prefers a major suit to a minor, so 2♣ is more likely to be five cards than four. 1♥ is sometimes bid with a three-card suit because there is no alternative: if responder's only suit is diamonds, he has to invent an economical bid. Even 1♠ might be a three-card suit, with 3-2-5-3 distribution for example.

The doubler passes these responses automatically if he has a minimum or near-minimum double. Further action shows that game is still possible in the face of responder's announced weakness. A raise of responder's suit or a bid in a new suit should show at least 17 HCP. However, a raise in competition promises only minimal extras. A minimum rebid in notrump is very constructive, suggesting a hand too strong to overcall 1NT (*i.e.*, 18-20 HCP). In one case, responder may make an uneconomical response.

♠ A 10 4 2
♥ K 7 5 3
♦ 8 5 3
♣ 9 4

After 1♦ – Dbl – Pass, 1♠ is a better response than 1♥, as responder can then continue readily to 2♥ if, as is likely, the opponents contest with 2♣ or 2♦.

(2) 1NT response. Indicates a relatively balanced hand with moderate strength and a stopper in opener's suit. The exact strength is a matter of style, and expert opinions vary. The conservative view is to use the bid for hands with 8–10 or perhaps 11 HCP, but this sets a problem when responder has a hand such as:

♠ K 9 4
♥ J 7 3
♦ Q 10 6 3
♣ 8 5 3

Many authorities recommend a range of 6-9. Another factor is the rank of opening bidder's suit. If the opening was 1♣, responder has more options; hence, a 1NT response is more likely to show fair values; if the opening was 1♠, 1NT may be responder's indicated action with as few as 6 HCP.

(3) Jump shift (2♥, 2♠ or 3♣). Encouraging but not forcing. The high-card strength is likely to be 9-11, but might be eight with a five-card suit. Playing this as forcing is an obsolete idea. The jump in a major suit is often a four-card suit: in a minor it is desirable to have at least five cards.

(4) Cuebid (2♦). Shows any hand that can at minimum invite game but cannot be sure of the final resting place. The bid is totally unrelated to opener's suit. The modern tendency is to use the cuebid slightly more freely:

♠ A Q 7 5
♥ K J 6 4
♦ J 6 2
♣ 10 9

Rather than make a non-forcing jump in one of the major suits and perhaps pick the wrong suit, the normal treatment is to cuebid 2♦, intending to raise either major to the three level. The doubler then passes with a minimum, because the responder would have bid game himself if he could.

(5) 2NT response. Shows 11-13 HCP and at least a single stopper in the opener's suit. The strength will depend slightly on the range adopted for the 1NT response, in (3) preceding. If that is 6-9 HCP, the 2NT bid may be made with 10 HCP; if 1NT is 8-11 HCP, 2NT is likely to be 12 HCP.

(6) 3NT response. Usually a double stopper in the opener's suit and 13-16 HCP. Alternatively, responder may have a single stopper and a long minor suit he expects to run with the help of doubler's expected fit. With more than 16 HCP, responder may suspect that the opener or the doubler has psyched. Responder should proceed more slowly with a cuebid.

(7) Higher suit responses (3♥, 3♠, 4♣, 4♥, 4♠, 5♣). Natural limited or preemptive bids based on a long suit (usually six cards or longer). Responder expects to make his contract if doubler has a minimum. A jump cuebid suggests Michaels cuebid pattern and probably a weakish hand.

(8) Pass. Great length and strength in diamonds. Related: Penalty Pass.

(9) After action by opener's partner, third hand is relieved of his obligation to bid, but he should still make a "free" response if he has moderate values and can do so at a convenient level. A five-card suit and 5 or more HCP are more than adequate.

(10) After a redouble. A pass denies any opinion about a possible trump suit. Alternatively, the pass can show unexpected values and two places to play if responder follows up with a free bid.

The idea that responder should ignore the redouble and therefore pass for penalty is virtually obsolete, but a few experts play that a pass after a minor-suit opening shows at least five cards in opener's suit. 1♣ or 1♦ redoubled may be the least evil for the doubling side, which may be in trouble otherwise.

Responder is likely to have little strength – probably fewer than 6 HCP – so doubler should not construe a suit bid as strength-showing. Responder should usually show a four-card suit if he can do so at the one level, and a five-card suit at the two level. Responder should always bid the cheapest suit if he can, for fear that the doubler may run to a suit he cannot support. A jump response is weak and preemptive in the modern style, not invitational. It could be up to 8 HCP with a five-card suit if vulnerable.

(11) After a change of suit by opener's partner, if responder can bid a suit of his own at the one level, he should usually do so with 5 or more HCP. He should make the normal encouraging jump with 9. Slightly more is needed to bid at the two level, but the free two-level response (1♦ – Dbl – 2♣ – 2♠) should be made more freely than the jump shift when third hand has passed.

(12) After a raise by opener's partner. The opener's partner is trying to shut out the doubler's partner, who must often strain his resources to avoid being shut out. Related: Responsive Double.

Other takeout doubles

These can usually be identified by the general rule that a double of a suit bid below game is for takeout when partner has not bid. The most important cases are as follows:

(13) The balancing double. Related: Balancing.

(14) In standard practice, the double of two suits (1♣ – Pass – 1♥ – Dbl) may range from a relatively weak distributional two-suiter of around opening strength to a strong, relatively balanced hand. However, when both opponents are bidding and partner is silent, there are obvious dangers in entering the auction. Some tournament players therefore dispense with a natural 1NT overcall in this position (or 2NT if the bidding is at the two level) and treat a notrump bid as Unusual. This takes care of the distributional two-suited hands, and the double can be reserved for relatively balanced hands, strong in high cards.

If the doubler's partner bids opener's suit (1♣ – Pass – 1♥ – Dbl; Pass – 2♣), the expert consensus (*Bridge World Standard* 1994) is that the bid is natural.

(15) The double of a 1NT response (1♥ – Pass – 1NT – Dbl). This is one of the few situations in which a double of a notrump bid is for takeout, but the takeout aspect is not very pronounced. Partner will pass more often than he will pass any other takeout double. The double may have to be made with a strong balanced hand that would have overcalled 1NT if opportunity had offered.

(16) The double of a raise (1♥ – Pass – 2♥ – Dbl). Vulnerability and the rank of opener's suit are important considerations here. At favorable vulnerability, a double of 2♥ may be made lightly with suitable distribution because a save in 4♠ seems possible. A double of 2♠ in a similar sequence commits the doubler's side to the three level, and does not offer such good prospects of a save, so solid values are needed by the doubler. The double of a minor-suit raise emphasizes the major suits and may be made freely. The probability that the doubling side has a fit is increased by the opening side's established fit. *Lebensohl* can be used in response.

(17) The double of a suit response to a 1NT opening (1 NT – Pass – 2♥ – Dbl). Again, vulnerability and the rank of the suit are important factors. If the double of 2♦ or 2♥ offers the possibility of play at the two level, a non-vulnerable player may double with as little as 10 HCP and favorable distribution. He can rely on strength in his partner's hand because the opener's side has announced its intention of stopping at the two level.

(18) Doubles of weak two-bids and weak three-bids can be regarded as takeout. Related: Defense To Opening Three-Bids.

(19) When three suits have been bid around the table, a double by fourth hand needs agreement:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	1♥	1♠	Dbl

It makes no sense for this to be penalty, as it would be on general principles after partner has bid. A common agreement is for it to be takeout for the fourth suit. In this case the fourth player would have five diamonds and probably some tolerance for hearts. Related: Responses Over Opponent's Takeout Double and Snapdragon.

TARTAN TWO-BID. Devised by Hugh Kelsey and Tom Culbertson. 2♥ and 2♠ are Multi-style openings, with clarification after a relay response. After a 2♥ opening and 2♠ relay: 2NT is 21-22 balanced; 3♣ is hearts and clubs, 3♦ is hearts and diamonds, 5-5 distribution with 6-10; 3♥ and higher are Acol Two-Bids with hearts. After a 2♠ opening and a 2NT relay, 3♠ and higher shows an Acol Two, lower bids show the

suits bid, 5-5 with 6-10. 2♦ may be Roman 2♦, a strong three-suiter. Related: Two-Way Two-Bids.

TEXAS TRANSFER. A transfer bid, originated independently by David Carter of St. Louis and Olle Willner of Sweden. It is used after an opening 1NT or 2NT bid to make the strong hand declarer. With a hand justifying a game contract, the responder jumps to 4♥ holding a six-card or longer spade suit; the opener is required to bid 4♠. Similarly, 4♦ requires the opener to bid 4♥. The convention is usually limited to those sequences in which the responder has a major suit. 4♣ can be used in the same way to show diamonds, and 4♠ to show clubs. A South African variation uses 4♣ to show hearts and 4♦ to show spades. This has a psychological advantage, alerting an absent-minded partner who might otherwise pass a 4♥ bid that asked for spades, but it has the disadvantage of ruling out use of the Gerber convention. After the Texas Transfer, responder generally passes. But a continuation of 4NT is Roman Key Card Blackwood with the major agreed, new suits are Exclusion Blackwood.

Partnerships using Texas Transfers can transfer at a lower level and bid game, played by many as indicative of a responding hand worth a mild slam try.

The standard defense to the Texas Transfer: double is one-suited and lead-directing, 4NT is for the minors, four of responder's suit is a Michaels Cuebid. A delayed double after opener accepts the transfer is a three-suited takeout.

3♣ RESPONSE AS MAJOR-SUIT RAISE. A convention devised by Al Roth to make a strong major-suit raise while conserving space for exchange of information as to trump suit texture, singletons and controls below the game level. Over the 3♣ response, opener rebids 3♦ if he has any singleton; without a singleton, he rebids 3♥, 3♠ or 3NT with two, one or none of the top three trump honors, respectively. If opener has bid 3♦, responder can show his own trump texture in the same way. Four-level bids show high-card or distributional controls. Related: Bergen Raises, Forcing Raises.

3♣ STAYMAN. Required when the opening is 2NT.

3♦ RESPONSE AS MAJOR RAISE. Reference Bergen Raises.

THREE-LEVEL RESPONSES TO 1NT. While there is no consensus in the expert community as to the right way to respond to 1NT at the three level, the following lists some of the more mainstream ideas.

1. Natural and forcing, slam try.
2. Transfers, slam try.
3. Three-suited, bidding shortage or the suit below shortage.
4. Mini-Maxi. 3♣ and 3♦ show 5-5 in the minors, invitational and forcing respectively, 3♥ and 3♠ show both majors, similarly invitational and forcing.
5. The same as No. 4 but 3♥ and 3♠ show 5-4 in the minors and bidding either the shortage or the fragment.
6. Invitational in the minors, single-suited, forcing in the linked minor.

3NT OPENING. Traditionally this shows a balanced hand with 25-27 HCP. With such hands, most experts bid 2♣ followed by 3NT, or use Kokish Relay, and therefore prefer to use the 3NT opening for some other purpose, such as:

(1) Gambling 3NT. Usually a solid minor suit with no ace or king outside.

(2) Weak minor-suit preempt, comparable to a standard 4♣ or 4♦ opening. This method is useful for those who use Namyats to show strong major-suit hands.

(3) Solid major-suit preempt with no side suit aces and at most one side king. This use, suggested by Eddie Kantar, is designed to ease responder's task of judging his side's game or slam prospects. The recommended responses are as follows: 4♣ asks opener to bid a side king if he has one; 4♦ transfers to opener's suit; 4♥ or 4♠ indicates that responder wants to be declarer and has tried to guess opener's suit (if he misguesses, opener should correct); 4NT asks about queens; 5NT asks opener to bid a grand slam if he can play opposite a void.

(4) Acol-style 3NT. Similar to Gambling, but expresses a desire to play in 3NT. Opener typically has a solid minor suit and two of the other three suits stopped.

3NT RESPONSE to an opening suit bid of one. There are a number of treatments:

(1) Standard, traditional. Shows 16-18 HCP and any 4-3-3-3 distribution. Stoppers in the unbid suits, and the four-card suit usually is a minor.

(2) Limit. Shows 13-15 HCP and any 4-3-3-3 distribution (Acol).

(3) Conventional. Used with limit raises to show a standard forcing jump raise of 13-15 HCP when the opening bid was in a major (invented by Monroe Ingberman). Related: Delayed Game Raise and Swiss Convention.

(4) Distributional. Shows a 13-15 point raise with a side suit singleton when the opening bid was in a major (Aces Scientific).

(5) Extra Strong or Distributional. Shows one of a series of Conglomerate Major Raises. In response to a 1♥ opening, 3NT would show 17-18 HCP. In response to a 1♠ opening, 3NT would be as in (4) above.

(6) Ace-asking (Baby Blackwood).

(7) Psychic Control. Showing 23 points or more – a hand that offers a play for game opposite a psychic opening bid. This assumes a Roth-Stone psychic with 3-6 HCP concentrated mainly in the bid suit. If the opening bidder has a normal opening, responder proceeds to a slam. The combined strength already suggests a grand slam.

(8) Preemptive major-suit raise. Similar to a direct raise to four of a major, but with some defensive value.

(9) A splinter in the unbid major suit. This is akin to the French treatment of 3NT in an auction: 1♠ – 1NT; 2♦ – 3NT, where the call suggests a diamond raise with a singleton spade.

THRUMP DOUBLE. Devised by Marty Bergen, it is a double in a competitive auction aimed at getting to 3NT when the auction has been jammed by a weak jump overcall at the three level. It applies when the weak jump overcall of a one-level opening bid is 3♦, 3♥ or 3♠, as with 1♥ – 3♠ – ? Besides

directing opener to bid 3NT with a stopper in the overcaller's suit, double in the given situation:

- Says nothing about responder's holdings in the unbid suits.
- Almost always denies a stopper in the opponent's suit.
- Denies a five-card major that could have been bid at the three level.
- Promises at least 10 HCP.
- Denies three-card support for opener's major.

TONTO. A method of responding to a 3NT overcall of an opening three-bid, devised by Robert Stone. The name is an acronym for **T**ransfers **O**ver 3NT **O**vercalls. The transfer always consists of two or more steps. (1) 4NT is quantitative; (2) 4♠ is regular Blackwood; (3) 4♥ is a high transfer to diamonds unless that is the bid suit (then it is clubs); (4) 4♣ is a low transfer to hearts unless that is the bid suit (then it is spades); (5) 4♦ is a middle transfer to the remaining suit. After a transfer response, the 3NT bidder bids cheaply to show a fit and accepts the transfer to discourage. If the transfer shows a minor, 4NT discourages.

TOP AND BOTTOM CUEBID. An immediate overcall in the opponent's major suit to show the highest- and lowest- ranking unbid suits. Related: Michaels Cuebid.

TRANSFER BID. A bid that shows, by agreement, length in the next higher suit (1) to transfer the contract into the stronger hand and (2) to provide flexible bidding. Transfer bids were first used in the United States by David Carter (Texas) and subsequently developed by Oswald Jacoby (Jacoby Transfer Bids). The bids were independently devised by Olle Willner of Stockholm, Sweden, who discussed the use of transfers in a series of articles in *Bridge Tidningen* in 1953-54. Related: Four-Suit Transfer Bids. The original form of transfer bid was the Texas Convention. South African Texas is a revised form. Another purpose of transfer bids is to distinguish between weak and strong opening preempts, to enable responder to judge whether to try for slam. Related: Blackwood After Interference, 4NT Opening As Minor Preempt, Four-Suit Transfer Bids, Namyats, Rubin Transfers, Smolen Transfer, Two-Under Transfer Preempts.

TRANSFER ESCAPES OVER DOUBLES OF 1NT. A four-suit escape method. A redouble is a transfer to clubs, 2♣ transfers to diamonds, 2♦ to hearts and 2♥ to spades. If responder redoubles and then bids 2♦ over the forced 2♣, he is asking opener to bid his better major.

TRANSFER FOR LEAD. A device used by some experts in the following situations:

(a)	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♠	Dbl	2♣	
(b)	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	1♠	Dbl	2♣

In each case, 2♣ is a transfer to diamonds. It may be based

on diamond length, but it may show diamond strength, for lead-directing reasons, with spade support. Perhaps:

♠ J 6 5
♥ 7 3
♦ K Q J 4
♣ 7 5 3 2

Invented by Eric Rodwell. Related: Bromad, Rubens Advance.

TRANSFER LEBENSOHL. After a 1NT opening (or overcall) and further competition by the next hand, double is negative, 2NT is a puppet to 3♣ to describe a signoff or a balanced hand with a stopper or some variety of strong hand with clubs. Bids of 3♣ and higher are transfers, showing that suit with invitational or better values. A transfer into the opponent's suit is Stayman with a singleton or void in the opponent's suit, 3♠ shows clubs.

TRANSFER OPENING PREEMPTS. Reference. Four Notrump Opening As Minor Preempt, Namyats, Rubin Transfer, Transfer Opening Three-Bid, Two-Under Opening Preempt.

TRANSFER OPENING THREE-BID. A development of the Texas principle. The bid has three technical advantages. First, the lead comes up to the hand that is likely to be strong in the side suits. Second, the defense is more difficult because little is known about declarer's strength and distribution. Third, the opening bidder may be able to show a freak two-suited hand by bidding his second suit on the second round. A technical disadvantage is that it is easier for the opponents to take action than it would be after a normal three-bid: a double and a cuebid in the opener's genuine suit are available as takeout bids of varying strength. Also, a preemptive bid in clubs cannot be made at the level of three. A practical disadvantage is that partner may forget that the convention is being used. Also, it may gain an unfair advantage against opponents unfamiliar with the convention. Used in the world championships by Pierre Ghestem and Rene Bacherich of France.

A complete method was devised in 1968 by Svend Novrup and Anders Laustsen of Denmark. It is called Verdi because, according to proponents, "the players make beautiful music with it." 3♣, 3♦ and 3♥ are transfers to the next-higher suit, with normal preemptive strength. 3♠ shows a solid minor, allowing 3NT to be played from the correct side (unlike the Gambling 3NT). 3NT opening shows a semi-solid minor suit. Namyats is used with this structure. Related: Two-Under Opening Preempt. The consensus defense (*Bridge World Standard* 1994) is that a double of the artificial opening shows strength but does not create a force.

TRANSFER OVERCALLS OF 1NT. Over 1NT:

2♣ = diamonds
2♦ = hearts
2♥ = spades
2♠ = clubs

Responder normally accepts the transfer if he would have

passed an overcall. Other actions are those he would have made in response to a normal overcall.

This idea was introduced as part of the Blue Team Club (Systems) and has gained favor in Europe.

TRANSFER OVER DOUBLES OF A PREEMPTIVE BID.

When a preemptive action is doubled, minimum actions can be used to show length in the next-higher strain, with or without a fit with opener. A transfer to opener's suit shows a fitting top honor.

TRANSFER RESPONSES ON THE SECOND ROUND.

The only common sequence where responder transfers on the second round after issuing a negative to a forcing opening bid. However, it is becoming more common to use transfers after a 2NT jump rebid by opener. This allows responder to sign off in his own suit, as well as guaranteeing to find a major-suit fit.

An example: after 1♣ – 1♥; 2NT responder's 3♣ shows a fit for partner's minor (regardless of which suit was opened), 3♦ forces 3♥ unless opener would raise a signoff to game, 3♥ shows 4-4 in the majors, 3♠ shows the other minor. Opener shows 5-4 in the majors by transferring to hearts then bidding 3♠.

TRANSFER WALSH. This convention combines a nebulous 1♣ opening with transfer responses. The red suits show the corresponding major, and 1♠ shows diamonds or perhaps some other hand types without a major. In response to the transfer, some play that opener's completion of the transfer guarantees three cards, so that 1NT is a minimum balanced hand. Others play that completion of the transfer is any balanced hand without four-card support, so a 1NT rebid shows 17-19. The origins of these methods are far from clear, but in Sweden, Alvar Stenberg/Hans-Olof Hallen used them in a system called FUSS. Mats Nilslund/Anders Wirgren developed something akin to standard methods, and Björn Fallenius brought the methods to the USA. The so-called Nightmare system also uses this basic scheme.

TRAP. A defensive bidding system against the strong 1♣ openings, comprising components of transfers, Robinson and Panama. Double indicates a heart suit and 1♦ shows a spade suit. 1♥ shows either a black two-suiter or a red two-suiter. 1♠ shows both minors or both majors. 1NT shows a club-heart two-suiter or a diamond-spade two-suiter. All bids at the two level show the suit bid or a three-suiter short in the suit bid. A modification to the two-level structure is to play that those bids show the suit above, or the two suits above. For example, 2♦ is either hearts or spades and clubs. Related: CRASH.

TRELDE ASKING-BIDS. A Danish method of combining cuebids and asking bids. In most slam sequences, one hand has an option of cuebidding or taking control by asking in a suit. Responses focus first on control in that suit, then on the number of controls in the hand.

TRIAL BID. A game suggestion made by bidding a new suit

after a major-suit fit has been established:

<i>South</i>	<i>North</i>
1♥	2♥
3♣	

North-South have provisionally agreed to play a heart contract, although a final contract of 3NT is not excluded. However, it is impossible that the right contract could be clubs, except at the six level, so the club bid can only be an exploring maneuver. If North has no interest in game, he signs off with 3♥. If he wants to accept the invitation, he bids 4♥ or 3NT. As a rare alternative, he may bid an unbid suit in which he has strength, as a move toward 3NT or as a way to show his honor location. The usual practice is for South to make his trial bid in a suit in which he needs support, so it will generally contain at least three cards and at least two losers. Possible holdings would be A-x-x, K-10-x-x, Q-x-x-x, and many others. Ideally the suit should neither contain two top honors nor no top honors.

The responder therefore takes his holding in the trial bid suit into account when making the decision whether to bid game. If his holding is neither maximum nor minimum in strength, he allows himself to be encouraged if he has honor strength or a shortage in the trial bid suit. Conversely, he should tend to reject the invitation if he has three or four low cards in the suit. A holding headed by the jack is only a slight improvement. In one special case, the final contract may be in a suit other than the one originally agreed on:

<i>South</i>	<i>North</i>
1♠	2♠
3♥	4♥

4♥ may easily prove a superior contract to 4♠. If South holds four hearts, and North holds four, five or six hearts, spades will be an inferior landing place if the spade fit is 5-3.

There are two other situations in which bids of similar types are made.

<i>South</i>	<i>North</i>
1♣	1♠
2♠	3♥

North's bid invites 4♠ and suggests some length in hearts, in which he would welcome support.

<i>South</i>	<i>North</i>
1♣	2♣
2♥	

This is not a trial bid because no major suit has been agreed on. A 4-3 heart fit is still possible, but it is very likely that the partnership will head for 3NT. South will tend to bid a suit in which he is strong, rather than a suit in which he is weak. His heart suit might be A-Q-x, but in no circumstances could it be three low cards unless he was making a psychic effort to inhibit a lead.

Similarly:

<i>South</i>	<i>North</i>
1♥	2♥
2♠	3♠

With three hearts and four spades in North, or with five hearts and four spades in South, the spade contract may be superior. However, restraint must be exercised. South's spade bid may be a three-card suit; hence a jump in spades by responder is

unwise and unnecessary. Related: Help-Suit Game Try, Interest-Showing Bid; Preemptive Re-Raise, Short-Suit Game Try, Single Raise, Two-Way Game Try, Weak Suit Game Try.

TRUMP ASKING BID. A convention used to inquire about key cards in the trump suit. As used in conjunction with Asking Bids as developed by Ely Culbertson, 4NT asked partner to describe his holding in the trump suit, as follows: 5♣ no ace, king, or queen; 5♦ one of three top honors; 5♥ two of three top honors, and 5♠ all three top honors. If the 4NT bidder now bids 5NT, partner must show his trump length by a series of artificial responses. If the response to an asking bid is at the five level, 5NT can be used as a trump-asking bid for honor cards, but it is not possible to follow up by asking for trump length. Related: Baron Slam Try, Byzantine Blackwood, Grand Slam Force, Key Card Blackwood, Key Card Gerber, Malowan 6♣, Precision Asking Bids, Roman Key Card Blackwood, Romex Asking Bids and Wang Trump Asking Bid.

TRUMP ECHO. An echo – known as a “peter” in England – by a defender in the trump suit can be used as a request for partner to give a ruff, or to show an odd number of trumps. Many players nowadays use the trump suit to indicate suit preference.

TRUMP SWISS CONVENTION. Related: Swiss Convention.

TRUSCOTT DEFENSE. A system of two-suited takeouts that can be used over strong artificial openings (1♣, 2♣ and possibly 1♦ or 2♦). The defending side can show all possible one- and two-suited hands. A jump overcall is natural; a simple overcall shows length in the bid suit and the suit that ranks just above it. Hence, over 1♣, 1♦ = diamonds and hearts; 1♥ = hearts and spades; 1♠ = spades and clubs; 2♣ = clubs and diamonds. The two non-touching suit combinations are shown by double (clubs and hearts) and 1NT (spades and diamonds). Over a negative 1♦ response, the only change is that double shows diamonds and spades, 1NT shows clubs and hearts.

A modified version, preferred later by the author of the method, uses minimum actions to show one-suiters and jump bids, starting with 2♦, to show two-suiters. When defender has a balanced strong hand, he should pass on the first round. The same principle can be used over strong artificial openings of 2♣ and 2♦. Related: Panama, Trap and Defense To Strong Artificial Openings.

TRUSCOTT 2♦. Related: Two-Way Stayman.

TWERB. Two-way exclusion relay bids. A defense to a strong 1♣ in which double shows a good hand and all suit bids from 1♦ to 2♣ show the suit above or the other two suits. 1NT shows clubs and hearts or diamonds and spades. The same principle applies after a 1♦ response, and can also be used over a 2♣ opening bid or even over a strong no-trump. Originally devised, perhaps, by Steve Shepard. Related: Suction.

TWO-BID. The bid of two in a suit as an opening bid is used in many different ways. Specialized uses are referred to in the

following entries: Acol Two-Bids, Benjamin, Blue Team 2♦, Flannery 2♦, Flannery 2♥, Mexican 2♦, Roman System, Roman 2♦, Tartan Two-Bid, 2♣ Strong Artificial Opening, Two-Way Two-Bid and Weak Two-Bid.

2♣ ARTIFICIAL, BALANCING TAKEOUT. It is common and often profitable to play doubles in the following auctions as penalty, showing length and strength in the suit bid on a player's right and good general values:

West	North	East	South
1♦	Pass	1♠	Pass
1NT	Pass	Pass	Dbl

West	North	East	South
1♦	Pass	1NT	Pass
Pass		Dbl	

A problem with this method, particularly at matchpoints, arises when the player in the passout seat wants to compete but does not have double available to do so. One way to deal with this is to play 2♣ as a general takeout. In the first example auction, 2♣ would show clubs and hearts. In the second, 2♣ would be takeout for three suits, excluding diamonds.

2♣ FOR MINORS, 2♦ FOR MAJORS. Reference Becker (vs. 1NT).

2♣ REBID BY RESPONDER AS ONLY FORCE AFTER 1NT REBID. A convention devised by Eddie Kantar to provide a full range of rebids by responder over a 1NT rebid by opener. Using 2♣ as the only forcing rebid by responder, all other two-level suit bids are discouraging and jump bids at the three level invite game. For example:

(a)		(b)	
1♣	1♥	1♣	1♥
1NT	3♥	1NT	3♣

The last bid in each of the example sequences is non-forcing but invitational. Related: Crowhurst, New-Minor Forcing, Stayman on Second Round, Two-Way New-Minor Forcing and Unbid Minor-Suit Force.

2♣ RESPONSE TO 1NT. Reference Gladiator, Stayman.

2♣ STRONG ARTIFICIAL OPENING. An artificial opening bid based on a strong hand with a long suit or a powerful balanced hand, usually 22 HCP or more. It is a feature of most standard bidding systems. Using 2♣ as strong and artificial allows for the use of other two level actions as weak two-bids. A response of 2♦ is usually either negative (poor hand) or "waiting" – not necessarily a poor hand but unable to make a positive response, which in many systems consists of a suit of at least five cards with two of the top three honors. Related: 2♦ Artificial Response To Forcing 2♣ Opening and Second Negative Response After Artificial Forcing Opening.

Many experts use 2♥ as the "super" negative response, with 2♦ showing values. Related: 2♥ Artificial Response To Forcing 2♣ Opening.

The first use of 2♣ as a strong, forcing opening in this way is credited to David Burnstine at the Raymond Club, New York City, in 1929, but some experts soon used 2♣ for all strong hands, and the concept gradually superseded the Forcing Two-Bid in serious tournament play. It was part of the Official System endorsed by several experts, notably Sidney Lenz.

Although theoretically sounder, the Lenz methods lost the public relations war with Ely Culbertson. It is often used in combination with Weak Two-Bids, but may be combined with intermediate two-bids of various types. Related: Acol Two-Bids.

The expert panel in *Bridge World Standard 2001* determined that the following hand represents a minimum 2♣ opening:

♠ A K Q J 10
♥ A K Q
♦ K 10 9 5
♣ 3

However, substantial minorities found slightly weaker hands acceptable, with the ♦K replaced by the queen or jack.

Originally, the 2♣ bid was forcing to game. In modern practice, many experts agree to play it as forcing to 2NT or three of a major (after a negative response), to cover two common exceptions;

South	North
2♣	2♦
2♥	2NT or 3♣
3♥	

North may pass. This widens the use of the 2♣ opening to include a powerful one-suited hand with which game may be missed if partner passes with 4-5 HCP, or slam may be missed because it becomes difficult for opener to show his strength clearly if he commences with a bid of one.

Another exception tightens the gaps in the structure of notrump bids:

South	North
2♣	2♦
2NT	

North may pass. Under this method, instead of the traditional standard of 22-24 HCP (or 21-23), a 2NT opener shows 21-22 (or 20-22) while 2♣ followed by 2NT shows 23-24 HCP (or 22-24).

A semi-artificial rebid, the Kokish Relay, is used by many players.

South	North
2♣	2♦
2♥	

This can be used to require a 2♠ rebid. Then opener can bid 2NT forcing with 25 or more HCP. Any other rebid shows that the 2♥ bid was natural. This gains on strong balanced hands, but deprives the responder of the chance to make a second negative. BWS 2001 voted, by a small margin, to adopt the Kokish Relay.

Standards for a positive response to 2♣ vary, but most authorities insist on 1½ quick tricks (an ace and a king, or three kings). Others are satisfied with an ace or a good suit headed by king and queen with some plus values. These treatments have the advantage that positive responses can be given more frequently. 2NT can be regarded as an exception. Some players make this response with 8 HCP or more, irrespective of quick-

trick strength. This response often results in the weak hand becoming declarer, so many avoid bidding 2NT altogether. It can be used artificially to show a weak minor two-suiter or hearts if 2♥ is a double negative.

After a positive response, the opener will usually rebid as though the response had been negative. Therefore, 2♣ – 2♥; 2NT, or 2♣ – 3♣; 3NT, shows the balanced minimum hand with 23-24 HCP. Similarly, 2♣ – 2♥; 3NT would show a balanced hand with 25–27.

In systems employing an artificial, strength-showing bid of 1♣, a bid of 2♣ may be the equivalent of a standard 1♣ opening, including a long club suit and limited values.

2♦ ARTIFICIAL OPENING. As a strong forcing opening bid, reference Benjamin, Romex and Schenken. As a two-suited or three-suited opening bid, reference conventions listed in 2♦ Opening As Multi-Suiter.

2♦ ARTIFICIAL RESPONSE TO FORCING 2♣ OPENING. In response to a strong 2♣, 2♦ is often played as negative, showing 0-7 HCP and lacking the partnership requirements for a positive response. There are different ways to play this response:

- (1) Automatic. The 2♦ bid is nondescriptive, but gives opener room to describe his hand.
- (2) Positive. Responder's 2♦ shows 8 or more HCP but says nothing about his distribution. All other responses are negative, showing 0-7 HCP with length in the suit bid. 2NT should show minor suits.
- (3) Double negative. Responder's bid shows 0-3 HCP. With this treatment, it is possible to use a 2♥ response artificially to show specifically 4-7 HCP (Step Responses to Strong Artificial Two-Bids) or as a neutral bid showing at least 4 HCP and allowing opener to describe his hand.
- (4) Ace-Showing Response.
Related: 2♥ Artificial Response To Forcing 2♣.

2♦ ARTIFICIAL RESPONSE TO INT OPENING. Conventions used in response to INT opening bids designed to solve particular notrump bidding problems. In conjunction with the various conventions so used, a substitute sequence may be required to show a weak hand with a long diamond suit: an immediate 3♦ or 2♣ followed by 3♦ or 2♦ followed by 3♦ or 2NT followed by 3♦. Related: Flint 2♦, Four-Suit Transfers, Gladiator, Jacoby Transfer Bid, Two-Way Stayman.

2♦ AS MULTI-SUITER. There are several conventions that use a 2♦ opening to show a two-suited or three-suited hand. The principal ones are Blue Team 2♦, Flannery 2♦ and Roman 2♦. In addition, a 2♦ opening shows a three-suited hand in Precision and a hand with both major suits in the Big Diamond system. Related: Mini-Roman, Multi.

2♥ RESPONSE TO STRONG ARTIFICIAL 2♣. Some experts use this bid as a “super” or “double” negative, showing a maximum of 4 HCP. 2NT is used as the positive bid showing a good heart suit. This frees 2♦ to be a positive bid showing enough strength to force to game.

2NT AS A NEGATIVE RESPONSE TO TWO-BIDS. The traditional negative response to a strong opening two-bid, showing fewer than 7 or 8 points, counting high cards plus any distribution. An archaic treatment that would “wrong-side” any notrump contract.

2NT OPENING. In standard systems, the opening bid usually shows 20-21 or 21-22 HCP in a balanced hand. Continuations:

- (1) 3♣. Stayman, asking opener to bid a major suit. With no major, opener bids 3♦.
- (2) 3♦. A Jacoby Transfer, showing heart length. A few use this as Flint convention. In a natural sense, the bid shows at least five diamonds and is a slam suggestion.
- (3) 3♥. Jacoby Transfer to spades. It can also be used as natural and forcing, as would be 3♠ using the same methods.
Used naturally, 3♥ and 3♠ are forcing and show at least a five-card suit. The suit may be longer (see No. 6). Responder is asking the opener to choose between the major-suit game (with three-card support) or 3NT (with a doubleton in responder's suit). However, the responder may have slam interests, so the opener makes a cuebid (e.g., 2NT – 3♥; 4♦) if he has good support and a suitable hand for slam. Related: Expected Number of Controls in Balanced Hands and Romex Stayman.
- (4) 3NT. A range of 4-10 HCP, although a thin 4-point hand may be passed. An occasional 3-point hand (e.g. five to the king in a minor suit) may be worth a raise.

(5) 4♣ or 4♦. These bids are usually conventional (Gerber, Texas, or South African Texas). In a natural sense, they would show a strong suit, but this method is rarely used. If 4♦ is Texas for hearts, it must be at least a six-card suit with no slam interest, or strong slam interest with the intention of using 4NT to ask for aces or key cards. Some play that Texas itself is a slam try.

(6) 4♥ or 4♠. In standard methods this shows a six-card suit with no slam interest. With mild slam interest, responder bids at the three level and then bids game. The traditional treatment, reversing these sequences, is less popular. If transfers are in use, 4♠ may be used to show both minors and a raise to 4NT.

(7) 4NT. A natural invitation to 6NT, holding about 11 HCP. Responder's distribution is likely to be 4-3-3-3, but might be 4-4-3-2 or 5-3-3-2 if no major suit is held.

(8) 5♣ or 5♦. A very unbalanced weak hand. A seven-card suit and a void would be typical. The opener is expected to pass, but might bid six with a fine fit and excellent controls.

(9) 5♥ or 5♠. A strong invitation to bid six, based on a six-card suit.

(10) 5NT. A choice of minor-suit slams or an invitation to 7NT. In the latter case, with no interest in a grand slam, the opener bids 6NT.

(11) 6NT. A balanced hand, probably 4-3-3-3, with 12-14 HCP. Related: Miles Responses.

2NT OPENING FOR MINORS. A convention using a 2NT opening bid to show a hand with at least five cards in each minor suit. The strength and the meaning of responses in a major require agreement. This is often part of a strong 1♣ system in which 2NT is not needed as a natural bid.

2NT OPENING WITH TRANSFER RESPONSES. The vast majority of American tournament players, and many others around the world, use Jacoby Transfer responses to a 2NT opening, with 3♦ to show heart length and 3♥ to show spade length, at least five cards. The opener usually bids the next step, ending the bidding if responder has a weak hand with no game interest. In France, where the transfer is a game force, completion of the transfer shows three-card support. Opener bids 3NT with a doubleton in the suit. Possible rebids by responder:

- (a) 3♠ (2NT-3♦; 3♥-3♠). Four spades, heart length, forcing. May have slam interest. Other artificial meanings are possible, especially if Smolen is in use.
- (b) 3NT. Asks opener to choose between this contract and game in the major. Opener will almost always select the major when holding three- or four-card support.
- (c) New suit at four level. Forcing, natural and showing slam interest. Now four of a major and 4NT discourage, and it is possible to use intervening calls as asking about key cards for the two suits.
- (d) Four of anchor suit. A mild slam invitation because a player with no slam interest would bid game directly or make a four level Texas transfer with the same effect.
- (e) 4NT is natural and invitational, usually 5-3-3-2 with borderline slam values.
- (f) 5NT. Pick a slam.
- (g) 6NT. Pass or bid seven of a major.

A corollary is that 3♠ is used to show a minor-suit hand, usually at least 5-4 or 4-5, with slam interest. The opener bids 3NT with a fit in neither. Alternatively, 3♠ as a puppet to 3NT allows responder to use 4♣ and 4♦ for single-suited slam tries, with 4♥, 4♠ and 4NT for both minors and slam tries, the first two calls showing 5-4 pattern and shortage in the bid major.

2NT OVERCALL. Can be used in at least six different ways:

(1) Natural. To show a 2NT opening bid with about 22 points. The bid might be based on a slightly weaker hand with a long, strong minor. This helps to define the range of a minimum notrump bid preceded by a takeout double, which would indicate 19-20. These two procedures can be interchanged by partnership agreement. Stayman would apply with partnerships using it after a 1NT overcall. This treatment is almost universal in balancing seat.

(2) Unusual. To show a specific two-suiter. The minimum strength would vary according to vulnerability. At favorable vulnerability, a 5-5 distribution with 6 HCP in the suits would usually be considered adequate. At unfavorable vulnerability, the hand and the suits should be distinctly stronger.

The suits are always clubs and diamonds if the opening is a major. If the opening is a minor, it is usual to play "Two Lowest Unbid," so 2NT shows red suits over 1♣ and clubs and hearts over 1♦. This treatment is now standard among American experts.

In *Bridge World Standard* 2001, about 80% of the experts favored a split range, so that 2NT is either weak or strong. Hands in the middle range, with values close to an opening bid, simply overcall. This gives more definition when the bid is

used, but makes it relatively less likely that the second suit can be shown when it is not.

(3) Preemptive. To indicate a long broken suit lower in rank than the opening bid, justifying a preemptive bid at the level of three. Partner is expected to bid 3♣ if third hand passes, to permit his side to reach the appropriate suit, but third hand seldom passes. This is not needed playing Weak Jump Overcalls and has dubious value in any event because partner may be left in doubt when a save is possible.

(4) Roman. To show a strong two-suited hand in which the suits are not specified. Responder bids the lowest unbid suit, and if the 2NT bidder shows a suit, he holds that suit and the suit in which responder made his artificial response. 3NT would show the two unbid suits. For weaker two-suited hands, refer to Jump Overcall.

(5) Constructive. To show a strong hand with a near-solid minor suit, for example:

♠ A 2
♥ K 5
♦ J 4 2
♣ A Q J 9 6 2

Responder may raise to 3NT or bid 3♣ with no interest in game. In the latter case, the overcaller passes or converts to 3♦. In borderline cases, responder is guided by possession of a key card in his partner's minor. With a diamond honor, he bids 3♣ and converts a 3♦ rebid to 3NT. With a club honor, he responds 3♦, giving the overcaller the choice between 3♦ and 3NT.

(6) Artificial. When an immediate cuebid in the opener's suit is given a specialized meaning (as in Michaels Cuebid), 2NT can be used to show a hand of game-going strength, with 3♣ as a conventional negative response.

2NT RAISE IN COMPETITION. With the increasing use of preemptive double raises in competition, it is viewed as more effective to subvert 2NT, either as a jump or a simple bid, to become a constructive four-card raise in partner's major. This applies facing an opening bid or overcall. Thus in the auction 1♥ - (1♠), 2NT is a limit raise of hearts with four trumps, a cuebid suggests only three trumps. Alternatively, 2NT can be used as a mixed raise, 6-9 HCP, with four trumps.

2NT RESPONSE AS A PUPPET TO 3♣. A convention whereby a response of 2NT to a 1NT opening forces the opener to rebid 3♣. If the responder has a weak hand with a long club suit, he passes. If he has instead a weak hand with a long diamond suit, he bids 3♦, which opener is required to pass.

Some partnerships use the relay when responder has a three-suited game-going hand. The responder shows this type of hand over opener's forced 3♣ bid by bidding the suit of his singleton. If the singleton is clubs, responder bids 3NT or 4♣, depending on strength.

2NT RESPONSE OVER OPPONENT'S TAKEOUT

DOUBLE. An artificial response of 2NT to an opening suit bid, devised by Alan Truscott. Also referred to as Jordan or Dormer.

The bid shows a limit raise in opener's suit, allowing the

raise to the three level to be preemptive. The 2NT bid is usually in the 9-11 point range, with some allowance for distribution. Stronger hands need partnership agreement: 3NT to show 12-15, or 2NT, intending to continue following a signoff, are possible.

If the opening bid is a minor, some partnerships reverse the meanings of 2NT and the jump raise. Related: Flip Flop.

2NT RESPONSE TO OPENING SUIT BID OF ONE. There are at least five treatments:

(1) Standard. 13-15 HCP and game forcing. The opener raises with any balanced distribution. If he rebids at the three level in a suit, it will usually show an aversion to notrump: he is likely to have a singleton or void. The responder must then move cautiously:

♠ Q 3
♥ A 8 6 2
♦ A Q J
♣ J 8 5 3

The bidding:

<i>North</i>	<i>South</i>
1♠	2NT
3♣	3♦

The most useful action South can take is to bid at the three level in a suit in which he holds considerable strength. If this corresponds to North's shortage, he will know that 3NT will be safe and that there would be duplicated values in a high suit contract. But if North's shortage is in an unbid suit, he will know that a suit contract will be preferable to notrump. Responder should avoid raising opener's secondary minor suit, although he may do so at a later stage if circumstances warrant it.

2NT usually denies a four-card major. Some systems have a rebid structure that covers this. A possible additional use for the 2NT response, suggested by Marshall Miles, is for balanced hands with about 19 HCP. Whatever the opener rebids, the responder then suggests a slam, usually by bidding 4NT. This makes it clear that responder cannot have the normal 2NT response. This traditional treatment was chosen by a slight majority in *Bridge World Standard* 1994.

(2) Limit. 11-12 HCP, encouraging but not forcing. The bidding can stop short of game in three ways: (a) pass by the opener when he holds a minimum balanced hand; (b) after a rebid of his own suit by opener, showing a minimum opening and usually a six-card suit (a typical Acol signoff), and (c) after a bid of a new suit by the opener and a preference bid at the three level by responder. The responder must give jump preference to 4♥ or 4♠ if his hand is particularly suitable for the suit game.

In choosing a rebid at the three level, responder should consider the possibility of bidding a strong suit, as in (1). The Miles variation for balanced hands with about 19 points is not available because 2NT is not forcing.

The limit 2NT response after minor-suit openings is a staple for players using modern methods, in part because it solves some of the problems involved in a game-forcing 2♣ response to 1♦. If 1♦ – 2♣ is game forcing, the limit 2NT is needed by a responder with about 11 points and clubs the only long suit.

If responder has passed originally, a response of 2NT is generally a limit bid (unless Drury or Snap is being used). This is the modern treatment, chosen by nearly half the experts in BWS 1994.

(3) Baron. 16 or more HCP and game forcing. In this system, the responses of 2NT and 3NT are inverted. After 3NT (12-14), it is usually easy for the opener to select a suitable game, and the 2NT response leaves more room for exploration with hands good enough for responder to have slam interest.

The 2NT response routinely conceals one or two four-card majors. 3♣ asks responder to bid his suits up the line, with 3NT showing clubs.

(4) Psychic Control. 21-22 HCP and therefore offering prospects of game if the opening bidder has a systemic Roth-Stone psychic.

In all the cases listed, with the possible exception of (4), the 2NT response normally has a 4-3-3-3 distribution or 4-4-3-2 with the doubleton in the opener's suit.

(5) Conventional. Used with limit raises to show a standard forcing jump raise when the opening bid is in a major (invented by Oswald Jacoby). Related: Jacoby 2NT Response and 2NT Raise in Competition.

TWO OVER ONE. Also two over one game-force or 2/1. The basic system popular in the U.S.: A two-level response in an uncompetitive auction by an unpassed hand is game-forcing. This is now played by 95% of the expert community, although a sizeable minority play that after a 2/1 response and a rebid by opener that does not show extras, a suit rebid by responder can be passed, e.g., 1♠ – 2♣; 2♦ – 3♣. That sequence shows a hand with six or more clubs and 10 or 11 HCP.

TWO-BID. The bid of two in a suit as an opening bid is used in many different ways by various players. Most are included in this chapter.

TWO-DEMAND BID. Reference Forcing Two-Bid.

TWO-SUITER CONVENTIONS. Several defensive conventions that are designed to show two-suited hands are listed under the following headings: Astro, Astro Cuebids, Brozel, Colorful Cuebids, Copenhagen, Crash, Defense to Strong Artificial Openings, Geneva, Ghestem, Landy, Michaels, Panama, Robinson, Roman Jump Overcalls, Top and Bottom Cuebid, Trap, Trap With Two-level Transfers, Truscott, Unusual Notrump, Upper Suits Cuebid.

Offensive-type two-suited conventions include Big Diamond 2♣ and 2♦ openings, Roman 2♥ and 2♠, Flannery 2♦ and Flannery 2♥.

TWO-UNDER TRANSFER PREEMPT. Devised by Marty Bergen. A preemptive opening of 3♣ and higher can be used to show the suit two steps higher than the suit bid. For example:

(a)	(b)
♠ 6	♠ 6 5
♥ Q J 10 8 6 3 2	♥ K Q 10 8 6 3 2
♦ 8 7	♦ K 8 7
♣ 9 7 3	♣ 3

These are possible 3♥ bids, but are substantially different in playing strength. If 3♥ is bid with both hands, responder will often have to guess. Bidding 3♣ to show a 3♥ opening allows responder to bid 3♦ if he wishes to invite 4♥.

This has the usual advantage of transfer bids, in that partner becomes the declarer and the lead comes up to his possible tenace positions. A disadvantage is that it places less pressure on the opponents in the bidding. Second hand will have two opportunities to act. Related: Transfer Opening Three Bids.

TWO-WAY CHECK-BACK. Reference Ping-Pong.

TWO-WAY MINOR RAISES. A method suggested by Larry Mori to distinguish forcing from invitational minor raises, while retaining some characteristics of Inverted Minor Raises. The single raise shows a limit raise in the minor or an invitational notrump hand of about 11-12 HCP. The next step as in 1♣ – 2♣; 2♦, asks responder which hand type he holds. With the limit raise type, responder bids three of the minor or shows a high-card feature. Other bids are distributional probes for game or slam except for three of the original minor, which is a signoff.

The 2NT response shows a balanced hand of 13-15 or 18-19 HCP or a forcing minor raise. Opener bids 3NT with a minimum (sub-1NT opening) with no shortness, 4NT with 18-19 balanced, three of a new suit with shortness in that suit, or three of his own suit with extra length and values but no shortness.

A variation suggested by Bernie Chazen is for opener to rebid 3♣ with shortness or club length, with responder checking back by bidding 3♦ if interested.

TWO-WAY 1NT. Also known as variable 1NT. The use of two different point-count ranges for a 1NT opening bid. A popular treatment, especially in Britain, is the use of a Weak Notrump not vulnerable with a standard 1NT vulnerable, and an alternative is to use the weak 1NT in all situations except vulnerable against non-vulnerable. The Woodson Two-Way 1NT combines a strong 1NT and a Kamikaze 1NT in one bid.

TWO-WAY REVERSE DRURY. Two-way Drury, based on an idea from Marty Bergen, uses the responses of both 2♣ and 2♦ by a passed hand to show raises of partner's major suit. 2♣ shows a three-card raise, and 2♦ shows a four-card raise. Continuations are as for Reverse Drury.

TWO-WAY STAYMAN. Any of a variety of conventions that use a 2♣ response to a 1NT opening as Stayman and use a 2♦ response to 1NT as a supplement to Stayman. The following describe the principal uses of the 2♦ responses.

(1) Double-barreled Stayman. Responder to 1NT bids 2♣ with a hand not strong enough to guarantee game, 2♦ with a hand good enough to force to game. After 2♣, the opener's rebids are normal. Responder's rebids are non-forcing. Responder's second-round jump to 3♠, for example, would not be forcing, so a two level rebid can be regarded as weak. The meaning of 2♣ followed by a jump to the four level is a matter of partnership agreement.

Over 2♦, the opener normally shows a major suit or rebids 2NT, but he can rebid at the three level in a suit or in notrump if he wishes, showing a five-card suit, or a maximum 4-3-3-3 hand without a major. Those who insist that the rebid be at the two level have the advantage that responder can show his suit at the three level. When there is a possibility of a minor-suit slam, a fit can be explored at the level of three because a forcing situation exists.

(2) Stayman 2♦. A game-forcing response showing an unbalanced minor-suit hand: no four-card major suit and a singleton or a void is a necessary requirement. The opener rebids in a suit to show concentrated strength (e.g., A-K-J, not necessarily a four-card suit) and 2NT to show scattered strength. If the concentrated strength proves to be opposite responder's shortage, he will know that 3NT is playable and that there is duplication of values for a suit contract. The subsequent bidding is also aimed at determining whether there is a serious notrump weakness.

(3) Roth 2♦. A response that is forcing to game and invitation to slam. This convention allows slam exploration without getting past the game level.

Like doubled-barreled Stayman, the 2♦ response asks opener about his four-card majors; unlike double-barreled Stayman, the 2♣ response can be followed by rebids that are game-forcing as in simple Stayman. Opener's rebids show whether he has one or both four-card majors or, if he has none, whether he has a minimum or maximum.

(4) Murray 2♦ asks the opener to bid his longer major suit, bidding a three-card suit if necessary. With equal length in the majors (4-4 or 3-3), opener bids 2♥. One advantage of the convention is that it permits responder to bid weak unbalanced hands with 5-5 or 4-4 in the major suits. The responder does not promise any strength whatever, although he can have a strong hand. A rebid of 2NT by responder asks opener to bid four-card suits up the line.

The opener's rebid must be in a major suit unless he has two major-suit doubletons, in which case he bids a six-card minor suit or 2NT.

(5) August 2♦, developed concurrently with Murray 2♦ and patterned on similar principles, is a takeout for the majors with the added proviso that any suit rebid by responder is a signoff. This permits responder to use the convention with a weak 4-5 major-minor two-suiter. If the opener rebids the wrong major, responder retreats to his minor. With a weak minor two-suiter, responder first bids 2♣ (Stayman), then rebids 3♣.

(6) Truscott 2♦, a relay method devised by Alan Truscott. After the 2♦ response, opener defines his distribution and responder uses relay bids, as follows: With 4-3-3-3, opener rebids 2NT and shows his suit after a 3♣ relay; with 4-4-3-2 hands, opener bids 3♦ with both minors; with a major and a minor, he bids the suits in that order; with both majors he bids 2♥ and then 2NT.

In all cases, after opener's two suits have been identified, the next relay by responder asks for a two-step clarification of opener's distribution; the first step shows that the doubleton ranks below the tripleton. With five hearts, spades or clubs, opener bids the suit and, after a relay, rebids 3♥, 3♠ or

3NT to show the low-, middle-, or high-ranking doubleton, respectively. If opener has a five-card diamond suit, he shows it and simultaneously identifies his doubleton by bidding 3♥, 3♠, or 3NT directly over 2♦. Responder can use a meaningless bid below the 3NT level to ask whether opener is minimum or maximum. This structure was later modified to make the remainder bids “numeric”: 2-3-3, 3-2-3 and 3-3-2 in that order. The following auction shows the scheme in action.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1NT	Pass	2♦	Pass
2♥	Pass	2♠ (1)	Pass
2NT (2)			

(1) Relay

(2) 2=5=3=3

With this scheme, 3♣ would show 3=5=2=3; 3♦ would show 3=5=3=2. Related: Baron Corollary.

TWO-WAY TWO-BID. A method devised by Ira Rubin to open the bidding with a two-level bid that shows a weak hand or a strong Acol two-bid or better. An opening bid of two in any suit usually is weak, showing a weak two-bid type hand in the suit just above the bid suit (2♣ = diamonds, 2♦ = hearts, 2♥ = spades, 2♠ = clubs). Partner and the opponents assume at the start that the opening bid is weak, and partner is expected to make responses in line with a weak two-bid opener – bid opener’s suit with a non-game hand, 2NT asking for a feature, etc. However, opener may have a strong hand, in which case his opening bid is either his suit in a one-suiter or one of his suits in a two-suiter. Here are typical rebids after opener bids 2♥ and responder, with a weakish hand, bids 2♠, the suit opener holds if his hand is weak:

<i>Opener</i>	<i>Responder</i>
2♥	2♠

3♥ = an excellent one-suiter, not enough for game, with values in the side suits; not forcing but highly invitational. 3♣ or 3♦ shows a second suit and is a one-round force. Related: Tartan Two-Bids.

UNASSUMING CUEBID. A cuebid in response to an overcall.

UNBALANCED SWISS RAISE. Part of the Aces Scientific system, used in combination with Value Swiss Raises to provide a full range of game-forcing raises in response to a major-suit opening. A jump response of three of the other major is used to show 10-12 HCP with an unspecified singleton; a jump to 3NT shows 13-15 HCP with a singleton.

Opener makes the cheapest bid to locate opener’s singleton. Responder answers by bidding one of the next three steps. Two of the steps are natural and show a singleton in the suit bid. The other step, either 3NT or four of the anchor suit, will show a singleton in the remaining suit. Related: Conglomerate Major Raises, Super Swiss.

UNBID MINOR FORCING. Reference New-Minor Forcing.

UNUSUAL NOTRUMP. A method of showing two-suited hands in competitive situations. The convention, which

normally indicates length in the minor suits, was devised by Al Roth in 1948 and developed by him with Tobias Stone.

An overcall of 2NT after an opening bid of one of a major is normally used to show the minor suits. The overcaller may well be suggesting a sacrifice:

♠ 5
♥ 4
♦ K Q 9 5 2
♣ Q J 9 7 6 3

Overcaller might also have an extremely strong hand and be intending to take further action.

♠ A Q
♥ 2
♦ A Q 7 5 3
♣ A K J 8 4

With this, bid 2NT over 1♥ and follow with a cuebid of 3♥. Bid 2NT over 1♠ and follow with a bid of 3NT, implying that you are assuming a heart stopper with partner. Any voluntary rebid by the 2NT bidder, including a double, shows an extremely strong hand.

In many situations, the Unusual Notrump is a balancing move:

(a)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
Pass	1NT	Pass	2♠
Pass	Pass	2NT	

(b)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
Pass	2♠	Pass	Pass
2NT			

In both cases, the 2NT bidder wishes to contest the partscore and invites his partner to pick a minor. Case (b) is slightly safer than (a) because the known fit for North-South in spades increases the chance that East-West have a fit. The unusual notrump may be used when the auction is still very much alive:

(c)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
Pass	1NT	Pass	2♠ or 2♥
2NT			

(d)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	1♠	Pass	2♠
2NT			

In these auctions, West suggests the minors, unable to act initially because of his diamond length, which rates to be greater than his club length. With longer clubs than diamonds, he might have overcalled 2♣.

In (c) North and South are limited and are unlikely to go beyond the level of two. West can rely on some strength from East, who should not entertain hope of game. In (d), North is not limited, but the North-South fit gives West some assurance of an East-West fit. If the vulnerability is favorable for East-West, 5♣

or 5♦ may prove a cheap save if North-South go to 4♠.

An original pass may serve to identify the unusual notrump, as when the dealer overcalls 1NT after a fourth-hand major-suit opening bid. Related: Sandwich Notrump. Many players apply the convention whenever the opponents have bid two suits:

(e)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♥	1NT	1♣

(f)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2♦	2NT	1♠

It would seldom be right for East to make a notrump bid in a natural sense because he would be inviting a heavy penalty opposite a probably worthless dummy. With a strong defensive hand, he would prefer to stay out of the auction, expecting to defeat any game contract.

So in this case, East's bid shows length (at least 5-5) in the unbid suits. This is one extension of the convention (optional by partnership agreement) to situations not limited to minor suits. Another is a direct 2NT overcall of a minor-suit opening, which many pairs use to show length in the two lower-ranking unbid suits. Some pairs use a 2NT overcall of 1♣ to show the minors because 1♣ openers are sometimes based on three-card suits.

The unusual meaning is clearer when the bidder is a passed hand.

(g)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♣	Pass	1♠
1NT			

This shows at least 5-5 in the unbid suits and is thus more distributional than a takeout double. A jump to 2NT would be similar with more distribution.

(h)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	Pass	1♠
1NT			

This shows the minor suits. A jump to 2NT would be similar but with more distribution. This was the expert consensus in BWS 2001 (77%), but more complex arrangements are possible by agreement.

A balancing 1NT by a passed hand is natural but is obviously limited by the failure to open. Similarly, a jump in a suit by a passed hand shows as strong a one-suiter as is possible in the circumstances. It is an improbable action in view of the failure to open with a weak two-bid or a preemptive three-bid.

A takeout double by a passed hand can be off shape, intending an equal-level conversion to a long suit if necessary. For example, a double of 1♥ could have 4-2-5-2 distribution (64% of experts in BWS 2001).

The unusual notrump can be used when your side has already bid, and even when your side has opened the bidding:

(i)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
3♥	Dbl	Pass	Pass
			4NT

(j)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
4♠	4NT		1♣

In (i) South shows a good minor two-suiter, probably not far short of an opening bid. North may be able to jump to 6♣ or 6♦. In this case, the unusual notrump is an attacking weapon.

When the bidding has been seriously crowded by an opponent's preemptive action, 4NT is usually a takeout bid rather than Blackwood. In (j) Sidney Silodor suggested the 4NT bid on this hand:

♠ —
♥ K Q 6 5 3
♦ A J 9 8 3
♣ 9 7 2

The bid indicates a desire to play at the five level, with a free choice left to partner.

Partnerships must define the meaning of a 4NT overcall after a 4♠ or 4♥ opening. Most play that over 4♥, a double is a three-suit takeout and 4NT is for minors; over 4♠, a double used to be played for penalty and 4NT was a takeout for all three suits. Today, double as takeout or optional and 4NT as two-suited is closer to the norm.

The unusual notrump can operate when the user has already bid a minor suit:

(k)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♣	2♠	Pass	1♠
2NT			Pass

(l)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	Pass	4♥	1♣
			4NT

In (k), West wishes to contest the partscore and is likely to have five or six clubs and four diamonds. If his second suit were hearts, he would double. In (l), South is likely to have five diamonds and six clubs: 4NT is his only way to indicate this distribution.

The unusual notrump is usually made by the side that did not open the bidding. In (k) and (l) above, its use by the opener's side is shown, and here are two further examples:

(m)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	Pass	4♠	1♦
			4NT

(n)

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	Pass	2♠	1♥
Pass	2NT		Pass

In (m) South must have a second suit but opinions would differ. Possible interpretations are: (1) hearts; (2) 6-4 in diamonds and clubs; (3) ambiguous, intending to correct to 5♣ to 5♦ holding hearts. In case (n) if South had opened 1♦ then North's 2NT could not be hearts and clubs as he did not make a negative double at his first turn. He cannot have four clubs or he would have raised to 2♣ at his first turn. A more plausible

explanation is a hand in the range 6-9 with five or six diamonds and three clubs – perhaps a 3=2=5=3 shape.

If a player bypasses a natural notrump bid, makes a non-forcing bid, and later, uninvited, bids notrump competitively, he shows extra distribution with no intention of playing notrump.

Example:

(o)

West	North	East	South
1♥	Dbl	1♠	2♣
2♠	Pass	Pass	2NT

South did not bid 1NT, so he cannot wish to play 2NT. This sounds like 4-5 in the minors and a desire to compete. This auction bears close study: 1♦ – Pass – Pass – 2NT. In this case, 2NT is natural showing a balanced hand with 19-20 HCP. Related: Geneva Convention.

UNUSUAL OVER UNUSUAL. Reference Defense to Two-Suited Interference.

UPPER SUITS CUEBID. An immediate overcall in the opponent's suit to show the two highest ranking unbid suits. Related: Ghestem and Michaels Cuebid.

UTILITY NOTRUMP RESPONSE. Reference Churchill system.

VALUE SWISS RAISES. An expansion of the Swiss Convention used in Aces Scientific to show a range of forcing balanced raises in response to an opening bid of 1♥ or 1♠. They deny a singleton or a good five-card suit, and promise four-card support or a tripleton with two top honors.

The ranges shown, assuming a 1♠ opening, are as follows:

1NT forcing, then 4	
of opener's major	12-13 HCP
4♦	13-14
4♣	14-16
2NT then strong support	16-18

VOID-SHOWING BID. The use of a jump bid that has no natural meaning to show a void. The idea was revived by E.M.L. Beale of Cambridge University, England, about 1948, following a prototype idea once adopted briefly by Ely Culbertson.

According to this idea, the last bid in each of the following sequences would show a void in the suit bid and, by inference, a good suit fit with partner.

	West	North	East	South
(a)	Pass	4♣		1♥
(b)	Pass	1♥	Pass	1♣ 3♠ or 4♦
(c)	1♠	3♠		1♦

The following are examples of opportunities for using the bid at later stages in the auction:

Dlr. South	♠ 10 6 2		
Vul: Both	♥ Q 8 7 5 4		
	♦ 4		
	♣ K 8 3 2		
	♠ A K J 9 5 3		♠ 7
	♥ J 2		♥ A 6 3
	♦ A 10 9 6 5		♦ K J 8 3 2
	♣ —		♣ 10 6 5 4
	♠ Q 8 4		
	♥ K 10 9		
	♥ Q 7		
	♣ A Q J 9 7		

This deal was reported in *The Bridge World*, August 1951. Both teams reached 5♦ played by East after this bidding:

West	North	East	South
			1♣
2♠	Pass	3♦	Pass
5♦	Pass	Pass	Pass

If East-West had been using void-showing bids, West could have used one over 3♦ by jumping to 5♣ and the grand slam would have been reached after a 5♥ cuebid by East. From West's angle, East's diamonds might be headed by queen-jack, but the finesse for the king would surely succeed.

Void-showing bids will sometimes make it possible to apply the brakes when duplication of values is detected:

Dlr: South	♠ K Q 10 7 4		
Vul: E-W	♥ 10 6 5 3		
	♦ —		
	♣ K Q J 2		
	♠ 9 5		♠ A 8 3 2
	♥ 8 4 2		♥ 9
	♦ 8 5 4 2		♦ 10 9 7 3
	♣ A 9 7 3		♣ 10 6 5 4
	♠ J 6		
	♥ A K Q J 7		
	♦ A K Q J 6		
	♣ 8		

In the 1953 Bermuda Bowl, both teams – USA and Sweden – bid to 6♥ missing two aces. This is not an uncommon disaster when one side holds everything in the pack except two aces. Ace-showing conventions are of limited value when a void is present, although Blackwood has some void-showing possibilities. Related: Suppressing the Bid Ace.

Using a void-showing bid, the final contract should be 5♥.

South	North
2♣	2♠
3♥	5♦
5♥	Pass

When North shows a diamond void, South puts on the brakes and North reluctantly accepts this decision.

In response to an opening of 1♥ or 1♠, there are several complicated schemes to show singletons and voids. For example: Bid one step above three of opener's suit to show an unspecified void. 1♥ – 3♠ shows a void. Opener relays with 3NT to find out the void suit (4♥ shows a spade void). 1♥ – 4♣/4♦ are singleton splinters. 1♥ – 3NT is a spade singleton. After a 1♠ opener, 3NT shows a void.

The void-showing bid is an ancestor of the Splinter and has

largely become obsolete as a result of the far greater frequency of the latter. Related: Exclusion Blackwood.

WALPURGIS DIAMOND. A convention used by John Collings and Paul Hackett of Great Britain in the 1981 European Championships and the Bermuda Bowl. As an opening bid, 1♦ showed 0-8 HCP with any distribution, 12-20 HCP with at least four diamonds or any 4-3-3-3 with 20-22 HCP. It was used in conjunction with their specialized opening pass, which showed 9-12 HCP and any distribution.

WALSH RESPONSES TO 1♣. Popularized by Richard Walsh, this method mandates a response in a major to a 1♣ opening bid rather than a 1♦ response, unless responder has longer diamonds and game-forcing values. Over the 1♦ response, opener can rebid 1NT or 2NT despite the possession of one or two majors in a balanced hand, secure in the knowledge that his partner either has no major or is about to show it. This method has been adapted to Transfer Walsh.

WALSH TRANSFERS. Popular on the West Coast, the method features major-suit transfers after a 1NT opener. Strong one-suited minor hands go through 1NT – 2♦; 2♥ – 2♠. This puppets 2NT, then responder shows a single-suited hand with a solid or broken minor. Generally 3♣ and 3♦ show broken suits; 3♥ and 3♠ show the corresponding minor suits with two of the top three honors. 3NT shows a solid minor suit (4♣ asks which); 4♣ and 4♦ are slam tries in broken major suits; 4♥ and 4♠ are major-suit slam tries with good suits. In conjunction with this, 2♠ is Minor-Suit Stayman or a diamond signoff, and 2NT Response As A Puppet To 3♣ is employed.

WANG TRUMP ASKING BID. Bids at relatively low levels to ask about trump honors. The responses are given in three steps as follows:

First step = none of the top three honors.

Second step = one of the top three honors.

Third step = two of the top three honors.

WARREN. Reference San Francisco.

WEAK JUMP OVERCALL. The use of a jump overcall in a suit as preemptive. A Four Aces innovation of the Thirties, credited to Oswald Jacoby and embodied in Roth-Stone and later systems.

Over an opponent's 1♦ opening, an overcall of 2♥, 2♠ or 3♣ would show the equivalent of a Weak Two-Bid: 6-12 HCP and a six-card or perhaps a seven-card suit. Similarly, overcalls at the three level – double jumps in most cases, as with 1♣ – 3♦ – are weak and preemptive, usually showing seven-card suits (vulnerability is a factor).

For many years, strong jump overcalls were a basic part of the Goren bidding system, used by the vast majority of players. However, the twin values of the weak jump overcall – telling the whole story about a hand in one bid while throwing up a blockade against the opponents' bidding – caused Goren to incorporate the weak jump overcall into his standard bidding system.

The weak jump overcall must always take the vulnerability into account. Not vulnerable against vulnerable, a weak jump to the level of two could be made on a really good five-card suit and little else. A vulnerable jump to the three level against non-vulnerable would almost always be too dangerous with a weak hand. For this reason, Sam Stayman advised a strong jump overcall at unfavorable vulnerability.

The opening bidder's partner often faces a bidding problem after a weak jump overcall. If he makes his normal bid, but one level higher, he may easily be giving a wrong impression of the strength of his hand. If he passes, this could mean that the overcaller has achieved his objective – to buy the contract cheaply.

Many players use the Negative Double against weak jump overcalls. The usual agreement is that the negative double shows a hand that would have responded with a natural bid at a lower level, but is not strong enough to make that natural bid at the higher level.

The negative double can also show other types of holdings. The next call by the negative doubler should make clear the type of hand he holds. Another possible solution is for minimum bids in a new suit to be non-forcing (Negative Free Bid). However, if this method is used, it becomes necessary to consider the use of a pass as a forcing call, in addition to a cuebid and a jump shift.

The partner of a weak jump overcaller may have sufficient values to be interested in game. A good agreement is to respond as to a weak two-bid. Thus, those who use 2NT to ask for Ogust rebids can do so similarly after a weak jump overcall. 2NT also could be used to ask the preemptor to indicate a singleton.

The weak jump overcall would not apply in the passout position, for there would be no point in preempting. In that situation, a jump would be made with slightly less than the values needed for a strong jump, say 13-16 and a good suit. Jump overcalls over the opponents' preempts should be played as strong.

However, if the opponents bid two suits, the jump retains its preemptive character.

WEAK JUMP RAISE. Most experienced players now use a jump raise in partner's suit as a preemptive action, showing weakness rather than strength. This is true almost without exception in competitive auctions, and increasingly so in non-competitive auctions. If opener starts with 1♥ and responder bids 3♥, responder is showing at least four-card trump support with limited high-card values – often only a king or a queen. Opener will carry on to game in two circumstances – when he has the necessary values and when he has a distributional hand that makes it appear that further preemptive action is warranted. If responder leaps to 4♥ in response to 1♥, he has at least five trumps and minimal values.

WEAK JUMP SHIFT RESPONSE. The use of a jump response in a new suit as a preemptive bid. After an opening 1♣, a response of 2♠ would be made by a player whose only asset was ♠K J 6 5 4 2. This works for the sub-minimum responding hands with a six-card or seven-card suit, but greatly

increases the problem of bidding strong hands that would normally qualify for a jump shift. The simple suit response becomes overloaded because it may be made with a hand of any strength from 6 HCP upwards.

Nevertheless, the weak jump shift response has merit in that it enables a player to describe his hand in just one bid while stealing a level of bidding from the opponents. The bid also makes it much easier for the opening bidder to assess his hand. He knows, as a result of a single bid, that his partner has a hand that probably will play best in his suit, and the opener also knows there is little hope for game unless he holds close to an opening force.

Like all preemptive bids, the weak jump shift response exerts pressure on an opponent with a good hand. The player in fourth seat should bid as he would over an opening one-bid: double for a takeout, and bid 2NT on a hand that would open a strong 1NT, but with some flexibility, perhaps 15-19. Related: Roth-Stone system and Ogust.

Weak jump shift responses are popular in competition:

West	North	East	South
	1♣	1♠	3♦

They are the expert consensus in *Bridge World Standard* if the opening is in a minor. A jump shift by passed hand indicates a fit. Equally, facing an overcall, the logic of a weak jump shift is less convincing. When everyone has described his hand, the ability to throw a convincing smoke screen over who has what is considerably reduced.

WEAK NOTRUMP. An opening 1NT with a minimum hand is an integral part of many systems. The usual range of the bid is 12-14 HCP, although 13-15, 14-16 and 12-15 HCP are in use, particularly in Precision (Systems). The usual corollary is that a rebid of 1NT shows a hand too strong to open with 1NT (15-17 HCP in Kaplan-Sheinwold, 15-16 HCP in old-fashioned English systems).

Many modern tournament players have lowered the range to 10-12 HCP, in keeping with the philosophy that the side to strike first has the advantage in competitive auctions. Most players use the 10-12 1NT opener in the first three seats when not vulnerable, but some employ it at all vulnerabilities and in all positions with the rationale that the preemptive value of the bid is worth the risk of an occasional large penalty. Some experts recommend that a 10-12 1NT be a hand most other players would not open. This helps responder decide what to do with invitational values.

The 10-12 1NT works best in conjunction with a strong club system, but can be used by partnerships playing standard. Standard bidders employing the 10-12 1NT usually use semi-artificial minor-suit openings to distinguish between balanced hands of 13-14 HCP (1♣ followed by a 1NT rebid) and 15-17 HCP (1♦ followed by 1NT).

Each of these systems has some special features in response, but with a suitable adjustment of range, any normal principles of responding to a strong 1NT can be followed.

Some special tactical situations arise when 1NT by the dealer has been passed and the responder is weak. The fourth player is almost certain to have a strong hand, and there is a danger of conceding a heavy penalty, so third hand may have to

take evasive action:

♠	6 2
♥	9 7 4 3
♦	J 10 7 3
♣	9 5 3

What the action should be depends on the methods in use. In a traditional style, natural weak 2♦ or 2♥ bids, purporting to show a five-card suit, are possible because it will be difficult for the opposition to double for penalty. In a modern style, the least evil may be a 2♦ transfer to hearts with the probability of finding at least a seven-card fit. Stayman is not recommended, because a 2♠ rebid will leave the partnership in serious jeopardy. However, this would be a sensible choice if the black suits were reversed.

Competitive bidding is much more common and much more critical when the weak 1NT is being used. The opponents frequently need some conventional defensive arrangement, such as Astro, Brozel, Cappelletti, Defense to 1NT, DONT, Exclusion Bids, Hamilton, Landy or Ripstra.

A double of a weak 1NT should show strength, and doubler's partner should rarely remove the double. Only a weak hand with a long suit would justify a takeout. The doubler should have a better hand than the notrump bidder, whether the double is made directly or in the passout position. Related: Swine.

The action by fourth hand after a two level response needs consideration. A double of 2♣ (Stayman) is usually taken to be an indication of a good club suit for lead-directing purposes. When the opening 1NT shows 10-12 HCP, the modern tendency among some experts is to double 2♣ or any suit takeout at the level of two with a hand that would have doubled if responder had passed 1NT. Related: Defense to Double of 1NT, Mini-Notrump, 1NT Opening, Stayman, Texas.

WEAK NOTRUMP OVERCALL. An obsolete use of an overcall of 1NT as the equivalent of a weak notrump opening. It permits a defender to enter the auction on many hands he would normally pass, but the value is doubtful because the overcaller will often be doubled for penalty with no escape. The bid is sometimes confined to nonvulnerable situations.

For matchpoint play, a range of 13-16 HCP has achieved some popularity.

Against this, the opener's partner follows the procedure for bidding over a normal strong 1NT overcall. He usually doubles with 9 HCP or more because his side is almost sure to have the balance of strength. With a weaker hand, he can bid a five-card or longer suit at the two level, which is not constructive. He can make a cuebid of 2NT with a strong unbalanced hand. Related: Baron Notrump Overcall, Mitchell Stayman, 1NT As a Weak Takeout.

WEAK TWO-BID. The use of suit openings of 2♦, 2♥ and 2♠ as weak, preemptive in combination with 2♣ Strong Artificial Opening. A prototype of the weak two was used in auction bridge and adopted in the Vanderbilt Club system. Subsequently, Charles Van Vleck, New York, was responsible for an ultra-weak two-bid. Howard Schenken developed the modern weak two-bid along lines similar to Vanderbilt's. It was

later incorporated into most modern American systems and into the Neapolitan and Blue Team Club systems.

In modern tournament play, the announced range for a weak two-bid is usually 5-10, 5-11, 6-10 or 6-11 HCP. Vulnerability and position at the table may be a factor in deciding whether to make a weak two-bid. Usually there is little side strength with a weak two-bid.

In BWS 2001, the expert panel considered which of the following should be considered flaws in making a normal weak two-bid in first or second position: (1) a five-card suit; (2) a seven-card suit; (3) a flimsy suit, in light of the vulnerability; (4) a side void; (5) a side four-card major; (6) a side four-card minor; (7) a side five-card suit; (8) any two of the previous entries; (9) any three of the previous entries. No one objected to (5). All the other items, (1) to (8), were found acceptable, although substantial minorities objected to (3), (5), (7) and (8). 75% objected to (9).

Responses. There are many schools of thought. The responses and rebids need precise partnership agreement.

(1) Raise to four (majors). A two-way bid: perhaps a hand with which responder expects to make game, or perhaps a preemptive action of the Advance Save variety. The left-hand opponent may have a difficult decision with a strong hand.

(2) Raise to three. Originally a constructive invitation to opener to bid game, but modern players use the raise preemptively. Frequently the single raise is the only non-forcing response, leading to the expression RONF (raise only non-force).

(3) Suit takeout. Normally natural and forcing by an unpassed hand. Psychic responses once were common, especially at the level of two, but such psychs are rarer in modern play. An alternative treatment that has decreased in popularity is to play suit takeouts as non-forcing and unconstructive, indicating that the responder has a misfit and expects a better result playing in his long strong suit. Responder must bid 2NT whenever he wishes to make a forcing bid when using this method. Some play that corrective action is non-forcing at the two level and forcing at the three level.

(4) 2NT. A one-round force with at least game interest, ostensibly at any rate. A rebid by opener in his own suit can be used to show a minimum; some players prefer to show a minimum by a 3♣ rebid. Using either agreement, a rebid in another suit may show a high-card feature (usually an ace or king, but a queen is possible) and better than a minimum in context.

If responder then gives a mere preference to opener's original suit on the second round, the defenders should find out whether the opener is encouraged or permitted to continue: if not, a psychic should be suspected. Similarly, it is important for the opener's side and the defenders to know whether the opener is permitted to rebid above the level of three in his original suit.

A raise of 2NT to 3NT, if permitted, should show a solid suit. In recent years, some experts have used the 2NT response to ask opener to bid a singleton (or void) if he has one – otherwise opener must rebid his suit. Often when this method is used, a 3♣ response to the weak two-bid asks for a feature (usually an ace or king). Some experts reverse the meaning of 2NT (asking for feature) and 3♣ (asking for singleton or void).

(5) Ogust. A system of rebidding after a 2NT response devised by Harold Ogust that requires opener to describe the strength of his hand and the quality of his suit by a series of artificial bids. They are as follows:

- 3♣ = minimum strength, poor suit.
- 3♦ = minimum strength, good suit.
- 3♥ = maximum strength, poor suit.
- 3♠ = maximum strength, good suit.

A good suit is usually defined as one with two of the three top honors. A solid suit would call for a 3NT rebid. In the original version devised by Ogust, the meanings of the red-suit responses were reversed.

(6) McCabe Adjunct. Described by J.I. McCabe, Columbia SC, in *The Bridge World*, January 1955. This is a method of playing at the three level in a new suit. After the 2NT response, opener is required to rebid 3♣, irrespective of his holding. The responder can now play in his long suit at the three level, either by bidding it or by passing 3♣. A preference to three of opener's suit is invitational.

After a weak two-bid is doubled (but not after an overcall) responder may want to show fit or tolerance for partner but encourage a lead in another suit. After an overcall this is not necessary because responder rates to be on lead. In this position, responder's suit bids at the two level are natural and non-forcing, 2NT puppets to 3♣, suit bids at the three level are lead directing and fit showing. All jumps are also fit showing, but these promise a real suit and real fit whereas a McCabe action might have a doubleton in support and A-Q-x in the lead-directing suit. Some play redouble as the puppet, and all bids at the two level or three level as lead-directing.

(7) Relays. The cheapest response – 2NT if the opening was 2♠ or the next higher suit. The relay asks opener to bid a stopper outside his suit if he has one. If his stopper is in the relay suit, he rebids in notrump. Lacking an outside stopper, opener rebids his own suit. Using this method, the relay is responder's only forcing bid. Another style is for the relay to ask for a singleton.

(8) Two relays and a transfer. A single raise is constructive. 2NT is natural and not forcing. Almost all other responses are artificial and forcing for at least one round. The bid of the cheapest suit is a relay, forcing to game and asking opener to bid his lowest-ranking feature (ace, king, singleton or void). Without a feature, opener rebids his suit. The bid of the second-higher-ranking suit, *i.e.*, 2♠ over 2♦ or 3♣ over 2♠, is forcing and game invitational. This relay asks partner to show his point count. With a minimum (5-8), opener rebids his suit. With a maximum (9-11), opener makes the cheapest suit rebid. The direct raise is constructive, so a transfer bid is used to make a preemptive raise. The bid of the suit just below the suit of the weak two-bid forces opener to rebid his suit.

(9) Asking for singleton. Some players use the 2NT response to the weak two-bid as a request to show a singleton and 3♣ to ask for a feature. After the 2NT response, opener bids a singleton or returns to his suit. Opener bids 3NT with a club feature. Some partnerships reverse this by using 2NT to ask for a feature and 3♣ for a singleton. In this case 3NT shows a singleton club. Related: Relays Over Weak Two-Bids.

Defense to weak two-bids. Standard procedure is to bid

as over a one-bid: double for takeout, bid 2NT on a hand that would qualify, loosely, for a strong 1NT opener. But many other defensive arrangements are possible.

Nearly all American experts use a 2NT response to a double as lebensohl, forcing 3♣. The French invert this treatment. Related: Lebensohl Applications.

To combat players addicted to psychic suit responses to a weak two-bid, some players use a double of the response for penalty. But if the suit response is natural and non-forcing, the double should be a normal takeout action. The expert consensus (63% in BWS 2000) is that a jump in a minor suit is Leaping Michaels. It shows a two-suiter with the other major and the minor-suit bid. Thus 2♥-4♣ shows clubs and spades. It should show a strong hand, but how strong is a matter of agreement. Vulnerability will be a factor. The bid may lead to a profitable save at favorable vulnerability.

If the weak two-bid receives a 2NT response, fourth-hand should bid in much the same way as he would in the direct seat. Related: Hackett.

WEISS CONVENTION. Reference Defense To Opening Three Bids.

WEISSBERGER. A conventional extension of Stayman to ask for three-card major suits, suggested by John Pressburger and developed by Alan Truscott and Maurice Weissberger. It is intended for use with English-style Stayman, in which a secondary jump to 3♠ or 3♥ is invitational and not forcing. This is an optional feature of the Acol system. Suppose the bidding proceeds:

<i>Opener</i>	<i>Responder</i>
1NT	2♣
2♦	3♦

The bid of 3♦ has little or no natural meaning in Acol. The Weissberger idea is to use it to inquire for three-card major suits. This helps the responder to solve three types of bidding problems:

- (1) A game-going hand with five spades and four hearts.
- (2) A game-going hand with five spades and five hearts.
- (3) A hand with five spades and five hearts on which game is doubtful. As responder is certain to have five spades, opener, holding three spades, bids 3♠ with a minimum hand, 4♠ holding a maximum.

With only a doubleton spade, opener bids 3♥ holding a minimum and 3NT holding a maximum. In all cases, the responder has no problem selecting the best final contract.

Notice that there are two other cases in which the convention is not needed:

- (4) A game-going hand with four spades and five hearts. In this case, responder bids 3♥ immediately over 1NT, relying on the opener to show a four-card spade suit if he can.
- (5) A hand with four in one major and five in the other on which game is doubtful. In this case, the responder bids three of the five-card major suit over the opener's 2♦ rebid. This sequence is strictly non-forcing in Acol.

WESTERN CUEBID. Generally, a cuebid of a suit bid by an opponent to ask about stoppers for notrump play, rather than

promising such stoppers. Related: Cuebid in Opponent's Suit, Eastern Cuebids, and Directional Asking Bid.

WOLD RELAY. Sometimes referred to as Spiral Raises. Eddie Wold and George Rosenkranz, when playing Romex, invented a relay after one hand opened a minor and raised partner's major to the two level, to cope with the problem of determining trump length and range. The convention may have been devised simultaneously by Ira Rubin and Fred Hamilton.

Typically in the sequence 1♣ – 1M; 2M the next step (or 2NT over 2♥ if preferred) asks for range and shape. The first two steps show a minimum with three and four trumps, respectively. The next two steps show a maximum with three and four trumps, respectively. Jumps show splinters with four trumps and a non-maximum (else opener might have jumped at his previous turn).

Jeff Aker has proposed a variation to these responses, where opener's rebid of his minor is always minimum with three trumps and is non-forcing, suggesting extra length in that suit. The first available step shows any other minimum, and responder can relay for trump length, the next two steps show maximum with three and four trumps respectively.

Responder can generally relay for shortage after finding range and shape, offer 3NT as an alternative contract, or cuebid himself.

Responder's actions other than using the relay are help-suit tries suggesting five trumps and an unbalanced hand. 2NT over a raise to 2♥ can sensibly be played as 4-4 in the majors to find the 4-4 spade fit facing a 3-4-x-x pattern.

WOLFF OVER REVERSES. Reference Blackout.

WOLFF SIGNOFF. Devised by Bobby Wolff to allow responder to sign off at the three level after opener has made a jump rebid of 2NT. It can also apply if the auction goes one of a major – 1NT; 2NT – 3♣. Responder's rebid of 3♣ asks opener to bid three of responder's suit if he has three-card support, and otherwise to bid 3♦. Responder can then sign off by passing, by bidding 4♣ or by introducing a new suit of lower rank than his first suit; a rebid of 3NT by responder would be a mild slam try in clubs.

WOLLMAN OVER 1NT. A defense to a 1NT opening similar to Cappelletti (Hamilton/Pottage) devised by Alan Wollman of Charlotte NC and published in the Southern California Bridge News in April 1976.

Features of the system:

Double is for penalty, showing 15+ high-card points versus weak and strong 1NT.

2♣ shows a one-suited hand; advancer bids 2♦ with 0-9 HCP and 2NT with 10+ HCP. Both bids ask overcaller to show his suit.

2♦ shows the majors.

2♥ shows hearts and a minor.

2♠ shows spades and a minor.

2NT shows the minors.

3♣ shows a three-suited hand with a singleton or void in clubs.

3♦ shows a three-suited hand with a singleton or void in diamonds.

All bids apply in direct seat or in balance seat.

WONDER BID. A defensive bidding system against strong artificial club sequences. They are used when vulnerable; IDAK (or IDAC) is commonly used when not vulnerable. If RHO opens a strong, artificial 1♣ or responds artificially to a 1♣ opening:

1. Any non-jump suit bid shows that suit or the other three (let partner guess). Responder obviously cannot raise blindly, but can: (a) bid 1NT with four or more cards in the Wonder suit (not forcing if the Wonder bidder has the three-suited hand); (b) bid two of any suit with four or more cards if he also has tolerance for the Wonder suit. The overcaller passes or returns to his real Wonder suit. The Wonder bidder redoubles for takeout if doubled in his short suit.

2. Double shows the major suits.

3. Notrump shows the minor suits.

4. A jump in diamonds shows diamonds and hearts; a jump in hearts shows hearts and clubs, and a jump in spades shows spades and a minor (notrump asks which minor).

WOODSON TWO-WAY NOTRUMP. An opening notrump bid holding a balanced hand with 10-12 HCP or 16-18 HCP. A 2♣ bid asks for clarification. It was devised by the late William Woodson. Related: Two-Way Notrump.

WOOLSEY. Devised by Kit Woolsey, this method of defending against a 1NT opener gives up on a penalty double in order to provide a way to show all the two-suited hands while emphasizing the relative lengths of the two suits.

After a 1NT opener, double shows a major-minor two-suiter, with the minor being five or more cards long, and the major being a four-carder. 2♣ shows the majors, 2♦ shows one major, 2♥/2♠ are the bid major and a minor, at least 5/4, respectively. It is permissible to double 1NT with a single-suited diamond hand in the hope of being able to get out in the minor.

After the double, advancer bids 2♣ to play in partner's minor, 2♦ to play in partner's major, and 2♥/2♠ are natural. After 2NT, a game try, overcaller bids his minor with a minimum and his major with a maximum.

After the 2♣ overcall, 2♦ asks partner to bid his better major, 2NT is natural, and 3♣ can be used as a game-try. Overcaller bids 3♦ with a minimum and his better major with a maximum.

After the 2♦ overcall, 2♥/2♠ are pass or correct, 2NT is a relay showing game interest. Overcaller bids 3♣ with a

minimum and one under his major with a maximum.

After the 2♥ or 2♠ overcall, 2NT asks for the minor, and 3♣ and 3♦ are natural.

If the opposition continue bidding after an ambiguous action by overcaller, fourth hand's bids are natural rather than pass/correct, and doubles are always for takeout, as are further doubles by the overcaller. All actions are unchanged by a passed hand.

This defense also can be used against weak notrumps, perhaps incorporating various strong balanced options into the double. Related: Multi Landy.

WRIGGLE. An intermediate step when escaping from an opposing penalty attempt at a low level.

♠ A 3 2
♥ A 3 2
♦ A 2
♣ J 5 4 3 2

You deal as West and the bidding is:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♣	Pass	Pass	Dbl
Pass	Pass	Redbl	Pass
?			

North has the clubs stacked over West. East's SOS redouble shows that he is short in clubs and prepared for any other suit. The least evil will be to play in one of a major suit, but which? You should wriggle by bidding 1♦ and then make an SOS redouble to force your partner to choose a major suit. Related: Defense to Double of 1NT, SOS Redouble.

XYZ. A method of using checkback after three natural calls at the one-level. 2♣ is used for all invitational hands, 2♦ for game-forcing hands. It gives up the opportunity to play in 2♣ in exchange for greater clarification of the good hands. Joe Kivel first described it in print in *Bridge Today* in 1991. Marshall Miles has also documented it in *Modern Constructive Bidding*.

After an opening, a response and a rebid (including 1NT) at the one level, 2♣ is played as a puppet to 2♦ (although some partnerships allow the relay to be broken to prefer responder's original major). Responder may then pass with a weak hand including long diamonds, or make any other natural bid with game-invitational values. Some partnerships combine this with an artificial 2NT rebid to puppet to 3♣ to play in clubs or to show different invitational hand types.

The 2♦ rebid by responder is an artificial game-force, basically the equivalent of Fourth-Suit Forcing. In conjunction with XYZ, secondary jumps by responder are usually played as strong distributional slam tries.



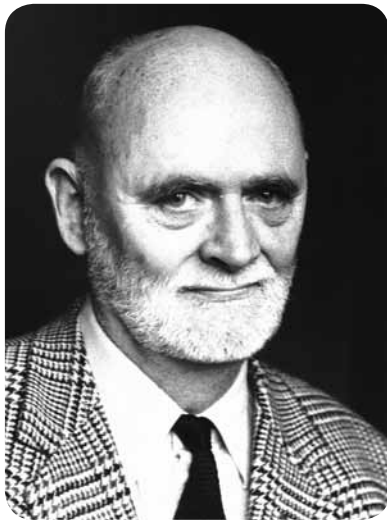
Marty Bergen, creator of DONT, is responsible for many other bidding innovations.



Dr. John Fisher invented the Fisher Double, calling for a special lead against 3NT.



Eric Murray with Doug Drury, who reportedly created the Drury convention to deal with Murray's super-light openers.



Terence Reese helped create the Little Major bidding system.



Richard Walsh's scientific system included Walsh Transfers.



Antidic, a convention for dealing with interference over a strong 1♣, was created by Barry Rigal.



Harold Ogust is known for his system for responding to a weak two-bid.



Mike Michaels created one of the most popular conventions in the world – the Michaels Cuebid.



Proponents of the Woodson Two-Way Notrump have William Woodson to thank for it.



14 SYSTEMS

Most members of the ACBL who play in tournaments see relatively few bidding systems – mostly 2/1 Game Force, Standard American (and variants), Precision (and variants) and occasionally Kaplan-Sheinwold or other systems that feature a “weak” 1NT opening (12-14 or thereabouts). International competition is another matter. Players encounter a wide variety of systems, most detailed in this chapter. Some are no longer in use, others – notably the Strong Pass – have been abandoned because of restrictions placed on them. As you will see in this chapter, when it comes to bidding systems, bridge players have fertile imaginations.

ACES SCIENTIFIC SYSTEM. A detailed system formulated by the Aces with the aid of a computer for research and experimentation. Precise standards are set for all phases of bidding, including detailed methods for dealing with opponents’ interference in constructive auctions. The main features of the system, as described by Bobby Goldman:

(1) 1NT opener showing 15½ -18 high-card points. Responses of 2♦ and 2♥ are Jacoby Transfers; 2♠ promises both minor suits and is a mild slam try; 3♣ and 3♦ are weak; 3♥ and 3♠, both artificial, are mild slam tries in clubs and diamonds respectively.

2♣ is non-forcing Stayman, following which responder may rebid 3♣ to seek a 4-4 minor suit fit, rebid 3♦ (artificial) to show a long minor suit and slam interest, or rebid three of the other major suit to show four-card support for opener’s major, an unidentified singleton and slam interest.

(2) Major-suit openings promise at least five cards, a 1NT response is forcing for one round, two-level responses are virtually forcing to game. Jump raises are limit, and forcing raises may be made in one of six ways to show specific point ranges and hands with and without singletons. Related: Unbalanced Swiss Raise and Value Swiss Raise.

Jump shifts into minor suits show solid suits with at least 6½ playing tricks. Opener’s rebids below 3NT show stoppers rather than suits.

(3) Minor-suit openings promise at least three-card suits. Immediate jump raises are limit. Jumps to three of the other minor suit are forcing raises. These jump shifts and delayed jump raises are forcing to 3NT or four of a minor. Jump-shift

responses into major suits promise either a solid suit, an excellent suit in a notrump type hand or a strong suit with strong support for opener.

(4) 2♣ openings (strong and artificial) are usually forcing to game. A response of 2♦ is neutral. Other suits are natural with good values in the suit. 2NT and 3NT deny aces and show balanced hands with no suit worse than three to the jack. Two-level openings other than clubs are weak two-bids.

(5) Slam conventions include modern Roman Blackwood responses to Blackwood, plus a fifth step to show two aces and a useful void, and additional steps to show one ace and a useful void. Further slam tries may be made after the ace-asking response. 5NT, even after Blackwood, asks about trump quality whenever a fit has been agreed. Related: Gerber and Super Gerber.

ACOL SYSTEM. This system is standard in British tournament play and widely used in other parts of the world. The originators were a group of players that included Maurice Harrison-Gray, Iain Macleod, J.C.H. Marx, Terence Reese and S.J. Simon. It was named Acol because it was first played in 1934 in the small North London bridge club on the street of the same name. Many of the system’s ideas were derived from the early writings of Ely Culbertson. Chief features:

(1) The weak 1NT opener when not vulnerable and the strong 1NT when vulnerable. The original high-card point ranges were 13-15 HCP and 16-18 HCP, but 12-14 HCP has become standard for the weak range, and 15-17 HCP is often preferred to 16-18 HCP. The system is frequently used with a weak or strong 1NT at all vulnerabilities. Related: 1NT Opening.

(2) Limit raises and notrump responses. Raises and notrump responses are never forcing in their own right. After an opening bid of 1♣, a response of 2NT or 3♣ is encouraging but not forcing, showing about 11 HCP or, for suit raises, the distributional equivalent.

(3) Jump rebids are not forcing unless in a new suit.

(4) Opening suit bids tend to be slightly weaker than in American methods, especially if a six-card major suit is held. Opening a major holding a four-card suit is relatively common.

(5) In the early days of the system, 2/1 responses were made very freely, perhaps with 8 HCP, but now correspond

more closely to traditional Standard American. Some play that a 2/1 response is forcing to 2NT.

(6) Fourth-suit bids are used conventionally by most Acol experts. Related: Fourth-Suit Forcing.

(7) 2♣, artificial strong opening, forcing to 2NT.

(8) The opening Acol Two-bid is forcing for one round.

(9) Gambling 3NT, describing a hand with a long, strong minor suit with at least two other suits protected.

(10) Acol Direct King Convention. A bid of 4NT to ask for kings by a player whose partner has already made a bid specifically showing the number of aces he holds (which might be zero). This convention may be used after an Acol Two-Bid has been raised directly to the game level, or after the Gambling 3NT if this opening denies a side-suit ace but may include side-suit kings, or after Step Responses To Strong, Artificial Two-Bids.

(11) Acol 4NT opening. A specialized bid asking for aces. The responses:

5♣ = no ace 5♠ = ♠A
 5♦ = ♦A 5NT = two aces
 5♥ = ♥A 6♣ = ♣A

(12) Acol Two-Bid. A type of intermediate two-bid – strong and forcing for one round. A strong distributional hand is required with at least eight playing tricks:

(a) (b)
 ♠ A K Q 8 7 5 4 ♠ 8
 ♥ A J 4 ♥ A Q J 10 5 4
 ♦ 9 6 ♦ A K 9 8 5
 ♣ 2 ♣ 9

With hand (a), open 2♠. With hand (b), open 2♥.

A suit of six or more cards is normal, but the bid can be used with two strong five-card suits.

The negative response is traditionally 2NT, but the modern style is to use the next-highest suit, a Herbert Negative. After the negative, a simple rebid is not forcing, while a bid of a lower-ranking suit at the three level is not game-forcing but forcing for one round.

A suit takeout response approximates to a standard 2/1 takeout, but can be weaker at the level of two and is natural and game-forcing. A single raise is highly constructive, suggesting some slam suitability. A double raise shows about 10 HCP, a hand with real trump support but no ace. If responder has moderate strength but no marked distributional feature and no slam ambitions, he can make a negative response and then bid game. Related: Benjamin.

ADVANCED PRECISION. A form of the Precision Club system in which Roman Asking Bids (alpha through omega) are used.

ALPHA ASKING BIDS. (1) Asking bids in the Roman System concerned with controls in a side suit. (2) Asking bids in the Super Precision system concerned with responder's support for the suit opened at the one level.

AMSTERDAM CLUB SYSTEM. Bidding system once used mainly in the Netherlands, now obsolete.

ARNO. Another name for the Little Roman Club system.

AUSTRIAN SYSTEM. Another name for the Vienna System.

BAMBERGER POINT-COUNT. Part of the Vienna System. Related: Robertson Point-Count.

BANGKOK CLUB. A system devised by Somboon Nandhabiwat and used by Thailand in world championships in 1966, 1967 and 1969. It is a relative of the Vienna System.

1♣ opening is a one-round force, showing 12-20 HCP and denying a five-card suit outside clubs. 1♦ is a negative response; 1NT is an artificial game-forcing response. Other responses are semi-positive.

1♦, 1♥ and 1♠ show 11-17 HCP with a five-card suit. 1NT is artificial and strong with 18 or more HCP. Two-bids are natural and game-forcing.

BARON SYSTEM. An English system developed in the Forties by Leo Baron, Adam Meredith and others. Its exponents have had considerable success in British tournament play, and many of the system ideas have taken root in the general theory of the game.

Examples: (1) the weak 1NT opening bid combined with a 1NT constructive rebid, (2) bidding up the line with four-card suits, (3) relaxed requirements for biddable suits, (4) the five-card suit requirement for a response of 2♥ to an opening of 1♠ and (5) the lead of ace from A-K.

Other distinctive features of the system: (6) a bid of the third suit by opener is forcing (e.g., 1♣ – 1♥; 1♠). Some experts using standard methods follow this theory when the response is at the level of two; (7) an immediate raise requires at least four-card trump support; (8) suit opening bids are highly prepared, with a four-card spade suit being opened ahead of a five-card heart suit regardless of quality, and (9) simple overcalls are strong and jump overcalls weak. Related: Baron Notrump Overcall, Baron Slam Try, 2NT Opening and 2NT Response.

Another feature of the system is the so-called “ace values,” a method of distributional valuation developed as part of Baron.

When valuing a hand for a raise, the honor-trick value of the hand (per the Culbertson System) is added to the following distributional values:

	<i>with 3 trumps</i>	<i>with 4 trumps</i>
void	2	3
singleton	1	2
doubleton	½	1

A second shortage counts at half value unless five trumps are held.

The total is the level to which responder should raise playing limit raises. For example:

♠ Q J 3 2
 ♥ K Q 6
 ♦ K 6 5 2
 ♣ 9 6

In response to a 1♠ opening bid, this hand counts three ace values (two for honor tricks plus one for the club doubleton) and therefore justifies a raise to 3♠.

If the opening bidder is planning to raise his partner's

response, he subtracts two from his ace values and raises to the level of the answer: *i.e.*, with four ace values he raises to the two level, with five to the three level, and so on. Related: Distributional Count (Bidding).

BETA ASKING BID. (1) Asking bids in the Roman and Super Precision concerned with responder's support for the suit bid by the 1♣ opener. After the negative response of 1♦, opener initiates the inquiry by jumping in a major suit (or, in Roman, by simply rebidding a minor suit). The responses are as set out in Roman Asking Bid.

(2) Asking bids in Super Precision concerned with the quality of a side suit after responder has made a positive response in notrump are also sometimes called Beta Asking Bids, although the difference in schedule of responses has led them to be designated Delta Asking bids in the version of Super Precision used by Giorgio Belladonna and Benito Garozzo. Related: Super Precision Asking Bid.

BIG CLUB. A generic name for a system that features 1♣ as the primary – or only – strong bid. Various such systems are listed in this chapter.

BIG DIAMOND SYSTEM. A method introduced by G. Robert Nail and Robert Stucker, the cornerstone of which is a forcing 1♦ opening, promising an unbalanced hand with at least 17 HCP. 1♥ is the negative response (0-9 HCP), and 1NT is an artificial positive response in hearts.

Other openings:

1♣, forcing, showing a balanced hand not suitable for a 1NT opening (14-16 HCP) or 2NT opening (20-21 HCP). A 1♦ response is negative (0-10).

2♣, non-forcing, showing 12-15 HCP with 4-4 or longer in the minor suits.

2♦, showing 14-16 HCP and 4-4 or 5-4 in the major suits.

BLACK CLUB. Bidding system used by Bob Hamman and Billy Eisenberg when they were members of the Aces. Reference History.

BLUE TEAM CLUB. An increasingly popular offspring of the Neapolitan system, developed principally by Benito Garozzo. The Blue Team name was adapted from an Italian football (soccer) team. The system's chief features:

1♣ opening is forcing and normally shows 17 or more HCP (4-3-2-1 count). Occasionally, distributional factors may dictate a 1♣ bid with a slightly weaker hand.

Responses show controls by steps, counting an ace as 2 controls and a king as 1. 1♦ shows 0-2 controls, fewer than 6 HCP; 1♥ shows 0-2 controls, 6 HCP or more; 1♠ shows 3 controls, and so on up to 2♦ (6 controls) and 2NT (7). Jump responses of two of a major show a six-card suit headed by two honors but with fewer than 6 HCP.

If 1♣ is overcalled at the one level, a pass is equivalent to the first step response, a double equals the second step. Other responses are control-showing, except that 2♥ and 2♠ retain the same meaning as if there were no intervention. After a jump overcall, the responses follow a similar pattern: pass is

the weakest bid, double shows 6 or more HCP, suit responses are forcing for a round, a response in notrump shows 3 or 4 controls, and a cuebid shows 5 or more controls.

1♣ is generally forcing to 1NT if the response is 1♦, or to 2NT if the response is 1♥. The partnership is committed to game after any other control-showing response.

The opener can force to game by a jump rebid in a suit. If he rebids 1NT or 2NT, the responder can use Stayman. Responder usually makes his first rebid in his best suit, and subsequently shows significant features.

1♦, 1♥, and 1♠ openings are natural limited bids, showing 12-16 HCP and at least a four-card suit. Occasionally, 1♦ may be opened on a three-card suit. With two suits of equal length, opener bids the higher-ranking. With two suits of unequal length, the shorter suit is bid first unless the hand is a minimum and the long suit is higher-ranking.

Most responses are normal. Jump raises are limited. A 2NT jump response is invitational, showing 11-12 HCP and 4-3-3-3 distribution. Jump shifts show solid or near-solid suits and 13 HCP or more. Strong hands are bid according to the canapé principle. Responder's first suit may not be a real suit if his second is higher-ranking.

A response at the two level is forcing for one round, or to 2NT. Opener must rebid a five-card suit if he has one. After a 1♥ or 1♠ opening, a second-round jump by responder to 4♣ or 4♦ agrees opener's suit is trump, shows excellent support and a control in the bid suit.

The convention – Blue Team Club 4♣/4♦ – applies when opener bids and rebids a major suit or opens a major suit and rebids in notrump:

(1) 2♣ followed by 4♣ shows first- or second-round control of clubs and denies first- or second-round control of diamonds;

(2) 2♦ followed by 4♦ shows first- or second-round control of diamonds and denies first- or second-round control of clubs;

(3) 2♣ followed by 4♦ shows either first-round control of clubs and diamonds or second-round control of both suits;

(4) 2♦ followed by 4♣ shows first-round control of one minor and second-round control of the other. Related: Neapolitan 4♦.

If opener has a maximum opening, usually 14-16 HCP, he may make a jump rebid or reverse. Concentration of high-card points in the bid suits favors the selection of a strong rebid.

1NT opening

An opening bid of 1NT shows a balanced hand, 13-15 HCP with a club suit and exactly three cards in each major, or 16-17 HCP. Minor-suit responses are artificial. 2♣ normally shows 8-11 HCP and requests opener conventionally to rebid 2♠ with the strong notrump, or make some other two-level bid to describe the strength and club length of the 13-15 notrump. After a 2♠ rebid, 2NT by responder asks for majors. Minor-suit rebids are non-forcing. After any other rebid by opener, responder's rebids are mostly non-forcing, though encouraging in some cases.

A 2♦ response shows a minimum of 12 HCP and is forcing to game. With a strong 1NT, opener bids a four-card major or bids 3♣ with no major, after which 3♦ by responder

inquires about the minors. With a weak 1NT, opener rebids 2NT, after which 3♦ by responder requests opener to describe his strength and number of clubs in four steps.

Jumps to the three level show six-card suits headed by two of the top three honors with 6-7 HCP. Jump responses of 4♣ and 4♦ are transfers to 4♥ and 4♠ respectively.

Opening at the two level and higher

2♣ opening shows a good club suit of at least five cards and 12-16 HCP. If a second suit is held, opener will usually have a minimum of 15 HCP. A response of 2♦ is artificial and asks opener to bid a secondary suit. If he does not have one, he rebids either 2NT with stoppers in two of the outside suits, or 3♣ with a stopper in only one outside suit. 3♦ by responder requests opener to pinpoint his stoppers. Other two-level responses are natural and non-forcing. Jump responses are forcing to game.

An opening bid of 2♦ shows a hand worth 17-24 HCP with 4-4-4-1 distribution (any singleton). Although the convention is an integral part of the Blue Team Club, it can also be used with standard methods.

Responses fall into one of four categories:

(1) Immediate signoff: With a very weak hand (about 0-5 HCP) and three or more spades, responder bids 2♠. Opener will normally pass unless he has either a singleton spade or a maximum hand with four spades. With a singleton spade, opener rebids 2NT, allowing responder to select one of the other three suits.

(2) Discouraging response with a long broken suit: With a hand worth 5-6 HCP containing a broken six-card suit, responder bids three of his suit. If that suit is opener's singleton, he will pass unless he has a maximum. If opener has four cards in responder's suit he may either bid game or try for slam by cuebidding his singleton. After the cuebid, responder bids in steps to show whether he has the ace or king of his suit, and whether or not he has any singleton.

(3) Encouraging response with a long good suit: with a hand worth about 6-7 HCP containing a six-card suit headed by any three honors or two of the top three honors, responder bids 2NT. This bid asks opener to bid the suit below his singleton. At his next turn, responder bids his suit (or bids 3NT if his suit is clubs and opener has shown a singleton club by rebidding 3♠). If opener's singleton is in responder's long suit, opener may pass with a minimum or, with a maximum, bid game in notrump or in responder's suit. If opener has four cards in responder's suit, the partnership is committed to game, and opener may try for slam by cuebidding. Responder then cuebids a singleton if he has one.

(4) Relay response: with a hand unsuitable for any of the above responses, responder bids 2♥, an artificial bid that asks opener for information. With a minor suit singleton and/or a maximum (21-24 HCP), opener bids the denomination below his singleton. Rebids of 2NT and 3♣ show minimum hands; 3♦ through 3NT show maximums. If opener has a minimum (17-20 HCP) and a major-suit singleton, he rebids 2♠; responder then rebids 2NT asking opener to bid 3♣ with a singleton heart, 3♦ with a singleton spade and 17-18 HCP, or 3♥ with a singleton spade and 19-20 HCP. Responder may then cuebid opener's known singleton to ask about various

features of opener's hand, such as point count, controls and queens.

2♥ and 2♠ openings are weak two-bids with a normal range of 8-11 HCP. 2NT is the only forcing response.

3♣ opening is a natural preempt and shows a minimum of seven playing tricks, including one outside the club suit.

Gambling 3NT

Other opening bids are standard.

Blackwood is used on the first and second rounds of bidding, or in later rounds if it is a jump bid. Responses are in the style of Roman Blackwood, with 5♣ showing one ace or four, and 5♦ showing none or three. In other situations, 4NT is a natural slam invitation. Partner can cooperate by showing an additional feature. He may pass, but more often signs off in the agreed suit. Related: Declarative Interrogative 4NT.

Defensive bidding is normal, but overcalls are made freely, especially at the one-level. Jump overcalls are intermediate. In response to a takeout double, the cheapest bid may be a Herbert Negative. Related: Transfer Overcalls of 1NT.

BRIDGE WORLD STANDARD (BWS). A consensus system developed in 1967 and periodically updated, most recently in 2001. It is a five-card major system based on the majority preferences of leading experts and thousands of readers of *The Bridge World*. If the experts expressed a clear preference, their choice became the treatment or convention. If the vote was close, the poll of the readers determined what became part of the system. Because it is a consensus system, BWS is rarely used in its entirety by any partnership. However, it is invaluable when new partners are developing their bidding system. BWS interpretations, either 2001 or 1994, are included in the definitions of bids and calls throughout this book. Check the bid or call in question to determine the BWS method concerning it.

CAB. A British system of bidding that incorporates some features of Standard American: a strong 1NT opening with Gladiator responses, although responses of 2♦, 2♥ and 2♠ are constructive but non-forcing; forcing jump raises and 2NT response (except in competition); a conventional 2♣ opening with ace-showing responses; Acol Two-Bids; opening bids of 3♣ and 3♦ that suggest a solid or nearly solid suit and invite 3NT. Leslie Dodds was the principal contributor to the development of CAB, now virtually obsolete. CAB stands for Two Clubs, Ace-asking and Blackwood.

CANAPÉ. A bidding method in which the long suit is usually bid on the second round. This was developed by Pierre Albarran (1894-1960) in France, where it has had a considerable following. By contrast, standard methods are described in France as *la longue d'abord* (long suit first).

Canapé has influenced Italian bidding theory; it is incorporated in Roman and Blue Team Club, and in offspring systems such as Orange Club and the Simplified Club, a total canapé system.

Albarran's definition of canapé was: "With a two-suited hand of more than minimum strength, the higher-ranking suit must be bid on the first round if it has four cards and on the

second round if it has more than four cards.”

A four-card major suit is usually bid ahead of any minor suit; five-card major suits are bid on the first round if the hand is a minimum. Normal reverse sequences are inverted (inversé):

♠ A Q 10 5 4
♥ K Q 7 6
♦ K 3
♣ 9 4

Using canapé, the opening bid is 1♥, and 2♠ is bid on the next round. A heart preference is highly improbable, so the canapé player can stay safely at the level of two.

Canapé is in difficulty with certain minimum hands, such as those with four spades and five clubs. 1♠ followed by 3♣ would exaggerate the strength, and 1♣ followed by 1♠ would imply a five-card spade suit.

A modified version called “canapé tendency” (tendance canapé) was used successfully in international competition by Pierre Jais and Roger Trézel. They bid minimum hands in normal fashion, but adopt the canapé principle for hands of maximum strength and some hands of intermediate strength.

CANARY CLUB. An artificial bidding system, now obsolete, developed in 1964 by John Lowenthal and Paul Heitner. The name of the system is derived from its chief features: Canapé, Relay and 1♣ forcing.

CARROT CLUB. A forcing club system invented by Hans Gothe and Anders Morath of Sweden.

CHURCHILL STYLE. The methods of bidding advocated by S. Garton Churchill of New York. The main features:

(1) A weak 1NT opening. Churchill was among the first leading American theorists to advocate this bid. His followers were the exclusive advocates of it for many years.

(2) A “utility” 1NT response with a wide variety of weak hands. This was the forerunner of the forcing Roth-Stone 1NT response.

(3) Light opening bids with distributional patterns such as 5-4-3-1, 5-4-4-0, 4-4-4-1, 6-4-3-0, 5-5-3-0, 6-5-1-1, etc.

(4) Frequent bids in short suits. Churchill was well before his time in using such bids as all-purpose bids for exploring for games and slams, or steering the contract into a particular hand, etc.

(5) Constructive overcalls, forcing jump overcalls.

(6) Four-card openings in suits of any strength.

(7) “Picture Bidding” – jump rebids and responses used essentially to describe solid or near-solid suits as well as slam aspirations.

(8) No strength-showing forcing opening bid.

(9) Sparing use of preemptive bids.

(10) Balance of Power bidding. Related: Balancing.

COLONIAL ACOL. A version of Acol popular in Canada. Its basic elements were used by all three Canadian pairs in the 1972 World Team Olympiad.

Major features include four-card major-suit openings (1♣ opening may be prepared). Jump raises are usually limit, with Swiss, Jacoby 2NT and splinters used to show strong raises.

The 1NT opening is 16-18 HCP, although some shade it to 15-17 HCP, with Two-Way Stayman. Opening bids of 2♦, 2♥, or 2♠ are Acol Two-Bids. Some partnerships use Flannery 2♦.

CRANE SYSTEM. An obsolete bidding system – sometimes called the Commonsense System – devised by Joshua Crane in which the full value of the hand was bid immediately in accordance with its point-count. A hand counting to 12-15 HCP was bid at the one level; a hand worth 16-19 HCP was bid at the two level, etc. This may have been the earliest published system to include a distributional point-count: opener and responder counted three points for a singleton and six points for a void once the trump suit had been agreed.

CULBERTSON SYSTEM. The system of bidding developed by Ely Culbertson, revised periodically to incorporate new developments. For example, in 1930 Culbertson regarded a response in a new suit as non-forcing, a departure from his 1925 auction principles. He adhered to this in the 1933 *Contract Bridge Blue Book*, which listed a one-over-one response as “99⁴⁴/100% forcing,” but abandoned the idea in 1935 when it became clear that the mass of bridge players would not be converted.

Other non-forcing bids were featured in the earlier *Blue Book* editions, abandoned shortly afterward, and revived by others as “modern” innovations. Examples: limit raises; limit 2NT response; and weak 1NT openings non-vulnerable. All these became features of the Acol style; and limit raises and the weak 1NT regained some popularity among American tournament players in the Sixties. The 1933 *Contract Bridge Blue Book* also included the weak jump overcall.

The Culbertson System, influenced by the methods of the successful Four Aces and by pressure of public opinion, was crystallized in the 1936 *Gold Book of Bidding and Play*. The bidding set out in the *Gold Book*, with one notable exception, became standard practice in America for the next 15 years, and was only slightly modified by the Goren System, which won the allegiance of the bridge-playing masses in the Fifties. The chief features were:

(1) Valuation by honor tricks. An honor trick was defined as a unit of defensive valuation of honor cards and combinations. It is, of course, a combination that may also be expected to win a trick on the offensive. Valuations of combinations were made in accordance with the following table in the Culbertson system:

<i>Holding</i>	<i>Honor tricks</i>
A-K	2
A-Q	1½
A, K-Q, K-J-10	1
K-x, Q-J-x	½

Plus values: Any queen (but not a singleton), a jack combined with another honor (but not singleton or doubleton and not A-K-Q-J), any singleton or void (not more than one). Related: Defensive trick and quick trick.

(2) Uniform standards for biddable suits, with Q-J-x-x a minimum four-card suit. This applied to the opening bidder, irrespective of whether the suit was a major or a minor. The responder could bid a shaded or conditional biddable suit.

(3) The Approach Principle, emphasizing suit opening bids and responses in preference to notrump bids.

(4) The Forcing-Two-Bid. Any opening suit bid of two requiring the partnership to reach game. Modified in 1952-1953 so that responder could pass after a sequence such as 2♠ – 2NT; 3♠.

(5) The forcing takeout (or jump shift) showed 3½ honor tricks (or about 16 HCP). This requirement was raised by Goren and later authorities.

(6) Strong 1NT opening (4 to 4½ honor tricks), preferably limited to 4-3-3-3 distribution in accordance with the approach principle.

(7) Jump rebids by opener or responder are not forcing unless in a new suit. This principle was modified by later writers. Related: Goren System and Standard American and opener's rebids.

(8) Asking bids were introduced in 1936, and reintroduced in 1953 with amplifications, but never gained substantial support.

In 1952-1953 Culbertson also introduced his own distributional count.

DELTA ASKING BID. A feature of the Super Precision system.

DEMICOMA. A bidding system developed by Dr. Prakash K. Paranjape of India and played primarily in India. It is based on **D**Estructive **M**inors and **C**onstructive **M**ajors designed to handle all opening hands that hold four or more cards in a major suit in a purely constructive way.

As a corollary, hands with minor-suit density are opened at higher level and serve a mildly destructive purpose. The system uses a forcing 1♣ (usually no long suit and no 5-5 distribution) and five-card majors (can have longer minor). An opening of 1♦ usually shows a four-card major, and responder starts with a four-card major even if holding a much longer minor. Opening 2♣ and 2♦ show 11-15 HCP, usually with no four-card major. An opening 2NT shows a strong two-suiter or single-suiter. An opening of 3♣ shows at least 5-5 in minors. Other system features: weak two-bids in majors, slam bidding based on integrated ace-asking with an exclusion element built in, 2NT response over 1♥ or 1♠ as ace-asking and 1NT rebid after 1♣-1♦ as strong and forcing.

DUTCH SPADE. A transfer system, developed by Max Rebatu of the Netherlands. The opening shows the next higher suit: Pass = 1♣, 1♣ = 1♦, 1♦ = 1♥, 1♥ = 1♠. The 1♠ opening is used as random, 0-10 HCP, any distribution. The inventor and his partner, Anton Maas, used it in finishing second in the 1982 World Open Pairs.

EASTERN SCIENTIFIC. A style of bidding in which the principal features are strong notrump openings with non-forcing Stayman and Jacoby Transfer bids, five-card major-suit openings with a forcing 1NT response and limit raises. Two-over-one responses are strong but not necessarily forcing to game. Other elements are weak two-bids, with a strong artificial 2♣ opening forcing to 2NT or three of a major suit; also negative and responsive doubles. Related: Standard American and Bridge World Standard.

EFOS. The “economical forcing system” used in international championships by leading Swedish players. A minimum suit response, such as 1♠ in reply to 1♥, is treated as artificial. The object is to give the opener every opportunity to make a natural descriptive rebid. A single raise of responder's artificial suit response is a strong bid indicating reversing values. Related: Relay System.

EHAA (Every Hand An Adventure). A highly natural system developed in the early Sixties that gained popularity during the Seventies and is still in widespread use today. Its salient features are four-card majors, sound opening bids, weak two-bids in all four suits and an opening bid of 1NT that shows less than an opening bid of one of a suit (most players use a 10-12 HCP range). In general, EHAA players tend to use a minimal number of conventions, relying heavily on bidding judgment rather than a scientific approach. Most forego the use of any artificial forcing opening bid, although some use a 3♣ opening as an artificial game force.

The heart of the system is an undisciplined weak two-bid, showing almost any kind of hand pattern, promising 6-12 HCP and a minimum of five cards, possibly only five low cards, in the suit bid. All responses and rebids are natural, with a single raise or 2NT response played as constructive but not forcing.

FERT. The weak opening in Strong Pass systems, called a “bid of misery” by Edgar Kaplan. Fert is short for “fertilizer,” which describes this type of bid quite graphically. The usual range is 0-7 HCP, and a variety of one-level suit bids are used. A major-suit fert is more risky than a minor-suit fert, but more difficult to handle.

A fert at unfavorable vulnerability is decidedly risky, but only if the opponents are prepared to take advantage of it. They must decide whether action over a strong pass is equivalent to an overcall or an opening bid. If the former, it is possible to make an “overcall” of 1♣. One aggressive counter-measure is fert over fert: A minimum suit bid announces that the next player has a fert range. This allows him to pass with moderate balanced hands and double with strong hands, maximizing the chance of emerging with a big penalty. Some fert users therefore abandon them at unfavorable vulnerability.

The fert causes great confusion for the opponents, who seldom get an opportunity for a normal constructive auction. But the purpose is not simply destructive: The strong pass gains a step when compared with a strong club method. Related: Weak Opening Systems.

FIRST UP. A bidding system devised by Berl Stallard of the United States. The system called for the opening bidder to bid his lowest four-card suit, and the responder then bid his lowest four-card suit. Fit was all-important, suit quality was less so. Although several experiments with the system proved moderately successful, First Up never achieved wide usage.

FIVE-CARD MAJORS. The concept according to which an opening bid of one of a major guarantees at least a five-card suit. This method has become standard in American tournament play, but European methods vary. The five-card major guideline

applies only in first and second position. The overwhelming expert consensus (95% in BWS 2001) was that a bid in a four-card major suit is acceptable in third and fourth positions if the auction rates to be manageable thereafter.

The knowledge that partner has five cards in the suit when he opens with a major simplifies responder's problems, especially if there is competitive bidding. Now a jump raise to three (either forcing or limit) can be made with only three-card support, and sometimes a single raise can be made with only a doubleton honor.

Problems can arise when using the five-card major system. First, it can force opener to make frequent prepared, and slightly unnatural, minor-suit opening bids. Opening bids on three-card club and diamond suits become common. When opener has 4-4-4-1 or 4-4-3-2 and must open 1♦, the bidding can get sticky if partner responds 2♣ and the partnership is not playing a 2/1 forcing-to-game system. More important, the more frequent use of minor-suit openings makes it much easier for the opponents to get into the bidding. An opening bid of 1♠ is especially preemptive in nature.

The expert consensus in BWS 2001 was to use judgment in deciding which suit to bid with 4-4 in the minor suits. A small minority (14%) favored bidding 1♦ in all cases. In BWS 1994, experts favored a bid of 1♦ with 4-5 if, and only if, the diamonds were strong and the clubs were weak. They were neutral on the question of whether a 1NT rebid with a singleton in partner's major suit was acceptable.

Because of the rebid problems that often arise using five-card majors, most users also employ the 1NT response as forcing for one round. They also tend to use negative doubles, which makes it easier to uncover fits that might stay hidden otherwise.

Five-card majors became part of American tournament bidding in the Fifties with the growth in popularity of the Roth-Stone and Kaplan-Sheinwold systems. Related: Bridge World Standard, Eastern Scientific and Walsh.

FIVE-CARD SPADES. Some systems, mainly in Britain, Netherlands and Norway, require that a 1♠ opening must have at least five cards, while four-card heart openings are acceptable.

FOUR ACES SYSTEM. Methods used by the Four Aces in winning many championships during the Thirties. The main features:

(1) The point count assigned a value of 3 to aces, 2 to kings, 1 to queens and a half to jack. This makes a total of 26 HCP in the pack, with 6½ representing an average hand and 9½ representing a mandatory opening bid.

(2) Limited 1NT opening with a range of 11½ – 13 HCP. Hands with fewer than seven honor cards are devalued by a half point for each honor, and hands with more than seven honors similarly increased in value. Establishment of this notrump range solved major rebidding headaches. In combination with point count and rigidly prescribed responses, it precluded many of the notrump bidding faults that plagued inexperienced players.

(3) Minor-suit bids, if need be in a three-card suit, as exploring maneuvers, either by the opener or the responder.

(4) Weak jump overcalls.

(5) Psychic bids by third hand and occasionally first hand showing some high-card strength in the suit bid and little else.

(6) Jump shift to the level of two or three as a psychic control. The opener rebids 2NT with a psychic, and with any other rebid a slam is reached.

The Four Aces book included a number of other original ideas, many of which have become standard practice.

FOUR-CARD MAJORS. In North America, most players use five-card major systems. In the rest of the world, four-card major systems are much more common. Even in North America, many systems incorporate the four-card majors idea, e.g., Roth-Stone, Kaplan-Sheinwold, and many canapé relay systems.

In the days of auction bridge, players were expected to have five cards in the suit if they opened a major. In the early days of contract bridge, opening four-card majors was very common. In the Seventies, experts and other tournament players reverted to five-card majors. Most modern bridge teachers teach five-card majors, but many old-time rubber bridge players still play four-card majors. The biddable suit requirements govern whether such players will open a four-card major suit.

FRENCH CLUB. A simple 1♣ forcing system once in common use in France and other parts of the world.

GOREN SYSTEM. The bidding methods advocated by Charles H. Goren in many books from 1944 until his death in 1991.

The method incorporated the Goren point count (distributional count). To the basic Work Point Count, 4-3-2-1, he added a distributional count: a void counts for 3 points, a singleton for 2 and a doubleton for 1. This followed the idea put forward by William Anderson of Toronto.

The value of a hand is determined by adding the high-card point total to the distributional total. 13-point hands are optional opening bids in the system, but 14-point hands must be opened. A third-hand opening can be made with as few as 11 HCP if the hand contains a fairly good suit. A fourth-hand opening bid should be made on 13 HCP, even though no good rebid is available.

A different valuation system is used for the hand that figures to be dummy. High cards are counted at face value, and honors in partner's suit are promoted by a point each. One point is added for each doubleton, 3 for a singleton and 5 for a void if a fit has been established. A point should be deducted if dummy holds only three trumps, and another point should be subtracted if the dummy hand has a 4-3-3-3 distribution.

Using these methods, Goren determined that 26 HCP usually will produce game in a major, 29 game in a minor, 33 a small slam and 37 a grand slam.

The Goren System advocates opening four-card majors as long as the suit is biddable – at least Q-x-x-x. When holding biddable touching suits of equal length, the higher-ranking should be the opening bid. When the two biddable suits of equal length are spades and clubs, the opening bid should be 1♣. In other combinations, the suit below the short suit should

be the opening bid.

With balanced hands, responder should bid 1NT with 6-10 HCP, 2NT with 13-15 and 3NT with 16-18. Responder should have the unbid suits stopped for the 2NT and 3NT bids. When responder has trump support, he should raise partner's suit to two with 7-10 HCP, to 3 with 13-16 HCP. Responder should jump shift with 19 or more HCP. He should respond in a new suit at the one level with 6 or more HCP. A two-level response in a new suit requires 10 HCP. With hands containing 11 or 12 HCP, responder should find two bids without forcing partner to game.

Opening two-bids in a suit should be made with a good five-card suit and 25 HCP, with a good six-card suit and 23 HCP, and with a good seven-card suit and 21 HCP.

Openings in notrump should be based on the following: 1NT, 16-18 HCP; 2NT, 22-24 HCP; 3NT, 25-27 HCP. When evaluating for an opening notrump bid, a player should count only his high-card values. A 2♣ response to 1NT (also a 3♣ response to 2NT) asks the opening bidder about his biddable major suits. With no four-card major, opener should rebid 2♦; with a four-card heart suit, 2♥, and with a four-card spade suit or two four-card majors, 2♠.

GUS (Granovetter Unified System). A strong 1♣ system invented by Matthew Granovetter with assistance from Pamela Granovetter.

In uncontested auctions, one person is "the asker" and one person is "the describer," similar to "relay systems" but different because GUS uses the same "patterns" after strong 1♣ opening bids, after limited opening bids (1♦, 1♥, 1♠, 1NT and 2♣) and even after weak two-bids (2♦, 2♥, 2♠). In many cases, the hand that was described becomes the dummy, so the defenders know little if anything about declarer's hand.

The benefits from knowing partner's shape allow GUS bidders to reach cold slams with slender values. For example, if opener begins with 1♦ and responder holds:

♠A K 5 4
♥A Q
♦K 8 5 4 3
♣4 2

responder can "ask" and find out opener's shape. Let's say that shape is 2=4=5=2, and responder learns that opener holds the ♥K, ♦A and ♣A:

♠7 6
♥K 8 7 2
♦A 9 7 6 2
♣A 6

Responder can now mentally play the hand, count 13 tricks and bid 7♦ (draw trumps, pitch the low club on opener's ♥K and ruff the two spade losers).

GUS also enables the "asker" to determine when it's best to play a 4-3 or 5-2 fit instead of 3NT, when mirror distribution precludes slams, etc.

The system's chief features:

The 1♣ opening is strong and artificial. All the responses are artificial, showing any 0-7 hand (1♦), 8-11 unbalanced (1♥), 8+ balanced (1♠) or opening bid hands with a six or more of a major or both majors (1NT), one or both minors

(2♣), a three-suited hand with a five-card minor or five hearts and a five-card minor (2♦), a three-suited hand with five spades or five spades and a five-card minor (2♥), a three-suited hand with five hearts (2♠), six clubs and a four-card major (2NT), six diamonds and a four-card major (3♣), a 4-4-4-1 hand with a singleton minor (3♦), 4=1=4=4 (3♥), 1=4=4=4 (3♠) or a solid minor with no outside ace or king (3NT).

After the response, the opener can "ask" or, in some cases, "describe." Balanced hands can be described as to how many cards are in each suit, e.g., the exact shape (5-3-3-2, 5-4-2-2, 4-4-3-2, 4-3-3-3).

The 1♦ opening can be short in diamonds with 11-15 HCP, including no diamonds if opener holds 4=4=0=5 shape. The 1♦ bid shows a balanced weak 1NT hand, diamonds, or three-suited hands without a five-card major. Responder can "ask" by starting with 1NT game forcing, or responder can "describe" artificially with 2♣ or higher (again, 2♣ is one or both minors, etc. as per responses over 1♣).

GUS employs five-card majors, but an opening of one of a major is never a 5-3-3-2 shape (except 1♠ in third or fourth seat). This allows responder to bid game or compete aggressively, knowing that opener has a shapely hand. After 1M – 1NT, a new suit shows four or more cards in length, obviating uncertainty about minor-suit rebids over a forcing 1NT. Over 1M, responder can "ask" artificially with a 2♣ response, or can transfer to hearts via 2♦, bid hearts not forcing, make an invitational-or-stronger splinter, bid an invitational-or-stronger "Jacoby 2NT" or show a void. 1M - 4M is bid with any slam-negative hand, from a standard preempt up to an opening bid with soft cards. In addition, GUS uses the "Kaplan Interchange" where the 1♠ response to 1♥ is the forcing 1NT and 1♥ - 1NT shows five or more spades, allowing the 1♥ opener to rebid 1NT with four spades and five hearts rather than needing to rebid a two- or three-card minor.

The 1NT opening bid is usually 14+ to 16, but may be 12-13 with a five-card major and a balanced hand. The GUS "size-ask puppet" Stayman bid allows responder to find out at the two-level if the 1NT bid was 12-13. Anything other than a 2M bid shows a full notrump bid. Over 1NT, responder can "describe" with some of the same steps as above, or can transfer to a major or a minor.

The 2♣ opening shows six or more clubs and 11-15 points. Opener may have a four-card side suit. In any case, opener is able to describe the exact distribution after an artificial 2♦ by responder. Responder may make a light game try based on a good club fit (in two ways, depending on his club length), and difficult-to-bid 20-23 point games are reached with no problem when opener holds a hand such as:

♠5 4 3
♥A 7
♦J 6
♣A K 9 8 6 5

and responder holds, for example:

♠A 6 2
♥K 8 4 3
♦10 9 5 4
♦Q 7

These two hands will get to 3NT, but when opener's hand

is the same and responder's hand is

♠5
♥K 8 4
♦A 10 9 5 4
♣Q 4 3 2

the contract will be 5♣.

Weak two-bids in diamonds, hearts and spades range from weak hands with good suits to near-opening bids. Responder's 2NT "ask" elicits a full description of shape, unless the opener is very weak, in which case opener declines to describe.

HUM SYSTEMS. HUM is an acronym for Highly Unusual Methods, which once referred mostly to Strong Pass systems, which have virtually disappeared from the bridge landscape because of ineffectiveness and severe restrictions.

The World Bridge Federation decided in 1990 to bar HUM Systems from world championship play except in long matches such as the knockout phases of the Bermuda Bowl or the Rosenblum Cup.

For the purpose of the WBF policy, a Highly Unusual Method means any system that exhibits one or more of the following features as a matter of partnership agreement:

1. A Pass in the opening position shows at least the values generally accepted for an opening bid of one, even if there are alternative weak possibilities.

2. By partnership agreement an opening bid at the one level may be weaker than pass.

3. By partnership agreement an opening bid at the one level may be made with values a king or more below average strength.

4. By partnership agreement an opening bid at the one level shows either length or shortage in a specified suit.

5. By partnership agreement an opening bid at the one level shows either length in one specified suit or length in another.

An exception is made for strong 1♣ or strong 1♦ systems.

Full details about the WBF's system requirements and regulations can be found at www.worldbridge.org/departments/systems/policy.asp

IMPOSSIBLE NEGATIVE. A method of responding over a Precision 1♣ opening in order to show 4-4-4-1 distribution. Responder first makes the negative response of 1♦, then jumps in his short suit in order to show that he did not have a negative hand after all. This was part of original Precision, but has been modified in later versions.

ITALIAN SYSTEMS. Among them are Blue Team Club, Leghorn Diamond, Little Roman Club, Marmic, Roman System and Super Precision.

KAPLAN-SHEINWOLD. A system devised by Edgar Kaplan and Alfred Sheinwold, based on the weak 1NT opener and aimed at more precisely limiting the strength shown by all bids. The features of the system are:

(1) 1NT opener showing 12-14 HCP. An 11-point hand may be opened 1NT with two and a half to three quick tricks. Similarly, a 15-point hand with fewer than two quick tricks

can be opened 1NT. Responses of 2♦, 2♥, 2♠, 3♣ and 3♦ are weak signoff bids. A bid of 2♣ followed by a minor-suit rebid is strong and forcing. Other responses are standard, with non-forcing Stayman. A bid of 2♣ followed by a jump to 3♥ or 3♠ is forcing and shows a more unbalanced pattern than an immediate jump. Responder usually runs from 1NT, even when the 1NT opener is not doubled, with fewer than 5 HCP, one option being a bid of 2♣ with a hand that can pass any response by opener.

After an overcall, a double is negative. A new suit bid at the three level is forcing.

(2) Minor-suit openings are sound (but any hand with three quick tricks must be opened). If balanced, a minor-suit opening shows 15-20 HCP and possibly a three-card suit. A rebid of 1NT by opener shows 15-17 HCP. A 2NT rebid shows 18-20 HCP. A single raise of responder's major shows 15-17 HCP, a double raise shows 18-19 HCP and a triple raise shows 20-21 HCP (in each case the requirements are reduced as distribution improves). A maximum unbalanced hand reverses or jump shifts before raising.

Responder bids a major whenever possible. Opener's reverse is a one-round force. A 3NT rebid shows a solid minor with outside stoppers.

Single and double raises follow Inverted Minor-Suit Raise principles. Single raises are forcing, double raises are preemptive. A response of 1NT shows 5-8 HCP, and 2NT 12-15 HCP. A balanced 9-11 point hand may respond in the other minor.

If the opening is doubled, takeouts retain their meaning, but all raises are preemptive (redouble is the strong raise).

Opener may raise responder's major with three-card support in competition.

(3) Negative double.

(4) Jump shift by responder is preemptive in competition.

(5) Five-card majors, which can be light: a 9-point hand with quick-trick and playing-trick strength is possible. Exceptionally, a strong four-card suit may be bid, with a balanced minimum with honors concentrated in two suits, or a touching lower-ranking, weak five-card suit. A 1NT response is forcing, but opener is allowed to pass with the rare balanced minimum hand.

Limit jump raises are used. The jump raise preceded by 1NT shows three-card support and a more balanced hand. A 3NT response is used instead of the standard (strong) jump raise. A 2NT response is natural. A minor-suit response is 12-13 minimum unless followed by a rebid in the minor, showing only a semi-solid suit headed by the ace; a delayed raise for opener or a 2NT rebid is game-forcing.

After 1♥ – 1♠, opener rebids 1NT, 2♥ or 2♠ with a minimum. A bid of 2♣ or 2♦ would be more constructive. After 1♠ – 2♥ (minimum 10 HCP and a five-card suit), minimum hands bid 2NT, 3♥ or 2♠; maximum hands (18 or more) bid 3♣ or 3♦, the only forcing bids. Other bids show 15-17 HCP.

(6) Opening psychics are lead-directing, containing a legitimate suit with a high honor (2-6 HCP). A jump shift forces the opener to rebid in his suit or notrump, whichever is cheaper. Psychics are recommended only when non-vulnerable,

and only non-vulnerable versus vulnerable at IMPs, and never at board-a-match teams.

(7) A weak two-bid needs one and a half to two quick tricks and a semi-solid suit in first and second position. A single raise is preemptive, and other responses by an unpassed hand are forcing: 2NT asks the opener to bid a side honor.

(8) 2♣ is the only forcing opening. After a 2♦ negative response, the bidding can stop short of game if the opener rebids 2NT or bids and rebids one suit.

(9) 3NT opening shows a 2NT hand (20-22 HCP) with a long solid minor.

(10) Cuebids are used below game to suggest a slam and above game to ask about an unbid suit. A subsequent 4NT bid is a natural slam invitation, as in Blue Team Club.

(11) Gerber over notrump bids.

(12) Blackwood in other situations.

(13) Grand Slam Force.

(14) Roman Asking Bids.

(15) A takeout double emphasizes distribution: there should be not fewer than three cards in each unbid suit. A cuebid is the only forcing response.

(16) An overcall has the same range as an opening bid. Responder should seldom pass if he would have responded to an opening bid.

(17) Weak jump overcall, usually with a maximum of one and a half tricks.

(18) A 1NT overcall shows 17-19 HCP. A two-level takeout is a signoff, and a cuebid is Stayman.

(19) Short-suit game try. This method was developed as part of K-S but can be used effectively with any standard system. When the opening major-suit bid has been raised to two, the opener tries for game by bidding his shortest suit. For example:

♠ A K 6 5 3
♥ A 5 2
♦ 8
♣ K J 7 4

The bidding goes:

<i>Opener</i>	<i>Responder</i>
1♠	2♠
3♦	

This asks responder to go to 4♠ if his values are mainly outside diamonds. If responder rebids 3♥, that would also be a short-suit try, expressing doubt about game prospects.

This method gives a partnership a chance to judge whether strength is duplicated. A disadvantage is that it may help the opponents find a cheap save. One defender may double the short-suit try, encouraging his partner to take the save. It may also provide a clue to the most effective lead and subsequent defense.

It is best to restrict these bids to the situations when a major has been raised and there has been no interference.

The specific sequence 1♥ – 2♥; 2♠ may need special consideration. The 2♠ rebid may be needed as a natural rebid, especially if the opening bidder has not guaranteed a five-card heart suit. Related: Two-Way Game Try and Weak Suit Game Try.

(20) Optional features include Flint 3♦, Unusual Notrump,

Landy, fragment bids, Michaels cuebid, Roman 2♦, Weak jump shift responses (by passed hands, 2♦ as forcing Stayman and Flip-Flop 2NT over opposing takeout double as a semi-preemptive raise. The system also included the option of bidding 3NT after a limit jump raise of a major to ask for a short suit, and 3♣ as “prelude to signoff” over a jump rebid of 2NT.

LEGHORN DIAMOND (LIVORNO) SYSTEM. Similar to the Roman System, developed by Benito Bianchi and Giuseppe Messina and used successfully in many European Championships. The chief features are:

1♣ opening is forcing and may show any of four different types of hand: (1) 12-15 HCP, balanced distribution and no five-card major; (2) unbalanced with a long minor, 12-20 HCP, possibly with a side four-card major if the point range is 12 or 13; (3) unbalanced with a long major and no side four-card major or five-card minor, 16-20 HCP, or (4) a three-suiter with a singleton or void in a major, 12-13 HCP.

2♦ (natural) and 1♦ are both negative responses to 1♣, showing fewer than 8 HCP. 1♥ and 1♠ responses are positive, 8 HCP or more, and 1NT and 2NT deny a four-card major and are limited to 8-10 and 11-12 HCP respectively. Jump responses in suits are natural and game forcing, except 3♣, which is forcing for only one round and suggests 3NT. A jump to 2♦ may be made on a four-card suit if responder intends to canapé into a major.

The auction tends to develop naturally after the initial response. Minimum major-suit rebids by opener usually describe the weak balanced hand, but he may have the minimum major-minor two-suiter or the three-suiter. With either of the unbalanced hands, opener makes a simple rebid in a minor with 12-17 HCP, jumps to the two-level in a major with 16-17 HCP or jumps to the three-level in any suit with 18-20 HCP. After a positive response, a jump rebid by opener to 2NT shows exactly 15 HCP. After responding in a major, responder’s second suit is his long suit.

An opening of 1♦ is forcing and shows a balanced hand with 19 HCP or more, or an unbalanced hand that is about a trick short of game, possibly a three-suiter with at least 20 HCP.

Suit responses show controls by steps (ace = 2 controls, king = 1). 1♥ shows no controls; 1♠ shows 1 control, and so on. With no controls but scattered queens and jacks, responder bids 1NT with 5-6 HCP or 2NT with 7 or more.

A simple notrump rebid by opener describes a balanced hand with 19-21 HCP and a jump notrump rebid shows 22 HCP or more. If opener is unbalanced, he usually makes a minimum rebid in a suit, over which responder rebids conventionally by eight steps to show support. A new suit by opener is then a second asking bid, and the responses are on the same scale for that suit. After responder has made his support-showing step response to opener’s second suit, a bid of the cheapest denomination by opener is a relay asking responder to choose between opener’s suits.

1♥ and 1♠ openings are natural but show two different types of hand: (1) fewer than 16 HCP with a five-card or longer major; or (2) a two-suiter, usually a four-card major and a five-card or longer side suit, with 14-19 HCP. To distinguish between the two types, opener normally rebids his

major with the first type of hand, even if he has a four-card side suit, and bids his second suit (jumping with 17-19 HCP) with hand type two.

1NT opening is standard (16-18 HCP) and denies a five-card major.

2♣ and 2♦ openings show three-suited hands (4-4-4-1 or 5-4-4-0 distribution) with 12-16 and 17-19 HCP respectively. Responses and rebids are similar to the Roman System.

2♥ and 2♠ openings show two-suited hands, the bid major and a four- or five-card minor, with 9-12 HCP.

2NT opening shows at least five cards in each minor with 14-16 HCP.

LITTLE MAJOR SYSTEM. An artificial system of bidding devised by Terence Reese and Jeremy Flint, London, in the early Sixties and now obsolete. In principle, an opening of 1♣ denotes a heart suit and 1♦ denotes a spade suit. Strong hands are opened with 1♥, and minor suit hands with 1♠.

LITTLE ROMAN CLUB (ARNO) SYSTEM. Developed by Camillo Pabis-Ticci and Massimo D'Alelio, and first used successfully in the 1965 Bermuda Bowl. The system is patterned closely on the principles of the Roman System, especially the opening two-bids and structure of defensive overcalls. Its chief features are:

1♣ opening is forcing and shows a balanced hand with 12-16 HCP, a hand with 17-20 HCP and a club suit or a two-suiter with at least four clubs. After a negative response of 1♦ (fewer than 10 HCP), opener rebids on the one level to show the balanced minimum opening. A response of 1NT is forcing to game, showing 12 HCP or more, over which opener bids a suit on the two level with 12-13 HCP or raises to 2NT with 14-16 HCP. Jump responses are also forcing to game and request opener to rebid conventionally by four steps to describe his strength and support for responder's suit.



Camillo Pabis-Ticci



Massimo D'Alelio

1♦, 1♥ and 1♠ openings are forcing and natural according to the canapé principle with 12-20 HCP. The opening bid may be made in a three-card suit with a minimum of 15 HCP or if opener's longest suit is clubs. The next higher suit by responder (1NT over 1♠) is the conventional negative, after which opener makes a simple rebid with 12-16 HCP or a jump rebid with a stronger hand. After a positive response, a normal rebid by opener is forcing for one round, and responder creates a game-force if his rebid is a reverse, a jump in a new suit, a raise of opener's second suit if it is a major, or a jump raise of opener's first suit. A 1NT response, if it is not a negative, shows a balanced hand with at least 12 HCP and is forcing to game. If opener rebids in notrump after opening 1♦, he has a balanced hand with 17-20 HCP.

1NT opening is forcing and shows either a balanced hand with 21-24 HCP, or a powerful distributional hand that is forcing to game. Responder shows the number of aces he holds by steps and opener rebids 2NT with the balanced hand or canapés in a suit with the unbalanced hand.

2♣, 2♦, 2♥ and 2♠ openings are as in the Roman System. A 2NT opening shows a minimum of five cards in both minors with 12-16 HCP.

LOOSE DIAMOND. Another name for the Short Diamond.

MARMIC SYSTEM. An Italian system, apparently obsolete, whose name is derived from the first names of the inventors (MARio Franco and MIChele Giovine). It was probably the most unusual system ever played in serious international competition by a major bridge country before the advent of HUM systems. Related: Weak Opening Systems.

In some respects, it was a forerunner of the Roman System. The chief feature was that a player was expected to pass in first or second position with balanced distribution and 16½-19 HCP. The same principle applied after an opponent's opening bid, and in each case the passer's partner was expected to balance with 5 HCP or more. This opened the possibility for trap passing by the opponents, and the system was amended to provide an opening 1NT bid, instead of the strong pass, at unfavorable vulnerability.

MONACO SYSTEM. A prototype relay system devised by Pierre Ghestem of France and used by him successfully in world championships in partnership with Rene Bacherich.

The 1♣ opening bid was not necessarily strong. The artificial relay bids available, usually by responder but sometimes by opener, were almost always in diamonds. After major-suit openings, the minimum action (1♥ – 1♠, or 1♠ – 1NT) was a relay. Most responses at the two level were transfers. Related: Relay Systems.

MONTREAL RELAY. The idea of playing a major-suit response to a 1♣ opening bid as a five-card suit is not uncommon. In that context, playing 1♦ as an artificial response makes sense. Eric Kokish devised a scheme of continuations after the 1♦ response, characterized by playing 2♦ as reversing values, possibly without real diamonds. Jumps by opener to 3♦/3♥/3♠ are self-agreeing splinters.

MOSCITO. A system devised by Paul Marston and Stephen Burgess. The first four letters are an acronym for Major-Oriented Strong Club. It makes extensive use of the Symmetric Relay in auctions where the opening side has the balance of power.

It was originally a strong pass system, but in 1992 it was changed to a strong $1\clubsuit$ system to overcome the restrictions placed on its use in tournament plays. This is the opening-bid structure for the first or second position:

Pass: 0-5 HCP when not vulnerable. If vulnerable, pass is permitted with 6-9 HCP if not at least 5-4 in two suits.

- $1\clubsuit$: 15 or more HCP, any shape.
- $1\diamond$: four or more hearts, 9-14 HCP.
- $1\heartsuit$: four or more spades, 9-14 HCP.
- $1\spadesuit$: four or more diamonds, 9-14 HCP. Opener can have a four-card major if he has six or more diamonds.

- 1NT: 11-14 HCP, balanced.
- $2\clubsuit$: six or more clubs, may have a four-card major. Denies four diamonds.
- $2\diamond$: 5-9 HCP with six hearts or six spades.
- $2\heartsuit/2\spadesuit$: five-card weak two-bids.
- 2NT: 5-8 HCP with 5-5 in the minors.

In the third and fourth seat,

- $1\clubsuit$: 17-plus HCP, any shape.
- $1\diamond$: catchall opening.
- $1\heartsuit$: four or more hearts, 11-16 HCP.
- $1\spadesuit$: four or more spades, 11-16 HCP.
- 1NT: balanced, 14-16 HCP in third seat, 11-14 HCP in fourth seat.
- $2\clubsuit$: six or more clubs, 11-16 HCP, may have a side four-card suit.
- $2\diamond$: six or more diamonds, 11-16 HCP, denies a four-card major.
- $2\heartsuit/2\spadesuit$: weak two-bids.
- 2NT: weak with 5-5 in the majors.

A symmetric relay structure is used in strong auctions.

If the responder has at least game ambitions opposite any of the opening bids, he makes a relay response. Otherwise he tries to consume as much bidding space as possible.

In the third and fourth positions, the point ranges increase because the responder's hand is so limited by virtue of his original pass.

NEAPOLITAN. A system devised principally by Eugenio Chiaradia, and played in many World Championship events by a group of Neapolitan players, which has included Pietro Forquet, Guglielmo Siniscalco, Massimo D'Alenio and Benito Garozzo. Starting about 1965, Garozzo, as the leading Neapolitan theorist, gradually revised the system and renamed it the Blue Team Club. That version gained popularity in the United States and was adopted as the official system of the Sharif Bridge Circus.

NEBULOUS $1\diamond$. An opening bid used by some Precision players to indicate no biddable suit. The diamond suit often is as short as two cards, occasionally only one.

NEW SOUTH WALES SYSTEM. A variation of the Vienna System formerly used by Richard Cummings, Tim Seres and other Australians. The principal features are five-card openings in diamonds, hearts and spades, strong 1NT openings and weak two-bids in the major suits. The $2\clubsuit$ opening, used sparingly, is game forcing. The 2NT opening shows a strong minor two-suiter, and the $2\diamond$ opening shows a balanced hand with at least 21 HCP. A forcing $1\clubsuit$ opening is used for all other opening hands, *e.g.*, long club suit, a balanced hand worth 12-14 or 18-20 HCP, or a hand of any strength with 4-4-4-1 distribution. All responses in new suits are forcing, and jump shifts are used as modified Culbertson Asking Bids.

NEW ZEALAND RELAY SYSTEM. Related: Symmetric Relay System.

NOTTINGHAM CLUB. A system popular in the English Midlands. It was introduced by Marjorie Burns of Nottingham, England, in 1932, and was in many ways a forerunner of the Precision System.

The chief features are:

- (1) $1\clubsuit$ opening bid with 16-21 HCP. Negative response: $1\diamond$ with fewer than 8 HCP.
- (2) $1\diamond$ with 12-13 HCP and no four-card major suit. Minimum suit responses are non-forcing and show 0-11 HCP.
- (3) $1\heartsuit$ and $1\spadesuit$, 12-15 HCP with five-card suit.
- (4) 1NT, 13-15 HCP.
- (5) $2\clubsuit$, 12-15 HCP with club length.
- (6) $2\diamond$, forcing opening with 22 or more HCP.
- (7) $2\heartsuit$ or $2\spadesuit$, 12-15 HCP with eight playing tricks.

$1\clubsuit$ ARTIFICIAL AND FORCING. Played in a variety of forms, many listed in this chapter. See next entry. The earliest in contract bridge was Harold S. Vanderbilt's "Club Convention," although Robert F. Foster advocated a similar idea in auction bridge.

$1\diamond$ NEGATIVE RESPONSE TO $1\clubsuit$. In most bidding systems that use an artificial opening of $1\clubsuit$ as a forcing bid, a $1\diamond$ response is used to deny certain values. In some systems the $1\diamond$ response denies certain point count. In others, it denies a certain number of controls.

$1\diamond$ STRONG ARTIFICIAL OPENING. Two such systems are Big Diamond and Leghorn Diamond.

ORANGE CLUB. Strong club system used by James Jacoby and Bobby Wolff in the 1970, 1971 and 1972 World Championships, and subsequently by Wolff with Bob Hamman. The $1\clubsuit$ opening promises 17 or more HCP; responses show controls. Other opening bids are limited and natural according to the canapé principle. A 1NT opening shows a balanced hand with 13-15 HCP with a four- or five-card club suit or 15-17 HCP with any balanced distribution.

Other features include Flannery $2\heartsuit$ and Blue Team $2\diamond$; weak two-bid in spades only; singleton- and void-showing forcing raises by a passed hand.

PANAMA. A defensive bidding system against the strong 1♣ opening. A bid at the two level shows a weak jump overcall in the suit bid or a three-suiter with shortage in the bid suit.

PATTERN RELAY ORGANIZED SYSTEM. Full name of the Pro System.

POLISH CLUB. This synopsis was provided by Krzysztof Jassem, author of a book on the system.

Polish Club is easy to learn, especially for new players. It is mostly natural and resembles Standard American in most auctions but it makes it easier to find the combined strength of the two hands. These are the main features of the system:

1) You don't open one of your best suit when you are afraid of partner passing prematurely. Instead, you open a forcing 1♣. These are the hands for the 1♣ opening:

(a)	(b)	(c)
♠A K J 3 2	♠A K 10 5 4 3 2	♠3 2
♥K 2	♥A 3 2	♥A K Q 4 3 2
♦A J 10 2	♦K J 3	♦A Q J 2
♣A 3	♣—	♣2

Hand (a) has 20 HCP. Hand (b) has lots of winning tricks based on one long suit. Hand (c) has lots of winning tricks based on the two-suited shape.

Partner cannot pass a 1♣ opening. If he is broke, he responds with a negative 1♦.

2) You don't have to make a preference between two unbiddable minor suits in the opening seat. You open 1♦ when you have a nice four-card suit; otherwise you open 1♣ (promises two or more clubs unless strong). The system is logical – responder cannot raise clubs without at least five-card support because opener might be strong with no clubs.

3) Two-level opening are specific: 2♣ is the same as in Precision (unbalanced hand with long clubs, 12-15 HCP), 2♦ is weak Multi (weak two in a major), 2♥ and 2♠ show sub-opening two-suiter hands with hearts/spades respectively. 2NT openings shows a sub-opening hand with both minors (strong 2NT opening is included in strong 1♣).

No particular defense is needed against Polish Club. The most popular treatment is a natural 2♣ overcall and Michaels 2♦ as showing both majors.

Summary

- 1♣ = (1) 12-14 HCP, balanced (no five-card major),
(2) 16+ HCP with long clubs (5+) or (3) strong (usually 18+), any distribution.
- 1♦ = 12-17 HCP, at least four decent diamonds.
- 1♥/1♠ = 12-17 HCP, five or more in the suit.
- 1NT = 15-17 HCP
- 2♣ = As with Precision: limited hand, club length.
- 2♦ = weak two-bid in a major.
- 2♥/2♠ = two-suited hands (at least 5-5) with the bid major and a minor, less than opening-bid strength.
- 2NT = both minors (at least 5-5), sub-opening strength.

PRECISION. A system developed by C.C. Wei in 1963 with assistance from Alan Truscott. It was used successfully by the Taiwan team in the 1967, 1968, and 1969 Far East Championships, and attracted international attention during the

1969 Bermuda Bowl when Patrick Huang, M.F. Tai, C.S. Shen and Frank Hwang, all using the Precision Club, spearheaded Taiwan's drive to the final. This was the closest a non-European, non-North American team had come to capturing the world team title. The Taiwan team reached the final again in 1970.

In the United States, a number of top-level teams were sponsored by Wei to use and popularize the Precision System. One such team won three major ACBL knockout team events within a 19-month period. Related: Precision Team.

By 1972, when the Italian Blue Team emerged from retirement to enter the World Team Olympiad, all three of its pairs were using versions of the Precision System. The version used by Giorgio Belladonna and Benito Garozzo was called Super Precision.

The chief features of the standard Precision System are as follows:

1♣ opening is forcing and artificial, and normally shows a minimum of 16 HCP. Suit responses other than 1♦, which is the conventional negative, are positive, 8 HCP or more, guarantee at least a five-card suit and, in principle, are forcing to game. With a positive response and 4-4-4-1 distribution, there are two basic methods of responding. The partnership may agree to use the Impossible Negative: Responder bids 1♦, then jumps in his singleton, or in notrump if his singleton is in opener's suit.

Alternatively, an Unusual Positive may be used: Responder immediately jumps to 2♥, 2♠, 3♣, or 3♦ over 1♣ to show a singleton in the suit he jumps in, and four cards in every other suit. As a variation of the unusual positive, the jump can be made in the suit below the singleton, so that opener can economically cuebid the singleton to obtain additional information. Balanced hands are shown by responding either 1NT (8-10 HCP), 2NT (11-13 HCP, or 16+) or 3NT (14-15 HCP). After a negative response and a normal rebid, responder will usually bid again with 4-7 HCP.

If 1♣ is overcalled, responder passes with fewer than 5 HCP, bids a five-card or longer suit or makes a card-showing double with 5-8 HCP; jumps in notrump with the opponents' suit well stopped and 9-11 HCP; cuebids with a hand too strong for a card-showing double, or bids the cheapest notrump with an unbalanced, game-forcing hand. There are many varieties of this method, however. If 1♣ is doubled, normal responses are used, except that with a weak hand responder passes with clubs, bids 1♦ without clubs or redoubles with both major suits.

After a 1♦ negative response, opener rebids 1NT with 16-18 HCP, 2NT with 19-21, or 3NT with 25-27 HCP. A non-jump rebid in a suit is non-forcing. A jump rebid is forcing to game unless opener rebids his suit at the three level.

After a positive response, the auction develops naturally with one exception: A direct raise of responder's suit is an inquiry about the length of responder's suit and the number of top honors he holds, and subsequent suit bids by opener are asking bids.

Precision asking bids

Trump asking. The most commonly used is the trump asking bid known as Gamma, which is initiated by the 1♣ opener's single raise of responder's positive suit response. The

responses are as follows:

- 1st step: No top honor
- 2nd step: Five cards with one top honor
- 3rd step: Five cards with two top honors
- 4th step: Six cards with one top honor
- 5th step: Six cards with two top honors
- 6th step: Three top honors

These asking bids and responses are used also in Super Precision, which designates them Gamma Trump Asking Bids..

Control asking (Epsilon). After a trump asking bid has been made and responded to, a bid in a new suit by opener asks about responder's controls in the bid suit. The controls shown may be either high card or distributional. The responses are:

- 1st step: No control (J-x-x or worse)
- 2nd step: Third-round control (guarded queen or doubleton)
- 3rd step: Second-round control (guarded king or singleton)
- 4th step: First-round control (ace or void)
- 5th step: First- and second-round control (A-K or A-Q)

Opener may ask whether partner's control is a high card or distributional by rebidding the asked suit. Responder shows a high card by bidding the first step (next suit) and the distributional control by bidding the second step.

Ace asking. The third type of asking bid asks whether responder has one of the top three honors in a particular suit. It is initiated by a jump shift rebid by the 1♣ opener after a positive response. The responses give information about another suit as well as about the asked suit. The responses are:

- Cheapest notrump: No top honor, no aces
- Single raise: Top honor in asked suit, no other aces
- New suit: Ace of bid suit, no top honor in asked suit
- Jump in new suit: Top honor in asked suit, ace in suit jumped in
- Jump in notrump: No top honor in asked suit, but two side aces
- Jump raise: Top honor in asked suit with two side aces
- Related: Super Precision Asking Bids.

Stayman is used after all notrump responses and rebids.

1♦, 1♥, and 1♠ openings are natural and limited to a maximum of 15 HCP. Major-suit openings promise at least a five-card suit.

1NT response to a major-suit opening is forcing; 3NT is a strong balanced raise; double jumps are splinter bids, showing four-card support for opener's major and a singleton or void in the bid suit. Raises are limited and non-forcing, except after 1♦: 2♦ is forcing and 3♦ is preemptive. A jump response of 2NT shows 16 or more HCP.

1NT opening is 13-15 HCP. 2♣ and 2♦ are non-forcing and forcing Stayman, respectively. However, many Precision experts prefer a stronger range, 14-16 or 15-17 HCP. In this case, weaker balanced hands must begin with 1♦, which becomes a catchall, sometimes made with a doubleton.

2♣ is a natural opening, showing a six-card club suit (rarely five) and an unbalanced hand. 2♦ is a conventional response: With a minimum, opener bids a four-card major; with a maximum, opener jumps in a four-card major, raises to 3♣,

or jumps to 3NT with a solid or semi-solid club suit. A rebid of 2NT shows two suits outside of clubs stopped. Responder may ask where the stoppers are by bidding 3♦; the responses are 3♥ to show hearts and diamonds, 3♠ to show spades and diamonds, and 3NT to show both major suits. A rebid of 3♣ by opener over the 2♦ response suggests a six-card club suit with one side suit stopped; over a 3♦ inquiry opener bids hearts or spades if that is where his stopper is, or bids 3NT if he has diamonds stopped.

2♦ is a specialized opening, describing a three-suited hand (4=4=1=4 or 4=4=0=5) with shortage in diamonds and 11-15 HCP (4=3=1=5 and 3=4=1=5 were later included). A 2NT response requests opener to specify the exact distribution and point range of his opening bid. Other responses are limited and non-forcing.

2♥ and 2♠ openings are weak two-bids.

2NT opening shows 22-24 HCP.

3NT opening is Gambling, showing a long, solid minor with little side strength.

4♣ and 4♦ openings are Namyats.

The above describes traditional Precision, as set out in 1964 by C.C.Wei. The many experts who have adopted the system have modified it substantially in a variety of ways. The most important are:

(1) An opening 1NT with 14-16 HCP (or 15-17). Stronger hands open 1♣ and rebid 1NT (17-19 HCP). Weaker hands open 1♦ and rebid 1NT (11-13 HCP). This means that 1♦ becomes a catchall for hands that do not fit elsewhere, and is often made with a doubleton. Some pairs permit a singleton. A 2♦ response to 1♦ is then treated as a forcing 2/1 response with diamond length, rather than a raise.

(2) A rebid of 1♥ by a 1♣ opener (1♣ - 1♦; 1♥) is forcing, with 1♠ as the usual rebid by responder, a waiting move. Notrump bids then show balanced hands of 20 HCP or more, and other rebids show that 1♥ was natural.

(3) 2♦ can have a variety of meanings. A Multi is one popular choice.

(4) 2♥ is sometimes a substitute for Flannery, with four spades and five hearts and a limited hand.

(5) 2NT is sometimes a minimum opening with at least 5-5 in the minor suits. Related: Super Precision.

PRO SYSTEM. A system formerly employed by some West Coast pairs. Many relay sequences allowed the stronger hand to control the auction and inquire about partner's strength and pattern.

The principal features of PRO (Pattern Relay Organized): intermediate (14-16 HCP) 1NT opening; forcing 1♣ opening promising either a club suit or a balanced hand with 17-20 HCP; non-forcing 2/1 responses and jump shifts; four-card major suit openings, with a 1NT response virtually game forcing; reverses based on distribution rather than on high-card strength.

REGRES. One of several weak opening systems.

REITH ONE-OVER-ONE. A system of bidding described by George Reith in a series of five books published 1930-1933. Approach bidding was used and four-card suits were bid

freely. Responses and bids were kept to minimum levels, and third-hand openings were somewhat shaded. The essence of the system, a forerunner of methods considered as Standard by postwar writers, was the principle of emphasizing distribution in early bidding rounds as opposed to showing strength. The one-over-one response made it incumbent upon the opening bidder to bid at least once more. Another feature of the system was the Reith Point Count, which was an appraisal by Reith of the relative values of high cards, primarily for notrump bidding. The values assigned were ace = 6, king = 4, queen = 3, jack = 2, ten = 1.

RELAY SYSTEMS. Systems based on the idea that one player should make a series of minimum bids, or relays, until he has acquired sufficient information about his partner's hand to be able to fix the final contract. The first relay system was developed by Pierre Ghestem of France, around 1950, and was used by him with success in world championships, mainly with Rene Bacherich. In 1963, he played it with Claude Delmouly, using the name Monaco. This encouraged other European theorists to develop relay systems, notably Dr. Bertrand Romanet, with "Alpha," and Pierre Collet, with "Beta." Both of these date from 1965.

An important impetus came with work done around 1972 by David Cliff. He can be considered the father of modern relay methods, with Ghestem as the grandfather. Cliff's ideas were adopted and refined by a group of young players, including Matt Granovetter, Ron Rubin and Michael Becker. Their successes with the Ultimate Club attracted new interest in the relay principle and attracted imitators in many parts of the world who developed a series of relay languages. Related: EFOS, Monaco System, Moscito, Symmetric Relay and Weak Opening Systems.

ROBERTSON POINT-COUNT. A point count published by Edmund Robertson in 1904.

Ace –	7 points
King –	5 points
Queen –	3 points
Jack –	2 points
10 –	1 point.

A slight variation of this is the Bamberger point count used by the Vienna System, in which the jack counts one point and the 10 is not counted. In this system, with a total of 64 points in the pack, if both hands are balanced, 39 points should produce a game in notrump or a major suit; and 52 points should produce a small slam.

ROMAN SYSTEM. Developed by Walter Avarelli and Giorgio Belladonna, and used successfully in many world championships. Chief features:

1♣ opening is forcing and may show four distinct types of hands. It usually shows 12-16 HCP with 4-3-3-3 or 4-4-3-2 distribution. After a negative response of 1♦ (usually fewer than 9 HCP), the opener bids a major if he can, or 1NT. After a positive response in a suit (minimum of 8-11 HCP), opener shows a minimum by a single raise, a rebid of 1NT, or a bid of a new suit on the same level.

Other positive responses are: 1NT, 12-16 HCP; 2NT, more than 16 HCP, over which opener rebids conventionally to show his exact point count.

1♣ may also be bid with (1) 21-22 HCP and balanced distribution, in which case the rebid will be a jump in notrump; or (2) an unbalanced game-going hand, in which case the opener will jump rebid in a suit and responder rebids conventionally by six steps to show his holding in opener's suit; or (3) a two-suited hand with at least a four-card club suit and five cards in another suit and 17-20 HCP, in which case the opener will rebid in clubs.

If an opponent overcalls a 1♣ opening, an immediate cuebid by responder shows 12-16 HCP without a stopper and suggests a notrump contract.

1♦, 1♥, and 1♠ openings are natural (usually at least a four-card suit) and forcing, and guarantee at least one suit of more than four cards. With two suits, the shorter suit is opened (canapé principle), unless the shorter suit is clubs. With 5-3-3-2 distribution, the opening bid is occasionally in the lower-ranking three-card suit other than clubs. A five-card suit may be opened and rebid with a minimum.

With fewer than 9 HCP, responder makes a single raise or makes the cheapest possible response, both of which are negative. Rebids are natural except for 1NT, which shows a minimum opening with five cards in the negatively bid suit. Other suit responses are positive, showing 9 HCP or more. Notrump responses are as over 1♣ (except 1♠ – 1NT, which is negative).

1NT opening shows a balanced hand with 17-20 HCP. Responses of 2♣ and 2♦ are Gladiator. Responses of two of a major or three of a minor are forcing to game, and opener rebids by steps to show support and opening-bid strength; the first two steps show minimum openings with poor and good support, respectively; the third and fourth steps show maximum openings with poor and good support, respectively. Other responses are natural and limited.

2♣ and 2♦ openings show three-suited hands (4-4-4-1 or 5-4-4-0 distributions) with 12-16 and 17-20 HCP respectively. A response of 2NT is positive and asks the opener to show his short suit. Minimum suit responses are negative and may sometimes have to be made in a three-card suit. If the suit response strikes opener's shortage, he makes the cheapest possible suit rebid.

The 2♦ bid can be used with standard methods. The original range of 17-20 HCP is sometimes increased by one or two points. A 2NT response is positive, asking opener to bid his short suit. Other responses are natural and negative, but may be in an economical three-card suit. If the response is in opener's shortness, he makes the minimum possible rebid.

An alternative method of responding, proposed by Marshall Miles, is to respond 2♥ on all weak hands. Other responses are natural and forcing to game. In all cases, the opener bids his shortage on the second round, except that a notrump rebid shows a shortage in the suit bid by responder, whether naturally or artificially.

A version of the Roman 2♦ is also a part of Blue Team Club. Related: Blue Team 2♦.

An opening of 2♥ or 2♠ shows at least a five-card suit,

together with four or five clubs. A 2NT response asks opener to clarify his distribution by bidding a three-card suit with 5-4-3-1 distribution, 3♣ with 5-4-2-2, 3NT with 5-5-2-1, four of a minor with 5-5-3-0, or rebidding a six-card suit.

2NT opening shows a balanced hand with 23-24 HCP. Responses are as over 1NT.

Asking bids are used after a suit has been agreed, usually a jump in a new suit at the level of four or higher. If responder can be short in the asked suit, the responses are by six steps: the first step shows no control, second step shows a singleton, third step shows the king, fourth step shows the ace, fifth step shows a void, and the sixth step shows the ace-king, or occasionally the ace-queen. If responder cannot be short in the asked suit, the second and fifth steps are deleted. Different asking bids are also used in certain special situations. Related: Roman Asking Bids.

Overcalls are limited to a maximum of 12 HCP, and are normally made only on a good suit.

Takeout doubles show 12-16 HCP. If third hand passes, responder bids his shortest suit if he can do so at the level of one or two. Otherwise, normal responses are given. If third hand bids, a double is for takeout. Related: Exclusion Bid.

1NT overcall is equivalent to a 1NT opening bid, although the distribution might be slightly unbalanced. Responses are as over a 1NT opening.

Jump overcall shows a two-suiter, the bid suit and the next higher-ranking, excluding the opener's suit. The distribution is usually 5-5 or 5-6 with a five- to six-loser hand.

2NT jump overcall shows a strong two-suiter, excluding the opener's suit. Responder bids the lower unbid minor and the overcaller bids an unbid suit, holding the bid suit and partner's conventionally named suit, or 3NT with both unbid suits.

Overcalls in the opponent's suit are natural. A jump cuebid shows a very strong three-suiter with a singleton or void in the opponent's suit and a four-loser hand. Related: Roman Blackwood.

ROMAN ASKING BID. A feature of the Roman System that, in part, is also included in the 1969 version of Kaplan-Sheinwold. Both systems limit the use of the asking bids to jump bids that would otherwise be meaningless. If an opening bid of 1♠ is raised to 3♠, 4♣ would be a cuebid and 5♣ would be an asking bid. The Roman responses are:

- 1st step: No control
- 2nd step: Singleton
- 3rd step: King
- 4th step: Ace
- 5th step: Void
- 6th step: A-K or A-Q (rare)

If responder cannot be short in the asked suit, the second and fifth steps are dropped.

An older and better known version of Roman Asking Bids restricts the responses to four steps. First step shows no control; second step shows king or singleton; third step shows ace or void; fourth step shows A-K (rarely A-Q) or perhaps singleton ace. These are called alpha asking bids. Related: Super Precision.

Roman asking bids are also used in certain specialized sequences, the most common of which occur after a 1♣ opening bid and a jump in a new suit by opener. Responder bids according to his holding in opener's suit as follows:

- 1st step: Two or three low cards
- 2nd step: Singleton or void
- 3rd step: Ace, king or queen singleton or doubleton
- 4th step: Ace, king or queen to three (e.g., A 3 2)
- 5th step: Four low cards
- 6th step: Ace, king or queen to four
- 7th step: Two of the top three honors
- 8th step: Two of the top three honors to four
- 9th step: Three top honors

These are called beta asking bids. Related: Asking Bids, Precision Asking Bids, Romex Trump Asking Bids, Splinter Bids, Super Precision Asking Bids, Void-Showing Bids.

ROMEX SYSTEM. A 2♣ system devised by George Rosenkranz. The distinguishing feature of the system is the use of the Dynamic 1NT opening (showing a balanced hand with 19-20 HCP and six controls or an unbalanced hand just short of the requirements for a 2♣ opening).

After a 1NT opening in Romex, responses are control-showing in the Blue Team style, counting an ace as two controls and a king as one. 2♣ shows no more than one control with 0-6 HCP; 2♦ shows fewer than two controls with 7 or more HCP; 2♥ shows two controls; 2♠ shows three controls, etc.

Opener's rebids are natural except that after a 2♣ response, 2♦ asks responder to bid a major. A notrump rebid describes a minor two-suiter.

With a balanced hand of fewer than 19 HCP, opener starts with a suit, then rebids 1NT with 12-16 HCP or 2NT with 17-18 HCP.

Another key element of Romex is the Mexican 2♦ opening, showing a balanced hand with 21-22 HCP and seven controls, 27-28 HCP and 10 controls, an unbalanced game-force with diamonds the longest suit or a three-suited game-force.

One-bids and 2♣ (artificial, for all other very strong hands) are normal, except that one-bids are limited by the failure to open 1NT. The system compensates for the lack of a balanced notrump opening by the special one-bid limitation: opener, with a balanced hand, can make a minimum rebid in notrump with 12-16 HCP or jump in notrump with 17-18 HCP. An Eastern Scientific structure is used after major-suit openings.

Other methods include special asking bids, in preference to cuebidding. After a strength- or weakness-showing opening, the Romex raise to show extra values is via an otherwise-impossible bid of 4NT by the responder. The system also includes step responses to many strong bids, asking bids and an emphasis on slam-bidding devices.

The Romex Trump Asking Bid can occur only after a 1NT or 2♣ opening bid. If a trump suit is agreed and the opener raises the agreed suit below the level of game or bids a minimum number of notrump, it is a Trump Asking Bid (TAB).

Also, if responder bids a natural 3♥ and 3♠, the opener may jump to 4NT as a TAB, agreeing the responder's suit by inference. The responses to a TAB are:

- 1st step: could not be worse for the previous bidding.
- 2nd step: one of the top three honors but minimum length.
- 3rd step: no top trump honor but at least one extra trump.
- 4th step: one top honor and at least one extra trump.
- 5th step: two of the top three honors but no extra length.
- 6th step: two top honors and extra length.
- 7th step: three top honors; or the best possible suit.

Romex Control Asking Bid. When a trump suit has been agreed, either directly or by inference (perhaps via a splinter bid), following an opening bid of 1NT or 2♣, the opener may make a control asking bid (CAB) to check on his partner's holding in a side suit.

You can make only one CAB that asks about first-round control in a suit. Every subsequent CAB inquires only about third-round control.

If responder's last bid was a raise of the opener's suit, a bid in a new suit is a CAB. If responder bids a suit and the opener jumps in another suit, it is a CAB agreeing responder's suit by inference.

Here are responder's replies to a CAB:

- 1st step: no control
- 2nd step: second-round control (guarded king or singleton)
- 3rd step: first-round control (ace or void)
- 4th step: ace-king to three or more
- 5th step: total control

Romex Special Trump Asking Bid. If a 2♣ opener, after receiving a 2♦ response (at most one control), jumps to 3♥ or 3♠, it is setting the suit as trumps and instigating an asking-bid auction. It is called a special trump asking bid (STAB).

The responder defines his length in the trump suit thus:

- 1st step: at most one card in the suit
- 2nd step: two cards
- 3rd step: three cards
- 4th step: four or more cards

If opener bids the next step after the response, it asks for an honor in the suit.

If responder made a one-step reply, he bids as follows:

- 1st step: a void
- 2nd step: low singleton
- 3rd step: singleton honor

If the STAB response was higher, the reply to the second inquiry follows this scheme:

- 1st step: no honor
- 2nd step: one honor
- 3rd step: two honors (this is extremely unlikely)

Related: Spiral.

ROTH-STONE SYSTEM. Developed by Al Roth and Tobias Stone. Many of their ideas have been adopted by tournament players using standard methods. After publication of the 1953 book on the system (*Al Roth on Bridge*), Roth modified the system considerably, describing his new ideas in a second book

published in 1958 (*Bridge Is A Partnership Game*). Among the features of the revised system are:

(1) Sound opening bids in first and second position. The minimum requirement is 14 points including at least 10 HCP, which is about one point more than in standard methods. More on the Roth method of hand valuation can be found in *Distributional Count*.

(2) Five-card majors in first and second position.

(3) 1NT response to a major is forcing by an unpassed hand.

(4) A single raise in a major suit is constructive. It shows 10-12 HCP and is never passed by a first- or second-seat opener. With a void or singleton in a side suit and 10-12 HCP, responder, if he is an unpassed hand, jump raises to show shortness in the other major (e.g., 1♥-3♥ shows a singleton or void in spades), or jumps to 4♣ or 4♦ with shortness in the bid suit. A strong major raise is shown by a conventional jump to 3♣, which guarantees a minimum of four trumps and 13 HCP. Opener usually rebids conventionally to show whether he has a singleton or, if not, the number of high trump honors he holds, but he may jump in a new suit as an asking bid.

(5) 2/1 response (e.g., 2♣ in response to 1♠) normally shows at least 11 HCP. It is forcing for one round and guarantees that responder will bid again.

(6) Opening bids of 1♣ and 1♦ may be prepared with a three-card suit. After a major-suit response, opener jumps to four of his minor with a strong six-card suit and weak four-card support for responder's major, jumps to four of the major with strong four-card support and a weak minor suit, jumps to four of the other minor (or to 4♥ after a 1♠ response) with a singleton in the bid suit and a strong raise, or jumps to three of the other major with a strong, balanced hand and four-card support.

(7) Jump shift responses are weak, except by a passed hand in a non-competitive auction.

(8) Over one of a suit, a jump to 2NT by an unpassed hand is unlimited, at least 13 HCP, and a jump to 3NT is Baby Blackwood.

(9) After a third- or fourth-seat major-suit opening, responder jumps to 3NT to show a strong, distributional raise, jumps to 4♣ to show a distributional raise with slightly fewer high cards, or jumps to 4♦ to show a strong raise with no singleton or void.

(10) 1NT opening is 16-18 HCP. Responses of 2♣ and 2♦ are forcing and slam-try Stayman, respectively. 2NT forces opener to bid a minor; if responder then rebids a major, it shows a singleton. Jump responses to the three-level are weak, but mildly invitational in the major suits. Two-Way Stayman is also used over 2NT (21-23 HCP), except that 3♣ shows slam interest.

(11) Texas transfers.

(12) Gerber over notrump openings.

(13) 2♣ opening is forcing to game. 2♥ is the conventional negative response and 2♦ is an artificial positive response, showing the equivalent of an ace and a king. Responses of 2NT and 3NT show balanced hands with 8-9 and 10-12 scattered HCP, respectively.

(14) Weak two-bids (2NT the only forcing response by

an unpassed hand). 2NT and a raise of opener's major are invitational by a passed hand.

(15) 3NT opening shows a strong preempt in one of the four suits. If responder bids 4♣, he warns opener not to bid game in a minor.

(16) Negative Doubles.

(17) Responsive Doubles only after an overcall (e.g., 1♣-1♠-2♣- Dbl is responsive).

(18) Weak Jump Overcalls.

(19) Unusual Notrump.

(20) Bids in the opponent's suit are sometimes natural.

After 1♣ – Pass – 1♠, a bid of 2♣ or 2♠ would be natural.

(21) A takeout double may be light, 10 HCP with 4-4-4-1 or 4-4-5-0 distribution. A direct cuebid of opponent's suit is equivalent to a strong takeout double, 18 HCP or more.

(22) When an opponent overcalls 1NT, 2♣ is a weak takeout and double is a strong takeout, 8 HCP or more, and may be passed.

(23) When an opponent opens 1NT, 2♣ and 2♦ show the bid minor and spades, 3♣ and 3♦ show the bid minor and hearts, and double shows the major suits unless the notrump opening is weak, in which case it shows at least 15 HCP.

(24) After 1♥ or 1♠ – Pass – 1NT, 2♣ and 2♦ overcalls show the bid minor and the unbid major.

(25) After 1♣ or 1♦ – Pass – 1NT, 2♣ and 2♠ overcalls show the unbid minor with spades or hearts respectively, and double shows the major suits.

(26) In a competitive auction where a sacrifice may be considered, a double of a slam contract at equal or favorable vulnerability shows no defensive tricks.

(27) A balancing bid of 2♣ is equivalent to a light takeout double.

After briefly experimenting with a strong club method, Roth added some new features and modifications to the system in his book *Picture Bidding* (1991):

(28) 1NT – 3♦ = game in a minor; 1NT – 3♥ promises slam in a minor.

(29) 1NT – 3♠ = a strong three-suiter, forces 3NT and responder shows short suit.

(30) 1NT – 2♠ = weak minors.

(31) 2NT – 3NT = a weak hand with a long minor.

(32) 2NT – 3♠ = weak minors, 4♠ = good minors, 5♠ = slam in minors.

(33) 1♣ – 2♠ = 4=4=1=4 with 13-15 HCP.

(34) 1♥/1♠ – 3♣ = strong major-suit raise, slammish.

(35) 2♣ – 2♠ = positive response.

(36) 4♣ = good preempt in a major, solid suit plus outside length.

SCHENKEN SYSTEM (or SCHENKEN CLUB). An artificial 1♣ system devised by Howard Schenken and played by him in world championship competition in partnership with Peter Leventritt. The main features:

(1) 1♣ opening. Forcing and used on almost all strong hands. It shows a minimum of 17 HCP or the distributional equivalent. There are three types: balanced notrump type with 19-22 HCP; slightly unbalanced hand with 17 or more HCP, and strong distribution with 14 or more HCP.

1♦ is the conventional negative response, usually 0-6 HCP. 2♣ is also artificial, showing a semi-positive response of 7-8 HCP, including at least one king or ace, and promising a rebid. Other responses are positive, natural and forcing to game. After an overcall up to 3♦, a double is "positive," for takeout, and shows at least 9 HCP.

After a 1♦ negative response, showing in principle fewer than 7 HCP but perhaps 7 or 8 without the requirements for a 2♣ response: a non-jump suit rebid may be passed; a jump suit rebid is forcing for one round; a 1NT rebid shows 19-20 HCP; a 2NT rebid shows 21-22 HCP. Stayman is used after a 1NT response or rebid.

(2) One-bids in other suits are limited, with a maximum of 16 HCP. Responder normally passes with fewer than 8 HCP.

All raises and notrump responses are limited and non-forcing. A jump to game in a major may be based on high-card strength or distribution because the limited opening has excluded slam chances. A 3♣ response to a major is equivalent to a strong raise (16-17 points, including distribution) and requests opener to bid a singleton.

(3) 1NT opening is 16-18 HCP. A 2♣ response is non-forcing Stayman. 2♦ shows an unbalanced responding hand (with a singleton or void), no four-card major. It is game forcing and requests opener to show major suit stoppers.

(4) 2♣ is a natural opening with at least a good five-card club suit. A response of 2♦ asks opener to show a four-card major.

(5) 2♦. An artificial forcing opening bid used to locate specific honors. A 2♥ response denies an ace; other minimum responses are ace-showing, except that 2NT shows the ♥A. With two aces, responder jumps in the higher-ranking ace with touching aces, bids 3NT with non-touching aces, or 4♣ with the black aces. The opener follows with minimum rebids to locate kings and queens in the same way.

A 2NT rebid over 2♥ shows 23-25 HCP and may be passed. A 3NT rebid shows 26-27 HCP.

(6) 2♠ and 2♥ are weak two-bids, 8-12 HCP and a suit of reasonable strength. 2NT is the only forcing response.

(7) 2NT shows a minimum of five cards in each minor suit with 10-12 HCP not vulnerable, 13-16 HCP vulnerable.

(8) 3NT opening is based on a solid minor suit with 8-9 playing tricks and no side suit worse than Q-x.

(9) 3♣ shows a solid six- or seven-card suit, 10-15 HCP.

(10) Preemptive jump overcalls, depending on the vulnerability.

SHORT CLUB. Also sometimes referred to as the Phony Club, the short prepared or convenient club is an original opening bid made on a three-card club suit. It was first advocated by the Four Aces as a means of providing a comfortable rebid. In principle, it requires a minimum of Q-x-x (to support a lead), and failing this, opener may choose instead to open with 1♦. It is most often used by the disciples of systems that require five cards for a major-suit opening. For example:

♠ A 6 5 4
♥ A Q 3 2
♦ A 8
♣ 9 7 6

When playing five-card majors, the hand is opened with 1♣. When the hand contains two clubs and three diamonds, an opening 1♦ bid is usually preferred. It is essential in these systems for responder to mention his four-card major holding, if at all feasible, in order to find the all-important major-suit fit. All players, even those who initiate weak major-suit bids, will at times resort to the Short Club.

Some specialized bidding systems use an artificial 1♣ opening as an introduction to a very strong hand. The short club, per se, is not a system but an opening bid to facilitate future rebids, and may be passed by partner. When otherwise used, it is more properly Alerted as artificial and forcing. In such cases it does not promise any particular length or strength in the club suit itself. Related: Blue Team Club, 1♣ Systems, Orange Club, Precision Club, Schenken System and Vanderbilt Club.

Inexperienced players often assume that a 1♣ bid is likely to be short. Using standard methods, it is unlikely: a four-card or five-card suit is far more likely, and even a six-card suit is more likely than three. Related: Choice of Suit.

SHORT DIAMOND. Also referred to as the phony diamond. Many users of strong 1♣ systems, particularly those such as Precision that employ five-card majors, utilize a short diamond as a catchall for hands that are not suitable for other bids. This must be Announced, the statement being that the opening could be a based on a doubleton (or whatever system calls for). Depending on the system in use, a 2♦ response is natural and forcing.

It is sometimes called the loose diamond, the nebulous diamond or the phony diamond. The opponents may well choose to agree that against 1♦, a bid of 2♦ should be natural and not a cuebid.

A short diamond with three cards is a standard part of modern methods. It usually is based on 4=4=3=2 distribution but some players open 1♦ with 4=3=3=3 or 3=4=3=3 if the diamonds are better than the clubs.

SIMPLIFIED CLUB SYSTEM. Originated by Larry Weiss with considerable help from Danny Kleinman. It combines some of the features of the Blue Team Club and the Roman System:

(1) 1♣ shows 16 HCP or more, and responses show controls. A 2♣ rebid shows a stronger hand with game values, and the responses again show controls. A 2♦ rebid shows a strong three-suiter.

(2) 1♦, 1♥, and 1♠ guarantee a two-suited hand, at least 5-4, and the shorter suit is bid first unless it is clubs. 1NT is an artificial positive response showing at least 10 HCP. The suit immediately above opener's is an artificial negative, but responder is not required to use it if he has some fit with opener.

(3) 1NT is 12-15 HCP.

(4) 2♣ is 11-16 HCP and three-suited.

(5) Other two-bids show single-suited hands with 11-16 HCP. Club hands are shown by 2NT (14-17) or 3♣ (11-14).

SIMPLIFIED PRECISION. A version of Precision that differs from Standard Precision essentially in that (1) it uses no asking bids, (2) its 2♦ opening shows diamond length rather than diamond shortness, and (3) its four-level minor-suit openings are natural preempts.

SIMS SYSTEM. An obsolete system of contract bidding originated circa 1930-1932 by P. Hal Sims. The system stressed strong first- and second-hand opening bids (with corresponding "protection" by third or fourth hand); strong four-card biddable suits, with the opening bid made in the lower ranking. All opening bids of two or three in a suit were forcing, showing hands strong in honor value, but the three-bid showing length as well. Weak defensive bids were not made when vulnerable. The system also employed forcing overcalls and informatory doubles.

STANDARD AMERICAN. A nebulous term applied to the methods of bidding most commonly used in the United States. It approximates closely the methods formerly advocated by Charles Goren. Among serious tournament players, the weak two-bid is standard, while some rubber bridge players continue to use strong two-bids. Another debatable issue is the idea that jump bids by responder are always forcing. This is implicit in Goren's methods, but in North America, the trend has been toward expert methods that include limit bids, signoff bids and non-forcing jumps.

In the Eighties, the Goren methods gradually fell out of favor in tournament play. A majority adopted methods that may be called Eastern Scientific or 2/1 Game Force. The shift continued in the Nineties, and traditional Goren, with four-card major openings and a 1NT response to a major opening non-forcing, is no longer the norm. Nevertheless, players continue to describe their methods as "standard" when they use a modern style that is far removed from traditional Goren.

STANDARD AMERICAN YELLOW CARD. A system dictated by what can be found on the convention card that is often seen in restricted games and in some online contests.

The SAYC was created to be the required system used in a Standard Yellow Card event. The object was to provide a simple, modern method that led to a good, solid understanding in a partnership when both players have read this booklet.

Because this system was to be used by each pair, the game was free of a wide variety of possibly complex systems. There was no necessity to Alert or ask questions because everyone was playing the same method.

When play began on the Internet, players needing a quick way to establish the method to be used in a relatively casual partnership adopted the SAYC. It is also used by players who meet at the partnership desk a few minutes before the game starts.

Players may still exercise bridge judgment, such as opening a four-card major in third seat. The SAYC "normally five-card majors" approach can withstand an occasional deviation.

While there are no choices in the present-day SAYC, except for an SAYC event in which everyone must play the method as written, a pair could use the SAYC as a base and make one or two modifications. Those who do make modifications in an open game should announce that fact to the opponents. An opponent who believes a pair is playing straight SAYC will not know about any modification.

General Approach

Normally open five-card majors in all seats. Open the higher of long suits of equal length: 5-5 or 6-6.

Normally open 1♦ with 4-4 in the minors.

Normally open 1♣ with 3-3 in the minors.

A notrump opening shows a balanced hand and may be made with a five-card major suit or a five-card minor suit. 1NT = 15-17, 2NT = 20-21, 3NT = 25-27.

Stayman and Jacoby transfers over 1NT and 2NT openings; 2♠ relays to 3♣ (pass or correct to 3♦) for weak hands.

Regular Blackwood 4NT and Gerber 4♣ (over notrump).

Strong conventional 2♣ opening, 2♦ “waiting” in response.

Weak two-bids in diamonds, hearts and spades.

Carding is standard, leads are fourth best.

Ace from A-K leads against suit contracts.

Full details of SAYC are available at www.acbl.org.

STERN SYSTEM. The Vienna System, devised by Dr. Paul Stern.

STRONG PASS. Some bidding systems employ a forcing pass in first or second position as a form of opening bid. The method is sometimes identified as Forcing Pass, which can cause confusion with the entirely different bidding principle that is part of competitive bidding.

If the bidder opens by bidding a suit or notrump, he is indicating that his hand does not meet normal opening-bid standards. In most such systems, each bid has a special conventional meaning. If the opener has a full opening bid, he must pass, and it is up to partner to open the bidding, knowing his partner has good values.

Such systems cause serious disruption to opposition bidding. Most players do not know how to cope with such an unusual method. Such systems are not permitted in ACBL play or in world pairs events, and strong pass systems have largely been abandoned because sponsoring organizations place heavy restrictions on their use.

The first strong pass system was Marmic in Italy. The idea later became popular in Poland and spread to other parts of the world.

With restrictions, these systems are allowed in major world team championships such as the Bermuda Bowl. In the past, pairs from the Netherlands, New Zealand, Brazil and Poland, among others, have used strong pass systems. Even when permitted, the Strong (or Forcing) Pass is considered a highly unusual methods (HUM) system. Users must submit their conventions cards in advance, and they give up all seating rights. Related: Fert, Marmic and Weak Opening Systems.

SUPER PRECISION. A version of Precision used by Giorgio Belladonna and Benito Garozzo in which there are many specialized bids and asking sequences. It differs from standard Precision in the following essential respects:

Notrump responses to 1♣ are revised: 1NT is enlarged to encompass hands worth 8-13 HCP. A 2NT response shows 14 or more HCP, with no upper limit. A 3NT response shows a solid seven-card suit, with or without a side suit stopper. Opener's rebids over 3NT ask about high-card controls or identification of responder's suit.

Over interference with 1♣, controls are shown (A = 2,

K = 1). After a one-level overcall, a double shows 6 or more HCP with 0-2 controls, 1NT shows 3 controls and a stopper, 2♣ shows 3 controls without a stopper, 2♦ shows 4 controls, 2NT shows 5 or more controls. Bids of 3♣, 3♦, and one, two, or three of a major are all natural, showing 0-2 controls.

Over a two-level overcall, double shows a balanced hand with as many as 3 controls; 2NT shows 3 or 4 controls with a stopper; a cuebid shows 5 or more controls; suit bids are natural, showing unbalanced hands with 0-3 controls. Over a three-level overcall, the responses are similar.

2♦ opening may be 4=3=1=5 or 3=4=1=5, as well as 4=4=0=5 and 4=4=1=4. A 2NT response asks for clarification of distribution and strength. 3♣ and 3♦ rebids show the hands with three spades and three hearts respectively; 3♥ and 3♠ rebids show 4-4-1-4 distribution of minimum and maximum strength; 4♣ and 4♦ rebids show 4-4-0-5 distribution of minimum and maximum strength.

Super Unusual Positive is used in responding to 1♣ with 4-4-4-1 hands. An immediate jump to 3♣ shows a singleton in a black suit, a jump to 3♦ shows a singleton in a red suit; both show minimum high-card values. Opener's bid of the next suit asks where responder's singleton is: Responder bids the first step with the minor-suit singleton, or the second step with the major-suit singleton. Immediate jump responses of 3♥, 3♠, 4♣ and 4♦ over 1♣ show maximum values and a singleton in the next higher suit. Opener's bid of the next suit (responder's short suit) asks for controls – first step 4, second step 5, etc.

Three-level minor suit openings are offensive rather than purely preemptive. 3♣ shows a hand with seven playing tricks, a semi-solid club suit and an outside entry. 3♦ shows any solid seven-card suit with an outside entry. In response to 3♦, 3♥ is a signoff to play in opener's suit; 3♠ is a general constructive bid. Over 3♠, opener bids 3NT if he has a minor suit, 4♣ if his suit is hearts and he has a side void or singleton, 4♦ if his suit is spades and he has a side void or singleton. 4♥ and 4♠ are natural and deny a side void or singleton. Responder may ask opener where his shortness lies.

3NT opening shows a preemptive minor-suit opening similar to standard openings of 4♣ or 4♦. Responder retreats with a weak hand by bidding 4♣. Opener passes if his suit is clubs or corrects to 4♦.

Asking bids of several kinds are used after a 1♣ opening, each with its own series of responses. These include bids designated Alpha, in which opener asks about responder's support for opener's suit; Beta, in which opener asks about responder's length and strength in a particular suit; Gamma, which asks about trump honors; Delta, which asks about length and strength in a specific suit after a notrump bid or Stayman response.

Asking bids

Alpha Support Asking Bids. After a positive response in a suit, a new suit bid by opener asks about responder's support for opener's suit and his overall controls. Support is defined as Q-x-x or better. A hand with 0-2 controls is considered minimum, four or more controls is maximum, and three controls can be considered in either category. The responses are in five steps:

- 1st step: no support, minimum
- 2nd step: no support, maximum
- 3rd step: support, minimum
- 4th step: support, maximum
- 5th step: four cards, maximum

Further definition of responder's support may follow.

Beta Suit Asking Bids. After a negative 1♦ response to 1♣, a jump to 2♥ or 2♠ by opener is a Roman-style asking bid inquiring about responder's strength and length in that suit. The responses are the first eight steps set out in Roman Asking Bids.

Gamma Trump Asking Bids. Initiated by the 1♣ opener's single raise of responder's positive suit response. The responses show trump quality and length as set forth in Precision Asking Bids. Delayed trump asking bids are also available.

Delta Suit Asking Bids. After a positive response in notrump, a jump in a suit by opener is used to determine the number of cards and honors held by responder in that suit. The responses are: first step, no honors, doubleton or tripleton; second step, doubleton honor; third step, tripleton honor; fourth step, four headed by an honor; fifth step, two honors doubleton or tripleton, and sixth step, four headed by two honors.

Control Asking Bids. After a suit fit has been established, a direct bid of 4♣ is control asking. If cuebidding has begun, 4♣ is a cuebid. There is one exception: if responder's first bid suit was clubs, then 4♦ is the control asking bid. Responses are in steps, with the first step showing none or one. However, it may be agreed to vary the first step according to responder's previously shown strength. Related: Precision Asking Bids.

Special Suit Asking Bids. After a Control Asking Bid, a new suit by opener asks responder to show his length and strength in the new suit as follows: First step, void or singleton; second step, doubleton; third step, tripleton; fourth step, one of top three honors, any length; fifth step, two of top three honors, any length; sixth step, three top honors, any length.

SYMMETRIC RELAY. A modern relay system developed by a group of New Zealand players. It was first described by Roy Kerr and first played successfully in international championships by Paul Marston and Malcolm Sims. A major difference between Symmetric and the Ultimate Club is that, except for the negative 1♦ response, all Symmetric responses to the strong 1♣ opening are natural. This makes the system somewhat more acceptable to tournament committees and directors. Responder describes his distribution with sequences that usually end at the three level. Opener can then relay to find the number of controls and the location of high cards. If the response is a negative 1♦, a relay of 1♥ asks responder to use the normal descriptive sequences but two steps higher than they would otherwise be. The general structure is based on five-card major openings (as opposed to Ultimate, which uses four-card majors). In response to 1♦, 1♥ and 1♠, 1NT is used as a strong relay.

These relays were developed by Alan Truscott for use after other opening bids, as follows:

- (1) After 1♦, 1♥ or 1♠, 1NT starts similar relays. 1♠ – 1NT; 2♥ shows four hearts and long spades. 1♥ – 1NT; 2♥ shows four spades and long hearts. 1♦ – 1NT; 2♦ shows four

spades unless followed by 2♠, which shows three suits with a singleton. 1♦ – 1NT; 3♦, directly or indirectly, shows three suits with a void.

(2) 1NT is 12-15, may be 2=4=2=5 or 4=2=2=5, with 2♦ relays described under Two-Way Stayman.

(3) 2♣ shows a six-card suit. The 2♦ relay may lead to: 2♥ or 2♠, natural; 2NT balanced, with 3♦ relay; 3♣ unbalanced minimum; 3♥, 3♠ and 3NT showing unbalanced maximum hands with high, middle and low singleton. Higher shows void, similarly.

(4) 2♦ shows short diamonds, 2NT relay.

(5) 2♥ shows both majors, 2NT relay.

(6) 2♠ is a weak two-bid. Related: Relays Over Weak Two-Bids.

(7) 2NT shows 10-13 HCP with both minors, with 3♥ relay.

2/1 GAME FORCE. A method of bidding in which a two-level simple new-suit response by an unpassed hand to an opening suit bid is forcing to game, e.g., 1♠ – 2♣ or 1♥ – 2♦. When using this system, it is necessary to use the forcing 1NT response or the semi-forcing 1NT to a major-suit opening to handle certain types of intermediate hands. The method is used primarily in conjunction with five-card majors. The 2/1 forcing response allows the partnership to test slam possibilities while the bidding level is still low.

Some partnerships allow one exception: If responder bids and rebids a minor suit at a minimum level, he cancels the game-forcing message and opener may pass.

Many additionally allow a second exception: The bidding may end at four of a minor suit, although that introduces some ambiguity.

If there is interference, the situation changes completely. The majority view is that new suits are forcing but not to game. A minority still consider the new suit forcing to game, using jump shifts non-forcing. Related: Negative Free Bids.

Very few partnerships restrict the game-forcing meaning to major-to-minor auctions. The opener will frequently have a rebid problem. The BWS 1994 consensus was that opener, in difficulty, may rebid a five-card suit or rebid 2NT with an unstopped suit. He may not bid a new suit at the three level without extra shape or extra values. A raise of the responder's suit does not guarantee additional strength but is forcing. A single raise of opener's second suit is forcing but does not show extra values (some, by agreement, play that it does).

Experts using 2/1 in response to a major were in a slight minority in BWS 1994. Only one-third of experts favored making 1♦ – 2♣ a game force.

2/1 RESPONSE. A minimum response in a lower-ranking suit to an opening suit bid. For example, 1♥ – 2♣. Traditionally, the minimum strength required for this response is 10 HCP in standard methods. Rather more is required in Roth-Stone and Kaplan-Sheinwold. In those systems, the 2/1 responder guarantees a second bid. In Acoll, a 2/1 response originally did not guarantee as much as 10 HCP, although Acoll adherents are now more conservative.

The maximum strength for a 2/1 response tends to be just

short of a jump shift – *i.e.*, about 17 HCP in standard methods or about 15 HCP in Acol. But many strong hands are unsuitable for a jump shift, so there is effectively no upper limit.

The longest suit is usually chosen for the response, and if two five-card suits are held, the higher-ranking is given preference. If the sequence is specifically 1♠ – 2♥, the responder virtually guarantees a five-card suit, and opener can raise confidently with three-card support or conceivably with a doubleton. Any response in the suit immediately lower in rank is likely to be at least five cards (1♥ – 2♦ or 1♦ – 2♣).

How far the 2/1 response is forcing is a debatable point for those who do not use the game-forcing treatment. Most experts play that the bid guarantees a rebid. The exception is 1♦ – 2♣, which some play as not guaranteeing a rebid. Related: Choice of Suit, Up the Line, Bridge World Standard, Eastern Scientific and Western Scientific.

ULTIMATE CLUB. The first totally integrated relay system to achieve notable success in tournament play. It is based on ideas propounded by Dave Cliff of Basking Ridge NJ, and was developed and refined by Matthew Granovetter, Ron Rubin and Mike Becker.

The advantage of the system, and of other relay methods, is that it greatly increases the number of meaningful auctions. The relay is a meaningless bid (usually but not invariably a minimum action) that asks partner to describe his hand further.

After a strong 1♣ opening, the responder describes his hand in three stages: the number of aces, kings and queens; the exact distribution; and the location of the high cards. In response to 1♦, 1♥ or 1♠, 2♣ by the responder is a relay, an artificial game force requiring a description by the opener. 2♦ in response to one of a major is an artificial invitation.

In response to 1NT, 2♣ is a relay requiring an exact description. Related: Relay Systems.

UNUSUAL POSITIVE. A set of artificial jump responses to a Precision 1♣ opening to describe 4-4-4-1 distribution.

VANDERBILT CLUB. Harold S. Vanderbilt, who codified the game of contract bridge in 1925, was the first to advocate use of a 1♣ opening bid as an artificial bid to show a strong hand, and of a 1♦ artificial negative response to show a weak hand. He wrote three books, now long since out of print, on his Club Convention prior to 1934.

After a lapse of about 30 years, interest in 1♣ systems revived. The Blue Team Club, which helped to win many world championships for Italy, uses an opening 1♣ convention very like the Vanderbilt Club, and the Schenken System, used in two world championships, is an even closer relation.

In 1964, Vanderbilt wrote a modernized version of his system titled *Club Convention Modernized*, which may be summarized as follows:

(1) Opening bids of 1♦ (perhaps three cards), 1♥ or 1♠ (both perhaps four cards), 2♣ (good five-card suit or longer) are limited, usually fewer than 16 HCP.

(2) Opening bids of 1♣ show hands with 16 or more HCP. 1♦ is the negative response. Other minimum responses show two aces or their equivalent. 2♥ and other single jumps show

solid five-card suits. 3♥ and other double jumps show one-loser six-card suits. 1NT response is strong, with an honor in every suit.

(3) Opening notrump bids. 1NT shows 16-18 HCP; 1♣ followed by 1NT, 19-20 HCP; 2NT, 21-22 HCP; 1♣ then 2NT, 23-24 HCP; 1♣ then 3NT, nine tricks and all suits stopped.

(4) After interference over 1♣, double, redouble and jump bids are positive and forcing. Minimum actions are encouraging but non-forcing.

(5) Other opening bids include weak two-bids, solid 3♣ and 3♦, sound 3♥ and 3♠.

VIENNA SYSTEM. Based on an artificial 1♣ bid for hands of normal strength and an artificial 1NT bid for strong hands. Devised in 1935 by Dr. Paul Stern, this was the first highly conventional system to achieve international success. Also known as the Austrian System, it has been played in many countries. In postwar years, its main adherents have been in Iceland and Australia.

The Bamberger point count (7-5-3-1) was originally used, but many Vienna players have preferred the standard 4-3-2-1 point-count employed in the following system summary.

(1) 1♣ shows 11-17 HCP and no suit except clubs longer than four cards. 1♦ is the negative, or Herbert, response showing 0-7 HCP. With a six-card or longer suit, an alternative negative response is available: a negative jump to two of a major or three of a minor suit. Over 1♦ the opener rebids cheaply, as in the Roman System.

Responses of one in a major or two in a minor are positive but limited, showing 8-11 HCP. Opener can pass or make a natural rebid; any jump rebid would be encouraging but not forcing.

The strongest response to 1♣ is 1NT, artificial, showing 12 HCP or more. This almost always leads to game, but the responder can pass if the opener rebids 2NT at any stage.

(2) 1♦, 1♥ and 1♠ show a five-card suit with 11-17 HCP. Responses are standard except that 2NT is limit and nonforcing.

(3) 1NT shows at least 18 HCP and is unlimited; any distribution is possible. With 0-7 HCP, the responder gives a negative response of 2♣ or a negative jump to 3♦, 3♥, or 3♠.

With 8 HCP or more, responder bids a five-card suit, but the jump to 3♣ is made only if the suit is very strong. With a broken five-card club suit, the response is sometimes 2NT, which denies a five-card diamond suit and also a total of five cards in the major suits. For other hands containing between five and eight cards in the major suits the response is 2♠, which is therefore a two-way bid.

After a negative response of 2♣, a rebid of 2♦ asks for a major suit. It is a forerunner of the Dynamic Notrump, a key feature of Romex.

(4) Two-bids were designed to be specialized asking bids, but most adherents of the system prefer standard methods.

(5) Three-bids in a minor are strong, with a powerful suit and an outside trick.

(6) Other opening bids are standard.

VIKING CLUB. A relay system devised by Glenn Grotheim of Norway and presented in his book, *The Viking Precision Club*, co-authored with Alan Sontag.

General approach

Strong 1♣ and five-card majors.

Relays (asking for more information) are possible after opening bids of 1♣, 1♦, 1♥, 1♠, 1NT and 2♣.

1NT opening shows 14-16 HCP, possibly with a five-card major or six-card minor.

Special opening bids

At favorable vulnerability, 1♥, 1♠ and 2♣ have a range of 9-15 HCP. The bids show 11-15 at other vulnerabilities. 2♣ is a natural bid, usually showing six or more in the suit.

2♦ = Multi (weak two-bid in a major, possibly only five in the suit), 2-10 HCP.

2♥ (at favorable) = 4-4 or better in the majors, 2-8 HCP.

2NT = five hearts and five of a minor, 9-12 HCP.

Other special bids

In response to 1♣,

1♦ = 0-8 HCP.

1♥ = five or more spades, 8+ HCP or 14+ HCP balanced.

1♠ = five or more hearts, 8+ HCP.

1NT = 9-13 HCP balanced.

2♣ = five or more diamonds, 8+ HCP.

2♦ = five or more clubs, 8+ HCP.

2♥ = 4/5 or 5/4 in the minors, 8+ HCP.

2♠ = 8-11 HCP, 4-4-4-1 (any singleton).

2NT = 12+ HCP, 4-4-4-1 (any singleton).

3♣ = solid six-card suit.

3♦ = solid seven-card suit.

2♦ response to an opening bid of 2♣ is artificial, asking further description.

1NT in response to a major-suit opening is a game-forcing relay.

2♣ response to a major-suit opening shows any invitational hand.

2NT response to a major-suit opening shows four-card support, any singleton and 6-9 or 10-12 HCP.

Carding includes Smith Echo, complex agreements on count and attitude depending on whether partner or declarer is leading.

VOLMAC PRECISION. Strong club system developed by Benito Garozzo for the training of the Dutch Volmac group. A computer program of the system was demonstrated during the 1980 Olympiad in Valkenburg.

WALSH SYSTEM. A style of bidding popular in the West, sometimes known as Western Roth-Stone, West Coast Scientific or Western Scientific. Its chief architect was Richard Walsh.

The main features are: (1) five-card majors; (2) 1NT response forcing; (3) limit major raises; (4) negative doubles; (5) 2/1 response to an opening bid is game forcing; (6) after 1♣, routine bypassing of diamonds to bid a major without game-forcing strength; (7) inverted minors; (8) limit 2NT and 3♣ response to 1♦, other jump shifts weak; (9) unbid minor forcing after 1NT rebids, and weak canapé jumps in

unbid minor; (10) after 1♦ – 2♣, 2♥ or 2♠ can be minimum balanced; (11) Stayman, Jacoby and Texas transfers; (12) 1NT – 2♠ is Minor-Suit Stayman, a weak hand with diamonds or weak with both minors; (13) the 2NT response is a puppet to 3♣, with weak clubs or a strong three-suiter; (14) over a 1NT opener, 3♣ and 3♦ are invitational.

Over a 2♣ response to 1♦, opener has specialized responses: 2♥ or 2♠ shows a four-card suit and no extra values; 2NT shows 4=4=3=2 distribution and no extra values, and 2♦ usually shows five or more diamonds, but may be forced with 3=3=4=3 distribution and poor clubs.

Other methods include Mathe Asking Bid; Competitive Double; New-Minor Forcing; Namyats; Negative Double, Responsive Double and Wang Trump Asking Bid.

WESTERN SCIENTIFIC. Originally devised by Richard Walsh in the Sixties and described in books by Max Hardy.

Many of the elements are identical with those listed under Eastern Scientific. Distinctive features are:

(1) 1♦ response to 1♣ denies a four-card major unless responder is strong.

(2) Limit raise promises a singleton.

(3) Swiss raises instead of splinters.

(4) After 1♦ – 2♣: 2♦ may be 3=3=4=3 with poor clubs; 2♥ or 2♠ shows a minimum hand with a four-card suit, denying the other major; (iii) 2NT shows 4=4=3=2 with minimum values.

(5) Mathe asking bids.

WEAK OPENING SYSTEMS. The original work on Weak Opening Systems (WOS – also known as Strong Pass and Forcing Pass) was done in Poland, primarily by Lukosz Slawinski. It took the theory behind a strong-club system one step further. The major difference is that if you pass with a good hand, you must open even with a Yarborough. This weak bid, also called a Fert (or “fertilizer” in an obvious reference), normally shows 0-7 HCP. With 8-12 HCP, the most common point range, openings were made according to a set of agreed-upon bids. A pass shows 13 or more HCP.

These systems are known as dominant because they force the opponents into a defensive position on most deals. The opponents use their own bidding system only when they deal and the dealer opens. At all other times, the WOS pair dictates the form of the auction.

There are many weak opening systems. Here are three from Poland, with the initial actions listed.

Regres

Pass: 13 or more HCP.

1♣: 8-12 HCP and a catchall opening for any hand that doesn't fit anywhere else.

1♦: 0-7 HCP.

1♥/1♠: 8-12 HCP with three or four cards in the bid suit; perhaps a five-card minor on the side.

1NT: 8-12 HCP with at least five cards in one of the majors.

2♣/2♦: 8-12 HCP with at least five cards in the bid suit; no major.

2♥/2♠/2NT/3♣: 8-12 HCP with a 5-5 or 6-4 shape

No Name

Pass: 13 or more HCP.

1♣: 8-12 HCP with at least 3-3 in the majors (at most 5-4 but not 5-3).

1♦: 0-7 HCP.

1♥/1♠: 8-12 HCP with at most two cards or at least six cards in the bid suit.

1NT: 8-12 HCP with five hearts and four clubs or five spades and four diamonds.

2♣: 8-12 HCP with five hearts and four diamonds or five spades and four clubs.

2♦: 8-12 HCP with 5-3-3-2 shape and either five-card major.

2♥/2♠/2NT/3♣: 8-12 HCP with a 5-5 or 6-4 shape

Delta

In this unusual system, the opener shows his shortness before his long suit. This helps responder decide immediately how well the hands are fitting.

Pass: 13 or more HCP.

1♣: 8-12 HCP and any hand with no singleton or void.

1♦: 0-7 HCP.

1♥: 8-12 HCP and any hand with a singleton or void in hearts, or a singleton or void in clubs and either a long major or a 5-5 shape.

1♠: 8-12 HCP and any hand with spade shortness.

1NT: 8-12 HCP with diamond shortness and a long major or a 5-5 shape.

2♣: 8-12 HCP and all other hands with diamond shortness.

2♦: 8-12 HCP with club shortness and long diamonds.

2♥: 8-12 HCP and all other hands with a club shortness.

It is possible to modify this system to avoid the strong pass. Then pass shows 0-11 HCP, 1♦ is any 17-plus pointer and the other bids are as above but with 12-16 HCP.

In all these systems, if responder has a good hand, he

continues the auction with a relay, opener describing the complete shape of his hand. Then responder has two choices: continue the relay with asking bids or employ the End Signal. The End Signal is a bid of 4♦. It asks opener to puppet with 4♥, whereupon responder names the final contract.

In Australia and New Zealand, some modifications were introduced. The “bid of misery” varied with the vulnerability, going as high as 1♠ when non-vulnerable against vulnerable. And the systems all employed the Symmetric Relay rather than the Polish structures.

One of the earliest possibilities included using one-under opening bids: 1♦ was equivalent to a normal 1♥ opening and 1♥ was equivalent to 1♠.

Whenever a relay system is employed, the ideal is that the known hand, the one that has been described, becomes the dummy, keeping the unknown hand hidden. This scheme tries to increase the chance that this will happen.

In the original form of Moscito, a 1♦ opening showed at least 4-4 in the majors. An opening of one of a major showed at least four cards in that suit, fewer than four cards in the other major, and possibly a longer minor. A 1NT opening showed a balanced hand without a four-card major – so Stayman asked for three-card majors!

There is much more to all of the weak opening systems, but although the systems are dominant, they have been unpopular with officialdom. The methods are permitted in so few events that many pairs, unable to practice to their satisfaction, have abandoned them. Related: Rule of Eighteen, Strong Pass and HUM Systems.

WINSLOW SYSTEM. Created by Thomas Newby Winslow of East Orange NJ. He wrote bridge books and designed systems. His book, *Win With Winslow*, described a system much like that of the Four Aces System.



Eric Rodwell



Jeff Meckstroth

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CARD PLAY

The essence of the game of bridge – in fact, the bottom-line objective – is to take as many tricks as possible. For some, accurate dummy play is second nature. For others, extra study is required to rise above minimum competence. There are literally hundreds of good books on declarer play available for anyone willing to work at becoming a good declarer or defender. You can learn a lot by reading this chapter carefully.

ASSUMPTION IN PLAY. Assumption is a basic element of dummy play and defense. Any finesse, for example, may be taken on the assumption that it will win. In planning the play or defense of an entire deal, declarers and defenders must often assume that the cards lie in such a way that the contract can be made or defeated. They proceed on the assumption that such a lie of the cards exists.

♠ 10 6 4 2
♥ A 3
♦ A Q 5 4
♣ K 9 3

♠ Q
♥ K J 9 6 4 2
♦ K 3 2
♣ 6 4 2

South plays at 4♥ after opening a weak 2♥ bid. West leads the ♠3. East wins the ace and shifts to a club, and West takes the ace and returns the ♣Q. East ruffs dummy's king and leads a low spade. South ruffs and leads a heart to the ace, West following with the 10. Should South finesse the jack on the next heart or put up the king?

South knows that West holds six clubs and at least three spades, and South must assume a 3-3 diamond break because he needs a discard for his losing club. South should therefore play West for 3-1-3-6 distribution and finesse the ♥J.

♠ K 9 5
♥ K J 10 8 5
♦ A J 3
♣ 7 3

♠ 8 2
♥ A 3 2
♦ Q 8 6 5
♣ Q J 10 2

♠ 7 3
♥ 9 7 4
♦ K 10 2
♣ A 9 8 5 4

♠ A Q J 10 6 4
♥ Q 6
♦ 9 7 4
♣ K 6



West	North	East	South
			1♠
Pass	2♥	Pass	2♠
Pass	4♠	All Pass	

West leads the ♣Q, and East wins the ace. East knows the defense cannot prevail if South has solid trumps and the ♥A. East must assume that West has one major-suit trick, but it is too much to expect him to have two. Hence, East must assume that West has the ♦Q. It is essential to shift to a diamond at the second trick, giving declarer no time to draw trumps and set up the hearts for discards.

When a contract depends on the position of two or three key cards, it often helps to make a definite assumption about one of them. If you can afford to have it wrong, assume that it is wrong; if you must have it right, assume that it is right and build up your picture of the opposing hands on that basis.

Here is a difficult example of a second-degree assumption, quoted from *The Expert Game* by Terence Reese.

♠ A K 10 6 3
♥ Q 5
♦ Q 4
♣ K Q 6 2

♠ Q J 9 4 2
♥ 7
♦ A J 6 3
♣ 8 7 4

West deals at game all (both sides vulnerable) and the bidding goes:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	Dbl	2♥	3♠
Pass	4♠	All Pass	

West leads the ♥K and continues with the ♥A. South ruffs and draws trumps in two rounds. What should he play next? The contract will fail only if South loses two tricks in clubs and one in diamonds. Suppose that he leads a club, which looks obvious. If East holds the ♣A, then surely West will hold the ♦K and South will be defeated. By playing a diamond first, on the other hand, South is completely safe. If West holds the ♦K, and puts it up, there will be two club discards on declarer's ♦A J. But if East holds the ♦K, then West will surely hold the ♣A. It is a puzzling but instructive hand. This is the distribution against which South has to guard:

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

Related: Mathematical assumptions.

ATTACKING LEAD. A risky lead from a high-card combination such as A-Q, K-J or an unsupported high honor in an active attempt to win or establish fast tricks. This is common against a notrump contract, but less common against a suit contract when a passive lead is often called for. Related: Opening Lead.

The term "attacking lead" used to be applied to a lead from an honor sequence, but this meaning is obsolete.

Several situations deserve special mention:

- (1) An attacking lead is desirable when the leader holds four or more trumps or can deduce that his partner holds four or more trumps.
- (2) An attacking lead is desirable when the opponents have reached a suit game tentatively after bidding three suits. For example:

<i>West</i>	<i>East</i>
	1♣
1♥	1♠
3♣	4♣
5♣	

The opening leader can expect his partner to have any missing high diamond honor because both West and East have avoided notrump. It is probably desirable to take diamond tricks before declarer can get discards.

(3) An attacking lead has to be considered against a contract at a high level, either in a suit or notrump, if the bidding suggests that declarer will have a long side suit in his hand or the dummy.

(4) An attacking lead should not be made against a grand slam but is far more attractive against a small slam. Related: Tempo.

AVOIDANCE. A plan of play designed to prevent a particular opponent from gaining the lead.

There are two main reasons for pursuing such a plan. First, it may be necessary to prevent a defender with established winners from gaining the lead, especially at notrump. Second, declarer may have a suit combination that is vulnerable to a lead from a particular side.

Both aspects of avoidance arise if either of these suit combinations is held:

(a)	(b)
<i>Dummy</i>	<i>Dummy</i>
3 2	2
<i>Declarer</i>	<i>Declarer</i>
A J 4	K J 4 3

In each case, South is playing 3NT. West leads the 5 to East's queen. If South wins the trick, East becomes the danger hand, but if South holds up twice, West becomes the opponent to be feared. South's play at the first trick must therefore be determined by an examination of the entire deal to discover which opponent is more likely to secure the lead. If a vital king or queen is missing in a side suit, it is usually obvious which opponent may gain the lead. If the missing card is an ace, there will often be an inference available from the bidding. In the examples above, West would be likely to have a side ace if he has volunteered a bid, and unlikely to have one if he has passed throughout.

The suit combination that most commonly indicates the need for an avoidance play is a guarded king or the equivalent: a guarded queen when one top honor has been played or, as in the examples already cited, a guarded jack when two top honors have been played; a guarded 10 would operate in the same way if three honors have been played.

If declarer may have to lose the lead twice, the danger suit may be one in which he has one sure guard and a partial guard:

(a)	(b)	(c)
<i>Dummy</i>	<i>Dummy</i>	<i>Dummy</i>
J 4 3 2	A 3 2	K 3 2
<i>Declarer</i>	<i>Declarer</i>	<i>Declarer</i>
A 10	Q 4	Q 4

In each case, the right-hand opponent is the danger hand. In (a) and (b) there is a certainty of two stoppers if the suit is led from the left. In (c), suppose that the left-hand opponent holds the ace. Declarer then has two tricks if the suit is led from his left, but only one trick if it is led from the right.

The danger hand may suddenly change. Suppose that in (a) the danger hand secures the lead and plays a low card. The 10 loses to an honor, and the ace is knocked out. The left-hand opponent has suddenly become the danger hand: He may have one low card remaining, which he can lead to allow his partner to score two tricks.

Similarly, in (c), the right-hand opponent may gain the lead and play a low card. Declarer puts up the queen, which holds the trick. Now the left-hand opponent must not be permitted to gain the lead.

Avoidance play may require unusual handling of a suit that needs development.

(d)	(e)	(f)
<i>Dummy</i>	<i>Dummy</i>	<i>Dummy</i>
K J 8	K 9 2	K 9
<i>Declarer</i>	<i>Declarer</i>	<i>Declarer</i>
A 10 9 5 2	A J 4 3	A Q 4 3 2

The left-hand opponent is the danger hand. In (d) declarer runs the 10 or 9: It would be quite wrong to play the ace first, because the queen may have three guards. In (e) a deep finesse of the 9 is taken if South is trying for three tricks. The danger hand can secure the lead only if it has both the missing honors. In (f) the 9 is finessed with the virtual certainty that it will lose (if the danger hand held both honors, he would play one). This ensures four tricks against any normal break and keeps the danger hand from the lead unless it has J-10-x-x.

Another type of avoidance play is possible in this situation:

	A K 3 2	
Q 8 7		J 10 9
	6 5 4	

South needs three tricks in this suit, but must not permit East to gain the lead. Declarer leads twice from his hand, permitting West to win a trick with the queen if he plays it at any stage. If West is able to make a discard on the suit led from dummy back to declarer's hand, he can thwart South's plan by the spectacular discard of his queen. Related: Loser-on-Loser and Duck.

BACKWARD FINESSE. An unnatural finessing maneuver described in Advanced Plays that may sometimes be made for special reasons.

BATH COUP. A simple hold-up of the ace when the jack is also held:

(a)	4 3 2	
K Q 10 9 6		7 5
	A J 8	
(b)	A 3 2	
K Q 10 9 6		7 5
	J 8 4	

In each case, the king is led and is allowed to win. If declarer holds two low cards, as in (b), he should generally play the higher one. This play may cause West to think that East has begun a high-low, and induce him to continue the suit to South's advantage.

The play dates from the days of whist, and is presumably named after the English town of Bath.

BLOCK. A situation in which entry problems within a particular suit make it difficult or impossible to cash winners or possible winners in that suit. This occurs when both members of a partnership (the declaring side or the defense) hold significant honor cards, and one of them has no accompanying low cards. For example:

<i>North</i>	<i>North</i>
K Q J 10	Q J 3 2
<i>South</i>	<i>South</i>
A	A K

In these cases, the block is complete, and the honor cards

in dummy cannot be utilized unless a side entry is available. Sometimes the block may be less embarrassing:

<i>North</i>	<i>North</i>
A J 4 3 2	A 4 3 2
<i>South</i>	<i>South</i>
K Q	K Q J

If there is no side entry to dummy, South must overtake his last honor with dummy's ace. He needs a 3-3 division of the defenders' cards to make more than three tricks.

The general rule for resolving blocked situations, or for avoiding unnecessary blocks, is that high cards must be played from the shorter hand as quickly as possible. Related: Unblockking.

BLOCKING. Playing so as to create a block in the opponent's suit. For example:

	♠ A 5 2	
♠ K 10 7 6 3		♠ Q 8
	♠ J 9 4	

West leads the ♠6 against 3NT. The normal play is to hold up the ace twice, but this is useless if West, rather than East, is likely to gain the lead. If West is more likely to gain the lead first – or if declarer can keep East off play – South should put up dummy's ace, abandoning the chance that the lead is from king-queen. Whenever East holds a doubleton honor, the spade suit is blocked for the defense. Note that if the defensive entry was held by East, it would be imperative for East to play the queen under the ace at trick one.

Other positions:

	♠ A 6 4	
♠ Q 9 8 5 3		♠ K J
	♠ 10 7 2	
	♠ 8 6	
♠ A 9 4 3 2		♠ K J 10
	♠ Q 7 5	

When East wins the lead of the ♠3 with the king and returns the jack, South should cover and thus block the suit. He assumes that West's 3 is an honest fourth-best lead, in which case West cannot have six spades, and East cannot have a doubleton.

If there were two low spot cards missing, suggesting a six-card suit with West, South should play low on the jack.

	♠ A 3	
♠ K J 7 5 4		♠ Q 8
	♠ 10 9 6 2	
	♠ 7 5	
♠ Q 6 2		♠ A 10 9 8 4
	♠ K J 3	


West leads the two to East's ace, and the 10 is returned. If South judges that West had led from an honor, he puts up the king and achieves a block. Related: Unblockking.

CARD READING. Drawing correct inferences about the nature of the opponents' holdings and distribution from information disclosed by the auction and the fall of the cards.


♠ A 8
♥ K Q J 7 6
♦ J 8 7
♣ 6 5 3

♠ Q J 10 4 3 2
♥ A 5 3
♦ A K
♣ 10 7

South plays in 4♠ after East has opened the bidding with 1♣. West leads the ♣2 and East wins with the ace, and shifts to the ♥9. A seemingly secure contract is now in some jeopardy. East clearly has a singleton heart and very likely three trumps including the king. Obviously his plan is to win the second trump lead and put partner in with a club honor for a heart ruff. Declarer can foil this defense by playing East for the ♦Q (not unlikely on the bidding). Winning the heart in dummy, he plays off the ♦A and ♦K before crossing to the ♠A. The ♦J is led from dummy, East covering and South discarding his last club, thus effectively severing communication between the defenders. This is known as a Scissors Coup. The complete deal:

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

Combining accurate card-reading with counting often provides valuable clues for the defense. Careful examination of the evidence provided East with the opportunity to defeat the contract on this deal:

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

The bidding was:

<i>South</i>	<i>North</i>
1♣	1♠
1NT	2NT
3NT	

West led the ♥2, East's 10 losing to declarer's ace. A club was led to dummy's ace, followed by the ♣J, declarer playing low and West discarding the ♦2. The ♦Q was taken by East, and he reviewed the situation.

He knew that South had four club tricks, and at least two in hearts. What about the diamonds? West's diamond discard on the second club was revealing: He is unlikely to have parted with one from 10-x-x-x or J-x-x-x.

Could West have started with five diamonds? Not very likely, for in that case he might have led one. South can therefore be assumed to have three diamond tricks, enough for his contract, when he regains the lead. The only hope for the defense seems to lie in spades. If East's estimate of the situation is correct, then West had started with a 4-4-4-1 distribution, marking declarer with a singleton spade – very likely the king, considering the bidding.

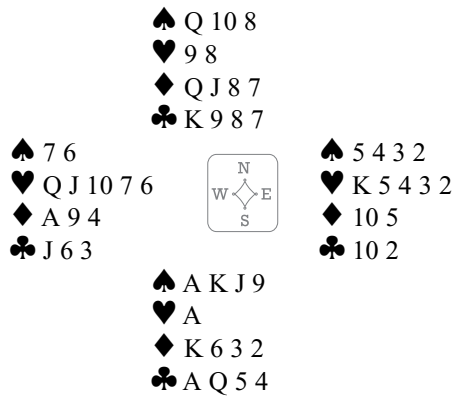
Declarer's play of the club suit seems to bear this out. Having a two-way finesse, he chose to take it into the hand that was less likely to shift to spades if it lost. On this reasoning, East lays down the ♠A, dropping declarer's king, and continues with a low card to his partner's jack. A third round of spades permits East to score the Q-9 to defeat the contract. Declarer would have been better placed by leading a diamond to the queen at trick 2. Now East would not have enough information to find the ♠A shift. Related: Counting and Inference. Books with full discussions of card reading include *Card Reading* by Eric Jannersten, *The Art of Card Reading at Bridge* by Fred Karpin, *Bridge Logic* by Hugh Kelsey, *All 52 Cards* by Marshall Miles and *How To Read Your Opponent's Cards* by Mike Lawrence.

COMMUNICATION. The ability to transfer the lead from one hand to the opposite hand. This applies to defenders and to declarer.

COMMUNICATION PLAY. A play intended to preserve or establish communication (transfer of the lead) between partnership hands to make it possible at a strategic time to lead from a certain hand. It can also be a play to destroy the opponents' means of communication. Related: Deschappelles Coup, Merrimac Coup, Scissors Coup, Duck, Entry and Hold Up.

CONTROL MAINTENANCE. A strategy aimed at preventing a defender from gaining the mastery of a particular suit. In notrump contracts, a holdup play is often the key to control. In trump play, control usually refers to the struggle against a defender holding trump length. The following example is from *Reese On Play* by Terence Reese.

A fairly well-known stratagem to avoid losing control of trumps is to refuse to ruff until dummy can cope with the suit that the opponents have led:



The ♥Q is led against 4♠. If declarer draws three or four rounds of trumps, the 4-2 split is fatal for him. The right play is to draw two rounds of trumps and then clear diamonds. West wins with the ace and plays a second heart; South discards a club from his hand, and any further heart leads can be dealt with in dummy.

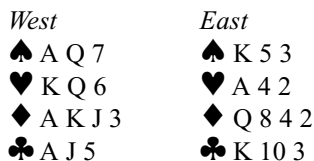
In the play of this contract, declarer used two stratagems to protect himself from losing control: He cleared the side suit before drawing a third round of trumps, and he refused to ruff the second heart.

COUNTING. Deducing the location of high cards and the layout of the hidden hands from information gained during the bidding and early stages of play.

On many deals, the crucial play depends on the distribution of one particular suit. By observing or projecting the distribution of the other three suits, a player may be able to deduce how the key suit splits, even if that suit has not yet been led.

The procedure used is simple arithmetic, based on two facts: Each suit has 13 cards and each player starts with 13 cards.

The following is an elementary illustration of the basic technique of counting the hand: A decision that, at first glance, is a pure guess reduces to a certainty as a result of the play of the other suits.



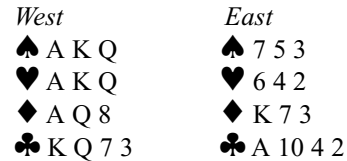
West plays 7NT, with the ♠J led. Declarer should delay his decision in clubs to the very end, by first cashing all his winners. South follows twice to each major, but discards clubs on the third round of each. He then follows to three rounds of diamonds, while North discards a heart on the third round. North is known to have started with five cards in each major and two diamonds, so he can have only one club. West cashes dummy's ♣K and (unless North drops the queen) finesses through South with certainty.

In the above example, counting made declarer's final play a sure thing. More often, counting will indicate which play has the highest probability of success.

Suppose South had followed to four diamonds. Now it would be known that he started with five clubs, leaving North with two clubs. West should finesse through South as before, this time with odds of five to two that South has the missing queen. When declarer finally takes the finesse, each defender

has only one unknown card, but the odds determined from the count of the initial distribution are unchanged. Related: Probabilities, a posteriori and a priori.

In the previous illustration, declarer's problem was simply which way to take a finesse. Sometimes counting will help declarer decide between a squeeze and a finesse. Sometimes it will point up the necessity to handle a problem suit in a way radically different from what he would otherwise have attempted.

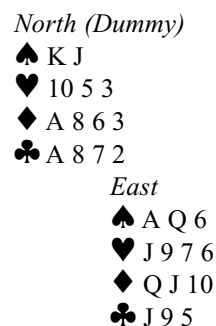


Again West plays 7NT, with the ♠J led. Apparently West must cash the ♣K and ♣Q, hoping that North has two or more clubs or that the jack is singleton. But before playing clubs, West should cash his major-suit winners. On the third round of each, South discards diamonds. West then cashes the ♦A and ♦Q, both opponents following. Counting North's hand – five spades, five hearts, and two diamonds – shows that he has at most one club, which must be the 8, 9, or jack if West is to make the contract. So West abandons the normal play in clubs, and instead leads the 3 to dummy's ace. If North follows with the 8 or 9, declarer leads a club from dummy and covers South's card, using the carefully preserved ♦K as a re-entry for a second finesse if South splits his holding.

The preceding examples were played at notrump, so declarer could find out what he needed to know by cashing his winners and noting when the opponents showed out. In a suit contract, this type of play runs the risk that an opponent will ruff. However, in a suit contract, declarer may be able to get a count by using his own trumps for ruffing. For example, if dummy has A-K-x-x in a side suit, and declarer has two low, declarer may be able to ruff the suit twice in his hand. He does not gain any tricks by doing this: his long trumps were winners anyhow. In fact, in the process of ruffing he destroys any squeeze or throw-in threat in the suit, but he is sure to obtain the count of the suit, if that is the crucial factor in the play of the rest of the deal.

So far, we have considered only cases where declarer's information on the count was gained during the play. Inferences about suit lengths may also be drawn from the opponents' bidding (or failure to bid), from the opening lead and from defenders' plays or signals. These inferences are, of course, not as firm as when a player fails to follow suit. Related: Discovery.

Defensive play. Counting is as important for the defenders as for the declarer.



South plays in 5♦, no other suits having been bid. West leads the ♠5. East wins and leads a second high spade, which South ruffs. South cashes ♦K and ♦A. West follows once, then discards a spade. South now cashes the ♥A, ♥K and ♥Q (West following three times), then leads a diamond. East wins and counts declarer's hand: one spade, three hearts, five diamonds, therefore four clubs. So East does not fall for declarer's trap – he does not return a club, jeopardizing West's doubleton king or queen. Instead he leads a major, yielding a useless ruff and sluff, and eventually sets the contract with a club trick.

In addition to absolute counts (previous example) and inferential counts from the bidding, the defenders have a counting aid not available to the declarer: the count signal. Most experts use such signals sparingly, to help partner in the play of one specific suit. The policy of some experts is to signal length in all suits when they think partner will profit more than declarer from a complete count of a deal.

In general, when partner is unlikely to be misled, a defender should make it as difficult as possible for declarer to count the hands. For example, if a suit has gone around three times, the defender should retain the 13th card as long as possible to keep declarer in doubt as to its location. It is usually wrong for a defender's first discard to be a worthless card in a suit of five cards when dummy has four. An astute declarer may be able to use this inference in the counting process.

All Fifty-Two Cards by Marshall Miles has excellent material on counting.

COUNTING TRUMPS. This does not present problems for the expert, but the inexperienced player sometimes has trouble. There are three methods, which in increasing order of efficiency are:

(1) Wait until you need to know and then add the cards played to the cards remaining in view and subtract from 13 – a lot of effort that often produces the wrong result.

(2) a. As declarer, note at the start how many trumps the defenders have and mentally reduce that total as the cards appear.

b. As defender, make a guess from the bidding about the length of declarer's trumps. See how many this gives your partner. Adjust your thinking if required.

(3) Think in terms of distributional patterns, which are the same as the patterns of a full deal. If you have a 4-4 trump fit, you are thinking of the patterns 4-4-3-2 or 4-4-4-1. If one defender shows out on the second round, you know automatically that the other defender began with four and has two more. Players who are used to thinking in terms of patterns are able to count all the suits without difficulty. Two elements of the pattern are known at the start. When the bidding or play reveals a third, the fourth element is known automatically.

This is the expert method. Intermediate players should take the trouble to acquire the knack. A conscious effort to note the pattern of any 13-card hand improves familiarity with the patterns.

COVERING HONORS. When an honor is led and the next player follows with a higher honor, he is said to have covered an honor with an honor. Second hand should usually cover an

honor if he might establish a trick in that suit for himself or partner in the process.

If an honor is led from a sequence of touching honors, it is seldom proper to cover until the last card of the sequence is led. The following examples are typical:

(a) A 5 4
 K 6 3 10 8 2
 Q J 9 7

The queen is led. If West covers, South can finesse against the 10. West must duck the first honor lead but cover at the second opportunity.

If West does cover, he can be expected to hold singleton king, K-x, or K-10.

(b) K 6 3
 Q 7 2 A 9 5 4
 J 10 8

South leads the jack and makes two tricks if West covers. If West ducks, East can win or duck, and South is held to one trick provided the defenders avoid leading the suit subsequently.

(c) A 6 3
 Q 9 2 K 8 7 4
 J 10 5

If West covers the jack, he gives South two tricks.

The decision about whether to cover is usually more difficult when the honor is led by declarer. Generally, if dummy does not have the honor directly below declarer's card, it should be assumed that declarer has it, and the defender should wait and cover the next honor. If dummy has the honor below the card led by declarer, it is often proper to cover unless declarer is believed to have a two-way finesse. When in doubt, the best policy is usually to duck in tempo rather than quickly. An exception to the rule about not covering a sequence occurs when the opposing suit can be blocked:

(d) A K 5 4 3
 Q 9 6 8 7 2
 J 10

If dummy has no entry, West must cover the jack or 10 immediately to prevent declarer from making five tricks.

(e) Q J 10 9 4
 7 6 2 K 8 5 3
 A

If the queen is led, second hand must not cover. If he covers, the remainder of the suit is established in the North hand.

(f) A 5
 K 6 4 9 7 3
 Q J 10 8 2

If the queen is led, West must not cover. He can ensure a trick in the suit because the ace must be played on the second round.

This rule has numerous exceptions. A clever declarer can pose the defenders many problems, as in the following examples:

(g) A 5
 K 6 4 J 10 8 2
 Q 9 7 3

If South needs to steal a trick in the suit, he can lead the queen – West may duck.

(h) A 5 4
 K 3 10 9 2
 Q J 8 7 6

If South leads the queen, West must cover with a doubleton king; otherwise South can continue with a low card and drop the king.

(i) Q J 10 8 2
 A 7 6 4 K 9 3
 5

At a trump contract, North leads the queen in a side suit. East must play the king. If he ducks, the king may be ruffed out.

CRASHING HONORS. The deceptive play of a suit by declarer resulting in the defense wasting two high honors on one trick.

The most common situation in which the declarer can crash honors occurs when the declarer holds concealed length. The lead of an honor from dummy may cause second hand to cover with an honor, crashing still a third honor in the other defender's hand. For example:

 ♠ J 8 5 3
 ♠ A ♠ K 4
 ♠ Q 10 9 7 6 2

If the ♠J is led from dummy (North), East may play the king in the hope that West holds ♠10-x, 10-9, or 10-x-x.

Declarer may also crash honors with a lead from his own hand toward the dummy. This play is most likely to work if dummy is apparently (or actually) short of entries, as the defenders may believe declarer did not have the option of taking a finesse.

More subtle examples of crashing honors can be found in holdings in which the declarer is missing several top cards. The choice of card to lead might not seem too important in this suit:

 ♦ J 8 5 3
 ♦ 10 9 7 6 4

If possible, declarer (South) should start the diamond suit by leading the jack from dummy. East may play the ace from A-Q-2, or may split honors from K-Q-2.

Sometimes, it helps declarer's plan if the defenders know about his length in a suit. In the following example, South has indicated a six-card club suit.

 ♣ J 8
 ♣ Q 5 3 ♣ A K
 ♣ 10 9 7 6 4 2

South leads the ♣2 toward dummy's jack. As he would make the same play with A-K-7-6-4-2 of clubs in his hand, West is faced with a guess. If West takes the wrong view, the defense will crash honors in clubs.

In a slightly different layout, declarer may sometimes crash a single honor by making it fall on a trick with low cards, so it will not interfere with the trick-taking potential of declarer's honor cards.

 ♠ —
 ♠ A 5 ♠ J 10 9
 ♠ K Q 8 7 6 4 3 2

South, who has opened with 4♠, can afford to lose only one spade trick. His only chance is to lead the ♠Q from the closed hand. West may suspect that South has an even longer

suit than he actually holds (or may make a mistake), and so plays low. South can now crash the ace with one of East's minor honors by leading a low spade, preserving his king for the third round of the suit. Related: Deceptive Play.

CROSSRUFF. A method of play whereby ruffing tricks are made in each of a partnership's hands, thus making the trumps separately.

When a crossruff is executed, ruffing tricks are taken in two side suits. It is usually a good idea to cash winners in the remaining suit at an early stage.

 ♠ A Q 5
 ♥ 3
 ♦ A J 8 5 3
 ♣ K Q 10 5

 ♠ 6 4 3 2 ♠ 10 9 8
 ♥ K Q 10 6 4 ♥ J 9
 ♦ 4 ♦ K Q 10 7 6 2
 ♣ 6 4 3 ♣ 7 2

 ♠ K J 7
 ♥ A 8 7 5 2
 ♦ 9
 ♣ A J 9 8

After East opens 3♦, West leads a trump against South's 6♣ contract. South can count only five top tricks outside of clubs and must therefore make all his remaining trumps separately. He must be careful to cash his three spade tricks immediately. Otherwise, the defenders will discard spades when failing to follow to red-suit tricks. If this happens, declarer will lose his good spades to opposing ruffs. If three rounds of spades cannot be cashed, there is no hope for the contract.

DANGER HAND. The player who, should he gain the lead, can cash established winners or play through a vulnerable holding in declarer's hand or in dummy (e.g., K-x, when the ace is known to be or likely to be over the king). With options for developing tricks, an experienced declarer will select the option that, should it fail, will leave the "non-danger" on lead.

DECEPTIVE PLAY. The term deceptive play could well be used to describe any play that aims to mislead an opponent. Discriminating writers, however, tend to restrict the use of the term to plays by the declarer. Deceptive play by the defenders is more suitably described as a falsecard. Deceptive plays by the declarer are analyzed under these headings:

(1) Weakness-concealing plays. Bluff is the basis of most of these plays. Declarer deliberately does something that is not correct technique in the hope that the deceptive effect of his play will outweigh its mathematical shortcoming.

 ♠ 8 6 3
 ♥ 9 2
 ♦ Q J 10 6 4
 ♣ K Q 7

 ♠ A K 9 4
 ♥ A J
 ♦ K 9 8 3
 ♣ A 8 2

West leads a low heart against South's 3NT contract, and East puts up the queen. If perfect defense were to be assumed, South's best play would be to duck. After winning the next trick he would play diamonds, hoping that the defender with the $\spadesuit A$ had no more hearts to play.

This plan has a slight but legitimate chance of success. In practice, it is very much better to win the first trick and drive out the $\spadesuit A$. If West has it along with the $\heartsuit K$, he may not find the right continuation. East's play of the $\heartsuit Q$ on the opening lead has made it plain to West that declarer has the jack, but he does not know that it is bare. West may conclude that his best chance of defeating the contract is to find East with a black ace, so that he can lead hearts through declarer's jack.

On other occasions, declarer tries to bluff his way through by opening up a weak suit himself.

\spadesuit J 6 2
 \heartsuit A K 10
 \diamondsuit 8 6 3
 \clubsuit A 10 9 7

\spadesuit Q 7 3
 \heartsuit Q 8 3
 \diamondsuit A 10 2
 \clubsuit K Q 4 3

West leads the $\heartsuit 4$ against South's 3NT contract.

Declarer's ninth trick can come only from spades, and then only if both ace and king are in one hand. Further, if declarer attacks spades himself and is lucky enough to find the cards suitably placed, the defender will probably shift to diamonds.

Declarer's best plan is to take the opening lead in dummy and lead diamonds himself, inserting the 10 if East plays low and ducking if East puts up an honor. There is a reasonable chance that the defenders will attack spades.

Many weakness-concealing plays involve releasing high cards earlier than need be. Against a notrump contract, West leads the two of a suit in which dummy holds J-x-x and declarer Q-x. If East plays the ace, it can do no harm for declarer to drop the queen. East will probably recognize that this is not a singleton, and he may assume that declarer's other card is the king. There are many variations of this theme.

Sometimes bluff is needed to extract tricks from an unpromising holding. Assume declarer must find two tricks from K 5 4 in dummy and J 6 3 in the closed hand. In such a case, he does best to lead the king from the table. If the cards are distributed as follows:

K 5 4
A 10 2 Q 9 8 7
 J 6 3

West may conclude that South is trying to establish a suit headed by the queen and jack in the closed hand. If West seeks to cut declarer's communications by holding up the ace, South has every chance of two tricks, for East is unlikely to put up the queen on the second round and West may hold up the ace a second time.

(2) Strength-concealing plays. These are resorted to most frequently in notrump contracts. The usual occasion is when declarer wants the defenders to continue a suit they have opened, rather than shift to a suit he fears more.

\spadesuit K J 7 3
 \heartsuit 10 7 2
 \diamondsuit Q J 10 5
 \clubsuit 8 7

\spadesuit A Q 2
 \heartsuit J 8
 \diamondsuit A 9 7 4 3
 \clubsuit A Q 6

West leads a low club against 3NT and East plays the jack. Declarer can afford to win with the ace rather than the queen. He crosses to dummy with a spade and takes the diamond finesse, hoping that if it loses, West will continue clubs rather than shift to hearts. The stratagem is a familiar one but can be effective.

Following is a play to conceal strength that can occur equally at a suit contract or at notrump:

Q 5 2
A 10 9 8

South needs to develop a second trick in the suit, but entry difficulties make it necessary to lead from the closed hand. He has no indication of where the king is located.

Some players will lead the 10 in the hope of putting pressure on West, but actually the 8 is better, especially if West can be expected to realize that South has the ace. By leading the 8, declarer conceals the fact that he has a possible finesse against the jack. Hence, if West has the king, he is more likely to put it up, for from his viewpoint the declarer may have no option but to play dummy's queen. It is, therefore, sound psychology to lead the 8, and run it if West plays low.

(3) Honor-crashing plays. Plays aimed at persuading the defenders to spend two honors – usually trumps – on one trick range from the simple to the subtle.

Q 7 4 2
10 8 6 5 3

The usual way of playing this suit is by leading low toward the queen. Declarer loses only two tricks provided that the suit divides evenly, that West has the lone jack, or that West has A-K-x or A-K-J. The fact that the defenders would expect declarer to play thus can make the lead of the queen from dummy effective. If the bidding rules out the possibility that East has a singleton, the queen lead cannot cost and may tempt a cover from East if he has K-J-x or A-J-x.

Sometimes the best way to crash the defenders' honors is to induce one of them to ruff with a low trump before the trump suit has been touched.

\spadesuit Q 9 8 6
 \heartsuit A K 8
 \diamondsuit K Q 7 6 4
 \clubsuit A

\spadesuit K
 \heartsuit J 10 9 7 5 4 3
 \diamondsuit 10
 \clubsuit Q J 9 6



\spadesuit A 2
 \heartsuit 6 2
 \diamondsuit 9 8 3 2
 \clubsuit 7 5 4 3 2

\spadesuit J 10 7 5 4 3
 \heartsuit Q
 \diamondsuit A J 5
 \clubsuit K 10 8

In a pairs contest, South plays 4♠ after West has made a preemptive bid in hearts. When West opens the ♥J, South's best deceptive play is to win in hand, cross to the ♣A, and continue hearts, throwing a diamond from hand. If East ruffs in low on the third round, South overruffs and drops the enemy trumps together for a high matchpoint score.

(4) Scrambling plays. When declarer has a strong view as to whether he wants the defenders to continue a suit or shift, he may be able to cut in on their signals. The general rule for declarer is to utilize the same signaling methods as his opponents, bearing in mind that some use standard signals and some upside-down (high discourages, low encourages; high-low shows an odd number, low-high an even number). The following is a basic position:

9 7 4
A K J 3 10 8 5
Q 6 2

When West leads the king against a suit contract, South drops the 6 to make East's 5 look like the beginning of an echo.

If the declarer has more than two cards to signal with, it does not necessarily follow that he should play the highest.

9 3 2
A K J 10 8 5
Q 7 6 4

When West leads the king and East plays the 5, South should drop the 6, not the 7. If he played the 7, West would realize that some deception was afoot, for it is a basic rule of defensive signaling that encouraging signals should be as high as is safely possible. East, therefore, would not start an echo with the 5 if he also held the 6. So, if South dropped the 7 in the above diagram, West would suspect that he held the 6, as well. Similarly:

8 3
Q J 10 5 9 7
A K 6 4 2

South is playing a notrump contract, having concealed this suit in the bidding. West leads the queen, and South, needing to develop the suit, encourages in the hope that West will continue. In this diagram, the 4 and the 6 are apt to be effective, but against players who themselves always falsecard as high as possible, the 4 is best. If West reasons that South would play the 6 to encourage, West will be all the more convinced that East's 7 is the beginning of a signal.

It can be good policy for declarer to scramble the signals even when he has no immediate objective in mind.

K Q 4
J 9 5 2 10 8 6
A 7 3

Suppose South wants to enter dummy to lead another suit. By leading the 7, rather than the 3, he may confuse West's count of the hand. East's 6 may appear to West as the beginning of an echo. It may even suggest to him that East is holding up the ace.

There are some more advanced situations where the declarer must not only play the right card – he must also know which hand to lead from.

K Q J 8 2
9 6 5 A 10 4
7 3

South is playing a notrump contract, and has no entries to dummy. He needs two tricks from the suit.

If South starts by playing the 3 toward dummy's king, West will play the 5. East will know that his partner has three cards in the suit or a singleton. In neither case can it cost East to play his ace on the second round, so South will be thwarted in his endeavor.

Suppose instead that South leads the 7 from hand. From East's angle, his partner's 5 could be the beginning of an echo, showing a doubleton. In any case, East allows dummy to win the first trick, but the critical point comes on the second round – provided that the second lead comes from dummy, East will have to make his decision without any sure guidance from partner.

On other occasions it can be better to make both leads from the closed hand:

K Q J 2
A 8 6 10 9 4
7 5 3

This time South is playing a suit contract and will be inconvenienced if the ace is held up until the third round. He leads the 5 from hand and dummy wins. Now he must re-enter the closed hand in another suit and lead the 7. West may place his partner with two or four cards, and in either event may release the ace. The principle followed is to make the defender with the stop card play second to the vital trick.

Also coming broadly under the heading of scrambling plays are those in which declarer must follow suit with a particular card in order to make it more difficult for the defenders to gauge his holding.

K J 6
8 5 A Q 10 7 4 2
9 3

South is playing a suit contract, and West leads the 8 of this side suit, which East has bid. Dummy plays the jack, East the queen, and South drops the 9. If he plays the 3 instead, East knows that it is safe to continue with ace and another (unless the partnership is playing MUD leads). After the play of the 9, however, East has to take account of the possibility that declarer has a singleton.

In general, in such situations as above, the declarer follows suit with a card higher than the one led, but sometimes only a certain card will do.

K 7 4 3
2 A Q 8 6 5
J 10 9

Again, West leads a suit bid by his partner, and this time declarer wants to lose only one trick (discards are available elsewhere). His best chance is to play low from dummy and drop the 10 from hand. East may still read the situation correctly, but his task would be easier if declarer played either the jack or the 9. He would then be able to infer that partner would not have opened the 2 from either J-10-2 or 10-9-2.

The same general philosophy extends to falsecarding against reverse signals. Declarer attempts to scramble the defense's signals by imitating the defensive signal he wants.

(5) Miscellaneous deceptive plays. One group of situations that does not fall readily under any other heading, and which has been little explored is the following:

	<i>West</i>	<i>East</i>
(a)	10 7 3 2	A K Q 6 4
(b)	J 6 5 4	A K 10 7 3
(c)	10 5 4 3	A K 8 6 2

In each case, East is declarer, and these are his trump holdings. It costs nothing to lead the high card from West each time, intending, if North plays low, to overtake and play normally for the drop. Occasionally the deceptive precaution will pay dividends, as where North covers the 10 with the jack from J-9-8-5 in example (a), enabling declarer to play the suit for no losers via by subsequent finesses. Example (b) is similar. In in (c), East improves his chances not only when North has all four outstanding cards, but also when he covers from J-9-7 or Q-9-7.

There are many similar positions, and the field is widened when account is taken of bidding inferences.

<i>West</i>	<i>East</i>
10 4 3 2	A K 8 6

Leading the 10 costs only when North has the lone queen or jack. If the bidding precludes this possibility, the 10 is liable to prove doubly effective. North will be expecting declarer to play him for trump length. Further, North may not care to out-bluff the declarer by playing low from a holding headed by queen and jack – declarer may well run the 10 in this situation.

The basis of another group of miscellaneous plays is that the lead should be made from dummy toward the closed hand:

A Q 5 4

8 3 2

South has to develop this suit at notrump but does not need immediate tricks. Best is to lead low from dummy on the first round. East may put up the king from a variety of holdings that would have ruined the declarer had he played any other way.

Similarly:

K 7 6 5

Q 8

At a suit contract, South leads from dummy on the first round, and the queen holds. Ordinary technique is to play low from both hands on the next round, and hope to ruff out the ace on the third. Entries permitting, however, it is better to re-enter dummy after the queen, and to lead again toward the closed hand. East may put up the ace, fearing that declarer started with the queen and jack.

DEEP FINESSE. A finesse when three or more cards higher in rank than the card finessed are missing. This is often made in order to execute a duck or avoidance play, but can be a genuine play necessary to achieve the best result. Well-known situations are:

(a)	(b)	(c)
Q 10 4	A J 9	A Q 9
7 6 3	4 3 2	4 3 2

With (a) the 10 is finessed, although it might be right to put up the queen if West leads a low card: It would be unusual to lead from A-J or K-J with Q-10-x visible in dummy.

With (b) and (c) the 9 is finessed to give the maximum

chance.

A rarer deep finesse can occur when a singleton is held opposite a five-card suit including J-10-8:

(d)	(e)	(f)
A J 10 8 3	K J 10 8 3	Q J 10 8 3
5	5	5

In each case the best chance of developing three tricks is to finesse the 8 on the first round.

DISCARDING. Deciding which cards to throw away and which to keep in the later stages of the play is one of the basic arts of the game. Although each case must be considered on its own merits, several general considerations are worth remembering.

(1) It is desirable to keep parity with a useful side suit in dummy.

North
♠ A K Q 7 4

West
♠ 10 8 5 3 2

West should avoid a spade discard. If South held the singleton or doubleton jack, he would then win five tricks. If South held a low singleton, he could establish dummy's fifth spade.

North
♠ A K 8 2

West
♠ 9 7 6 4

If South has a doubleton queen, West's holding constitutes a stopper. To retain his spades, West should not hesitate, for example, to unguard a queen in another suit in which dummy is weak. Even if declarer has A-K-J, he may finesse.

West's spade holding could be significant with the 5 instead of the 9; if South held J-9-3 or 10-9-3, he would need a side entry to dummy to take four tricks.

The same consideration applies when declarer is known to have or may have a long suit.

(2) A defender who pays attention to the bidding can often reconstruct declarer's hand and decide whether his bidding would be consistent with or without a particular honor.

Suppose this is the position:

North
♣ K J 5

East
♣ Q 8 6 3

When discarding, East must make up his mind who holds the ♣A. If South holds it, East must retain three clubs. If West has the ace, East needs only to keep a doubleton.

If in the same situation East holds only low clubs, he should be careful to retain three clubs if he believes declarer holds the ace.

(3) Many discards are informative and contribute to accurate defense. The defenders should seldom worry about giving away information to declarer. Declarers dislike being deceived, and many place no reliance on the defenders' plays.

A valuable rule is to signal with the highest card you can spare. Hence, a high encouraging discard denies the next higher

card and promises the next lower.

North
♣ 4 3 2

West
♣ A 8 5

If East discards the ♣K, West can lead the suit happily. If East throws the jack, West can lead the 5: East must have started with K-J-10-9 or J-10-9-x. But if East throws the queen, West must leave clubs alone. South's king may be trapped later.

A player discarding from a worthless hand should try to help his partner, who may need information. If a defender has worthless holdings in two suits, he should normally discard from both suits as soon as possible. To discard low cards from only one suit would suggest that he has something to look after in the other.

If partner may be interested in length rather than strength, a possible maneuver is to discard one suit completely. Alternatively, it is possible to give count signals at each stage. With 9-7-5-3-2, the sequence might be 2, 7, 3, 9, 5. The first discard is discouraging; subsequently, a low card indicates an odd number of cards remaining, a high card indicates an even number. After the initial discard, subsequent discards in the same suit constitute what is known as current (or present) count.

♠ K 4 3
♥ 8 3
♦ K 10 7 6 3
♣ K 4 3

♠ J 10 6
♥ A 10 7 6 5
♦ Q 8 4
♣ J 10

♠ Q 9 8 2
♥ Q 9 4 2
♦ 2
♣ Q 9 8 5

♠ A 7 5
♥ K J
♦ A J 9 5
♣ A 7 6 2

West leads the ♥6 against South's 3NT. South takes East's queen with the king, leads a diamond to the king and returns a diamond. East should discard the ♥2, suggesting an original holding of four hearts, and West will know to play the ♥A when he gets in with the ♦Q.

♠ A 7 5 3
♥ 7 6
♦ 10 3 2
♣ K Q 7 6

♠ Q 10 8 2
♥ 10 4 3
♦ J 4
♣ A 8 5 2

♠ K 9
♥ J 9
♦ K 9 8 7 6
♣ J 10 9 3

♠ J 6 4
♥ A K Q 8 5 2
♦ A Q 5
♣ 4

	West	North	East	South
				1♥
	Pass	1♠	Pass	3♥
	Pass	4♥	All Pass	

West leads the ♠2. East wins the king and returns the ♠9:

jack, queen, ace. South finesses the ♦Q and draws trumps. On the third trump, East should discard the ♣J to signal an even number. If South holds the ♣A, he has the rest of the tricks. If West has the ♣A, East wants him to take it at the right time. If West wins the first club and continues spades, South goes down.

Here is another example of an informative discard:

♠ K Q 3 2
♥ 9 8
♦ Q J 4
♣ K 7 5 2

♠ 8 7
♥ A 10 7 6 4
♦ K 8 6 3
♣ J 8

♠ J 10 9 6 5
♥ Q J 3
♦ 7
♣ Q 10 9 6

♠ A 4
♥ K 5 2
♦ A 10 9 5 2
♣ A 4 3

West	North	East	South
			1NT
Pass	2♣	Pass	2♦
Pass	3NT	All Pass	

West leads the ♥6: 8, jack, king. South goes to the ♣K and passes the ♦Q, winning. When he leads the ♦J next, East should discard the ♥Q. The Rule of Eleven tells East that South has no more hearts higher than the 6, so West's suit is ready to cash. But West may not know; from his point of view, South's hand be

♠ J 4 ♥ K Q 2 ♦ A 10 9 5 2 ♣ A Q 4.

If that is South's hand, a spade switch is necessary.

♠ 10 8 7 3
♥ 6 3
♦ K 6
♣ K J 10 7 3

♠ A J 4
♥ Q 10 8 5 4
♦ 10 8 4
♣ 8 5

♠ Q 9 6 2
♥ 9 7
♦ J 9 7 5
♣ A 6 4

♠ K 5
♥ A K J 2
♦ A Q 3 2
♣ Q 9 2

West	North	East	South
			1♦
Pass	1♠	Pass	2NT
Pass	3NT	All Pass	

West leads the ♥5: 3, 9, J. South attacks clubs, and East holds off. On the third club, West can discard the ♥Q, disavowing interest in hearts, and East should shift to spades.

(4) A taxing situation arises when declarer forces discards by cashing a long suit, and a defender has more than one suit to guard.

Even if no squeeze threatens, cooperative discarding may be needed to prevent the loss of a trick. In this situation, a defender cannot and should not try to guard every suit. He must guard one and leave the other to his partner. The following deal was provided by Marshall Miles.

♠ Q 5
 ♥ 10 9 6 3 2
 ♦ Q
 ♣ A Q 9 8 2

♠ J 9 7 6 3
 ♥ K 5
 ♦ K 8 5
 ♣ 7 6 3

♠ K 10 8
 ♥ J 8 7 4
 ♦ 10 9 7 2
 ♣ 5 4

♠ A 4 2
 ♥ A Q
 ♦ A J 6 4 3
 ♣ K J 10

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	1♥	Pass	2NT
Pass	3♣	Pass	3NT
All Pass			

West leads the ♠6. South puts up the queen, which is covered. Declarer ducks the first two spade tricks, winning the third, runs the clubs. On the third club, East must decide which red suit to guard. Suppose he judges to keep diamonds and therefore throws three hearts. West must discard twice. If he pitches a winning spade to guard both red kings, South is safe by passing the ♦Q. Hence, West must cooperate with East by keeping ♥K 5 and blanking the ♦K. South must then guess well to make his game.

(5) A defender can safely discard winners for which he has no entry. An exception arises in this common position:

North
 ♣ A Q

East
 ♣ K 2

At trick 12, South can try for an overtrick by taking a club finesse. If East has kept two clubs, South can take the finesse safely. But if East has kept one club and a winner, South may choose not to jeopardize his contract.

Another type of tactical discard may be necessary when a defender is threatened with a strip-squeeze:

♠ J 4
 ♥ 5 2
 ♦ A Q 8 6 3
 ♣ K J 6 4

♠ K 8 5 2
 ♥ K Q 10 7 3
 ♦ 7 2
 ♣ 9 3

♠ 10 9 7 3
 ♥ 9 8 6
 ♦ 10 9 4
 ♣ 8 7 5

♠ A Q 6
 ♥ A J 4
 ♦ K J 5
 ♣ A Q 10 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2NT
Pass	6NT	All Pass	

West leads the ♥K. South takes the ace and cashes nine tricks in the minor suits. If West's last three cards are the ♥Q and the guarded ♠K, South can lead a heart for an endplay. To mislead declarer, West does best to discard three low spades early, then the ♥3 and ♥10.

It will often be clear that unless partner has certain cards, nothing can be done. A defender can then discard on the assumption that partner has those cards.

♠ K J 6 3
 ♥ 8 7 3
 ♦ 9 6 5 2
 ♣ 6 5

♠ 5
 ♥ Q 10 6 2
 ♦ Q 10 8 4
 ♣ Q J 10 4

♠ 9 8 4
 ♥ J 9 5 4
 ♦ J 7
 ♣ A 9 3 2

♠ A Q 10 7 2
 ♥ A K
 ♦ A K 3
 ♣ K 8 7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2♣
Pass	2♦	Pass	2♠
Pass	4♠	All Pass	

West leads the ♣Q. East takes the ace and returns a club. South wins, ruffs a club in dummy and runs his trumps, forcing West to unguard a red queen.

West knows that South held five spades and three clubs. If South had four diamonds, East would have switched to his singleton at the second trick. If South had four hearts, he would have led hearts earlier to ruff his fourth heart in dummy if necessary. Assuming South has three cards in one red suit and two in the other, West should keep diamonds. The reason is simple: If South has a diamond loser, only West can guard diamonds.

(6) A tactical discard may be used to create an entry.

♠ A K 4 3
 ♥ 10 4
 ♦ 7 5 2
 ♣ A Q 3 2

♠ Q 7 5 2
 ♥ K J 9 7 3 2
 ♦ Q 9
 ♣ 10

♠ J 10 9 8
 ♥ Q 6
 ♦ K 3
 ♣ J 9 8 7 5

♠ 6
 ♥ A 8 5
 ♦ A J 10 8 6 4
 ♣ K 6 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♦
Pass	1♠	Pass	2♦
Pass	3♣	Pass	3NT
All Pass			

West leads the ♥7 against South's 3NT, and South holds up the ace twice. On the third heart, East should discard the ♦K. If South's diamonds are headed by A-Q-J, the king is worthless. If West has the ♦Q, East must unblock.

(7) The so-called idle fifth card in a suit is always an attractive discard – so much so that declarer can often infer that a defender's first discard comes from a five-card suit.

in the process of establishing and taking the ruffs, and they may lead trumps at every opportunity. Declarer must leave at least enough trumps in dummy to take care of his losers while allowing for such trump leads by the defense.

Entries. Declarer can often use trumps as entries.

These entries may be required for finesses or for side-suit development. If no other entries are available, these plays must be made while drawing trumps.

Sometimes declarer plans to establish a suit. Once it has been established, the trump suit may provide the only entry to the suit. If this delayed entry would not be available after drawing trumps and taking ruffs, then either suit must be established first. Eventually, the hand with the established suit may be entered by drawing the last trump or by means of a ruff.

Stoppers. Dummy's trumps may serve as stoppers in certain suits, but may not be expedient for declarer to ruff all his losers in that suit. Instead, he plans to establish discards, which may entail losing the lead to the opponents. Declarer seeks to leave one trump in dummy (to stop the opponents' suit) for each time he must lose the lead in this fashion.

Declarer may be able to use his trumps or dummy's trumps as stoppers. He may be unable to ruff in his hand lest he lose trump control. Therefore he must leave enough trumps in dummy to cope with the opponents' suit while he proceeds with his plan for making his contract.

Timing. Declarer may put off drawing trumps because his overall plan to make his contract requires him to deal first with other matters:

(1) Declarer may seek to establish a quick discard for a potential loser before the defenders can establish and cash their trick(s) in that suit.

(2) Declarer has a side suit that is not solid. Unless declarer has abundant trumps, it is best to test the side suit before all the trumps are drawn. This is important if the trump suit is broken.

(3) Declarer has a choice between the ruffing game and the long suit plan (particularly if the long suit is in dummy). By leading the long suit at once, declarer can vary his plan according to circumstances.

Weakness. If the trump length and strength is shared about equally between the two sides, declarer should usually avoid trump leads:

North
J 5 4

South
K 9 7 2

In such situations, South can hope to collect two or three trump tricks by leaving his holding intact for the end game, but with extreme weakness in trumps, declarer is on the defensive. It may be necessary to lead trumps to avoid opposing ruffs.

Master Trump. Declarer usually ceases to draw trumps when one defender has one or two master trumps. But a trump continuation may still be desirable to achieve a throw-in or simply to get rid of the lead. Also, it may be necessary to drive out a master trump that would otherwise interrupt the run of dummy's established suit at a time when dummy has no remaining entry.

DUCK. To play a low card and surrender a trick that could be won, with the objective of preserving an entry. When the suit has been led by an opponent, the duck is mechanically identical to a holdup in that a master card (or cards) is retained, but the objective is different. A player ducks in order to pursue his own aims, but holds up in order to thwart the opponents.

A *Coup en Blanc*, another name for the hold up, is a ducking play for the purpose of winning a later trick.

Apart from a considerable number of situations listed under Safety Play, ducking plays may be listed under five main headings:

(1) Suit combinations. To make the maximum number of tricks in notrump with no side entry to dummy:

(a)	(b)
A K 6 5 4	A Q 6 5 4

8 3 (2)	8 3 (2)
---------	---------

In (a), the first trick is ducked and declarer hopes for an even split to make four tricks. With three low, he may duck once to score four tricks, twice to ensure making three tricks against a 4-1 split.

The situation in (b) is similar, but declarer finesses on the second round. If declarer has three low cards, the first-round duck is slightly better than a finesse followed by a duck because right-hand opponent might hold a singleton king.

(c)	(d)
K Q 10 7 4 3	K J 8 6 5 4 3

6 2	7 2
-----	-----

These are harder, and declarer needs more optimism. In each case, he must duck the first trick in the hope of finding the right-hand opponent with a singleton ace. If the required situation does exist, it would be brilliant play for the left-hand opponent to play his highest card in an attempt to deflect declarer from his purpose.

(2) Trap combination. In notrump with no side entry in dummy:

(e)	(f)	(g)
A Q J 8 7 3	A Q J 7 3	A Q 10 7 6 4

5 2	5 4 2	5 3 2
-----	-------	-------

In each case a low card is led, and left-hand opponent plays the king. A duck ensures the loss of only one trick and is essential in (e), (f), and (g) if LHO has brilliantly played the king from king-fourth. If LHO has sneakily played the king from a doubleton or tripleton, he has gained a trick for his side.

(h)	(i)
A K 7 6 5	A Q 7 6 5

J 10	J 10
------	------

If declarer's lead is covered, he must duck and hope for a 3-3 division. The only hope of five tricks is for left-hand opponent to fail to cover holding a tripleton queen (h) or tripleton king (i). It is therefore better to lead the 10, following the principle of leading low from a sequence when you wish to avoid a cover.

(j) A 6 5 4 3 (k) A 6 5 4 3

Q J 2 J 10 9

In both cases, declarer leads a high card and must duck if left-hand opponent covers. In (k) the jack is the best lead: Declarer plans to follow with the 9. If left-hand opponent is left with a doubleton honor, he may make the mistake of playing low, and declarer makes four tricks.

(3) Double and triple. Again in notrump with no side entry to dummy:

(l) A 6 5 4 3 (m) A 9 5 4 3

8 7 2 8 7 6 2

With (l) two ducks and a 3-2 split are needed to make three tricks. (m) requires one duck if the suit splits 2-2, giving four tricks; a 3-1 split requires two ducks, and gives three tricks; a 4-0 split requires three ducks and gives two tricks. This is the only possible situation for a triple duck.

(4) Control. In a trump contract:

(n) 6 5 (o) A 6 (p) A 6 5

A 4 3 5 4 3 8 7 2

Declarer usually ducks with (n) unless there is a possibility of a 7-1 division. This prepares for a ruff in dummy without the need for a side entry and retains control of the suit if the opponents shift: this may be most important if they are able to draw dummy's trumps.

Declarer would not duck with (o) if a ruff is the only consideration, but it may be right to duck for control reasons. If the defenders can prevent a ruff, declarer is better placed with the ace still in dummy.

The duck with (p) could also be described as a hold-up. It interferes with the defensive communications and may keep the defense from taking a second trick if the suit is divided 5-2.

(5) Defensive. A defender in a trump contract often ducks to prepare for a ruff by his side or in order to prevent a ruff by declarer:

(q) (r)

<i>West</i>	<i>East</i>	<i>West</i>	<i>East</i>
7 5	A 8 6 3	7 5	A 8 6

In (q), West leads a doubleton in a side suit in the hope of getting a ruff. East ducks if he can judge that the lead is more likely to be a doubleton than a singleton, and if he thinks that West is more likely to secure the lead first.

The objective is reversed in (r), although the mechanics are the same. West leads a doubleton trump aiming to prevent a ruff in dummy. Again East ducks if he judges that West has a doubleton and the likely entry.

The suit combination plays described for the declarer are also available for the defenders, almost always in notrump contracts. Some ducks that are simple for declarer are much harder for the defense:

(s) (t)

	5 4		J 5 4
K 6 3	A 9 8 7 2	K 7 6 3 2	A 10 8
Q J 10		Q 9	

In (s) West leads low and an entryless East must duck. In (t) the duck can be on the first or second round. The first-round duck may have the advantage of depriving dummy of an entry, because declarer can drop the queen under the ace. This would lose only if the lead was from Q-x-x-x specifically. Related: Third-hand Play.

DUMMY'S FIRST-TRICK PLAY. Most of the problems concerning the choice of plays from dummy at the first trick relate to doubleton honors. An interesting rule, suggested by M. D. Macdonald of Greensboro NC, covers the play with Q-x and J-x when declarer has at least one honor: Play low from dummy if the opponents have exactly two significant honors.

Dummy has the doubleton queen.

<i>Declarer has</i>	<i>Significant honors</i>	<i>Play</i>
A-10-x	K-J	low
K-10-x	A-J	low
J-x-x	A-K	low
A-x-(x)	K	high
A-9-x	K-J-10	high
10-x-x	A-K-J	high
A-J-x	K	high
K-x-(x)	A	high

Doubtful case: K-9-x, in which the correct play varies with circumstances.

Dummy has the doubleton jack.

<i>Declarer has</i>	<i>Significant honors</i>	<i>Play</i>
A-10-x	K-Q	low
Q-x-x	A-K	low
K-10-x	A-Q	low
A-K-x	Q	high
A-Q-x	K	high
A-9-x	K-Q-10	high
K-9-x	A-Q-10	high

Two obvious exceptions are A-x-x and K-x-x.

When dummy has more than two cards, it is usually right to play low at the first trick, but there are some obvious exceptions. Play high, for example, with Q-x-x facing nothing, or J-x-x facing A-K-x.

Special circumstances may call for special plays:

(a) A 5 4 (b) K 10 4 (c) 10 5 4 or J 5 4

J 6 3 Q 6 5 A K 9

In (a) the play of the ace may block the suit. East would have to have a doubleton king or queen for this to matter. But if he has a quick entry he can unblock effectively.

In (b) it is sometimes right to play the king from dummy. If East has four or five to the A J 9, he will have to win and cannot continue without giving up a trick. If dummy plays low East can play the 9, ready to run the suit if West gains the lead.

In (c) the 10 or jack should be played. If the 10 is covered with the jack or queen and declarer wins, opening leader will not know the position of the 9 and may continue the suit when he gains the lead. The same is true if dummy's jack is covered by the queen.

ECONOMY OF HONORS. A playing technique intended to preserve honor cards from capture by opposing honors or trumps. The opponents can sometimes be encouraged to give up their high cards in exchange for low ones.

K Q 5 4

J 6 3

South leads twice from his own hand (low both times) to make three tricks when West holds a doubleton ace. Related: Ace Grabber, which illustrates the opposite principle.

Michael Sullivan gave these examples of economy of honors.

(1)

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

N		E
W	S	

♠ Q 7	
♥ 10 4 3 2	
♦ Q 10 3	
♣ J 10 9 7	

♠ A 8 5
♥ A 9 7
♦ A 7 4
♣ K Q 5 2

South plays 1NT and receives the lead of the ♦2 from West. Needing two club tricks and holding actual or potential stoppers in all other suits, South wins the ♦A and, as insurance against the bare ♣A in the West hand, leads a low club. The ace drops and all is well, but even if it had not, the entries and tempos are available for two subsequent leads toward the ♣K Q 5.

(2)

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

N		E
W	S	

♠ 10	
♥ K J 7 6 4 2	
♦ K Q 9 7 6 3	
♣ —	

♠ A Q 8 7 5 4 2
♥ 9 5
♦ J
♣ 10 8 4

West leads the ♣K against South's contract of 4♠. Unless the ♣A is ruffed, South has 10 certain tricks. To guard against that lone possibility, declarer ducks the first round of clubs and subsequent club leads until West shifts to another suit or permits South to ruff the fourth round of clubs. Eventually declarer gets to discard his losing heart on the ♣A.

ENTRY. A means of securing the lead in a particular hand. Careful and effective use of entries is one of the basic arts of card play. In most situations it is sound strategy to maintain entries in both hands, which means preserving entries in the weaker hand where possible.

When both hands hold high cards, and there are more high cards than tricks, declarer should try to preserve a flexible entry situation:

♠ A Q 10

♠ K J 9

Suppose the first spade trick is won with the ace. If South will need entries to dummy, he should drop his king. If he needs entries to his hand, he should drop the 9. Playing the jack is intrinsically inferior. Declarer should aim to have the sequence of cards alternate from hand to hand.

Similarly, when drawing trumps, declarer may leave himself with two low trumps in one hand and one in the other. He should try to arrange that the single trump ranks between the trumps in the opposite hand.

A 4-4 fit will often provide an entry with a spot card if the suit divides 3-2.

A Q 10 3

K J 9 2

If dummy needs every possible entry, South should start by overtaking any high card as economically as possible. Later he repeats the process, and if the suit splits 3-2, he does so a third time, giving dummy a fourth-round entry with the 3.

The same is true if the defenders have one, two, or three winners in the suit. If declarer has four low cards in each hand, he can arrange to win the fourth round in either hand, except in the rare case when the spot cards do not overlap at all.

FALSECARD. A card played with the intention of deceiving the opposition.

Defenders normally play true cards to provide each other with information. The declarer, with no partner to worry about, is not obliged to play true cards, so for him there is no such thing as a falsecard.

Deceptive play by the declarer may extend to the conduct of the entire deal, whereas in practical play the defenders are usually limited to the play of a single falsecard to one trick. It is, therefore, convenient to treat the subject of deceptive play by the defenders as falsecarding, dealing with declarer play under the title Deceptive Play.

The defenders' advantage

Although the defenders are usually restricted to the choice of a single card, rather than a complete tactical play, they have many more opportunities for skillful deception than the declarer. Consider this situation:

K 7 3

J 9 6 2

A Q 4

10 8 5

East is the declarer, and clearly there is no way on the diagrammed lie of the cards to bring in the suit without loss. If dummy's jack is led, North covers and South's 10 is promoted.

Now suppose instead that the declarer is South and that West is on lead. If West leads the jack, declarer cannot be sure whether it is right to cover because he cannot see the defenders' cards. In the diagram, the king must be put on to make the 10 a guard, but it may turn out that West has made a clever play from the Q-J, the true position being:

K 7 3

Q J 9 2

A 6 4

10 8 5

Now if the king is played on the first lead from West, East wins with the ace and returns the suit through South's and declarer wins no tricks in the suit.

Suppose that in the second diagram declarer is East once more, and that he again leads an honor from dummy. If North covers, declarer can win four tricks in the suit. North, of course, plays low; seeing the Q-J in dummy, he ducks the first lead, following the maxim that a defender should cover the last of touching honors – a complete answer to problems of this sort.

Clever falsecarding aims at exploiting the defenders' advantage in situations of that kind. Falsecarding is analyzed under various headings: Deceptive opening leads, false signals, falsecarding in the middle or end game, playing a known card, random falsecards that cannot deceive partner and falsecards in the trump suit.

Playing a known card

A well-established principle of defensive play is that a defender in a critical position should play a card he is known to hold or will soon be known to hold, if he can do so without sacrificing a trick. Example:

	A J 5	
Q 10 3		8 6 2
	K 9 7 4	

South leads low, finesses dummy's jack, and continues with the ace and another. When the ace is played, West can follow suit with two cards of equal value, the queen and 10. He should play the card he is known to hold – the queen – offering declarer the possibility of finessing the 9 on the third round.

Such maneuvers are common in a keen game, even when the defender has no specific objective in mind.

	A K J 6	
Q 5 4		10 8 3 2
	9 7	

South finesses dummy's jack. West should play the queen on the next round, for until he releases the queen, declarer knows that the suit cannot possibly be ruffed on his left.

Similarly:

	A Q 7 5	
K J 10 3		8 6 4 2
	9	

Playing a crossruff, South finesses dummy's queen and continues with ace and another, ruffing. Until West parts with the card he is known to hold – the king – declarer can safely ruff low.

More difficult to gauge is the early release of a high card whose position is not marked but soon will be.

	A K J 3 2	
Q 8 4		10 9 6 5
	7	

At a trump contract, this is a side suit. South cashes the ace and ruffs a low card. West, who can see that his queen will fall under the king next, plays it on the second round, and South will think only three tricks are available.

It may be necessary to have a grasp of the strategy of the entire deal before this sort of play is safe.

♠ Q 4				
♥ K J 10 8 3				
♦ Q 8 6				
♣ A 3 2				
♠ 9 2				
♥ 9 6 4				
♦ 10 7 5 2				
♣ J 10 6 4				
	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S
N				
W E				
S				
	♠ J 3			
	♥ A Q 7 5			
	♦ A K J 4			
	♣ K 7 5			
	♠ A K 10 8 7 6 5			
	♥ 2			
	♦ 9 3			
	♣ Q 9 8			

South plays in 4♠ after East opened the bidding. Diamonds are led and South ruffs the third round. Needing to establish two heart tricks, he finesses dummy's 10.

East wins with the ace, not the queen, and returns a trump. East judges that declarer will expect him to have the ace for his opening bid, so if he wins the first trick with the queen, declarer will take a ruffing finesse against the ace on the next round and make his contract. After East's deceptive play of the ace, however, declarer may try to bring down the queen in West by ruffing the second round. If he tries that, a shortage of entries prevents him from establishing a second heart trick.

The following deal illustrates a different reason for releasing a high card whose location will soon be known to the declarer.

♠ 7 5 3				
♥ 7 2				
♦ A Q J 8 6 3				
♣ 6 5				
♠ 10 8 6				
♥ A 10 8 6 3				
♦ K 10				
♣ 8 7 2				
	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S
N				
W E				
S				
	♠ Q J 9			
	♥ Q 9 5			
	♦ 9 7 2			
	♣ J 10 9 4			
	♠ A K 4 2			
	♥ K J 4			
	♦ 5 4			
	♣ A K Q 3			

In a pairs contest, West leads a low heart against 3NT, and the queen is topped by the king. South returns a diamond, and West, knowing that his king is lost, plays it immediately. Now South has a problem, even if he knows West as a guileful player. If he takes the trick and it turns out that the king is singleton, he may take only nine tricks. By ducking, he could have won 11 tricks by establishing the long cards without letting East gain the lead.

Trump suit falsecarding

The suit combinations illustrated in the following can exist in any suit, whether trumps or not, but it is best to consider them as being trump. The fact that in every case the declarer has the majority of cards means that the suit usually will be trumps. Also, the deceptive maneuvers require an exact appreciation of the layout of the suit. In practical play, this condition is seldom met unless the suit is trumps.

The essence of most of the following plays is that a falsecard is obligatory – failure to falsecard leaves declarer no option but to adopt the winning line of play. The falsecard presents him with the possibility of an alternative line, which will lose. This type of falsecard is still purposeful even if the

declarer is unlikely to fall into the trap set for him. Had the falsecard not been played, there would have been no possibility declarer would go wrong. The falsecard affords such a possibility, however slight.

A J 8 3
K 2 10 9 6
Q 7 5 4

South leads low and finesses dummy's jack. If East plays the 6, declarer has no choice but to play the ace on the next round, taking four tricks. If East plays the 9 or 10, declarer may enter the closed hand to lead the queen, which would be the winning play if East had 10-9 doubleton or a singleton.

There are some plays that appear dangerous at first but which in fact are obligatory if a high standard of play is assumed.

A Q 6 2
4 K 10 8 3
J 9 7 5

When declarer leads low and finesses dummy's queen, only the 8 from East offers hope of a second trick. If East wins with the king, the ace will be played on the next round, and a third-round finesse will pick up the suit. After the play of the 8, declarer may come to hand and lead the jack, which would be a good play if East held 10-8 alone, but costs a trick in the actual diagram. Following is one of many variations of the theme.

K Q 9 4
10 8 6 3 A
J 7 5 2

Unless West plays the 8 when a low trump is led toward dummy's king, he has no chance of a second trick (declarer may play East for length in the suit and play the queen next).

Many falsecarding positions are associated with the holding of J-9 doubleton and related holdings:

Q 8 3
A 7 6 J 9
K 10 5 4 2

South attacks this suit by leading low from dummy. East follows with the jack, and South's king loses to West's ace. South is likely to finesse the 8 next, playing West for A-9-7-6.

K 8 3
7 6 5 A J 9
Q 10 4 2

If South leads low from dummy, East may gain by playing the jack.

This next position also has variations:

J 9 3
8 5 4 Q 10
A K 7 6 2

Whether South lays down the ace from hand or leads the 3 from dummy, East can probably read the position well enough to gauge that it is safe to drop the queen.

The following play is liable to score:

Q 2
J 10 A 7 3
K 9 8 6 5 4

When South leads low to the queen, East ducks smoothly and declarer probably continues by finessing the 9 in his own hand. Had East taken the queen with the ace, South would have

played to drop the jack on the next round, recognizing that there would be no purpose in finessing against A-J-7-3 in East's hand. A similar position:

7
J 10 6 A 5
K Q 9 8 4 3 2

Dummy's 7 is led and the king wins. Unless West plays the 10 or jack, declarer has no choice but to lead a low card to the next trick.

Many falsecards have a better chance of succeeding in a pairs contest, where declarers are willing to take measured risks for an extra trick.

J 8 6 2
Q 10 9 5 3
A K 7 4

When South plays the ace, West drops the 9 or 10. If declarer can afford to lose one trick, he does best to play low toward the jack, which preserves the position against any lie of the defenders' cards, but in a pairs contest he may decide instead to cross to dummy and lead the jack. This is equally safe against four cards in East's hand, and nets a big matchpoint score if West holds 10-9 alone.

Occasionally it is possible to forestall these defensive wiles.

Q 8 4 2
3 J 9 6 5
A K 10 7

When declarer plays the ace from hand, the standard falsecard for East is the 9. If he fails to play the 9, declarer is bound to continue by leading toward the queen, discovering the finesse against the jack. After the play of the 9, declarer may continue with the king from hand, with the idea of finessing against West if he has J-6-5-3.

Entries permitting, declarer in the above situation should make the first lead from dummy. Now it is dangerous for East to drop the 9, for partner could have the singleton 10.

There is another type of falsecard that, though not occurring in the trump suit, is associated with suit contracts. This is the play of a high card, perhaps setting up winners for declarer – to dissuade declarer from following a line of play that the defender knows must win. A bold player may sacrifice a high card in this way even though he may be unable to envisage the likely effect. It is sufficient for him that the declarer must be deflected from the course which he has apparently set. A classic deal of this kind was defended by the British player, Terence Reese, in his Oxford days.

♠ Q 9 6 3		♠ 5			
♥ K J 5		♥ 10 4 3			
♦ 9 7 4 2		♦ 10 8 6 5 3			
♣ J 3		♣ Q 9 6 2			
♠ J 10 4	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	
N					
W E					
S					
♥ Q 8 7 2					
♦ A K J					
♣ 8 5 4					
♠ A K 8 7 2					
♥ A 9 6					
♦ Q					
♣ A K 10 7					

West led diamonds against South's 6♠.

South ruffed the second round and played three rounds of clubs, ruffing in dummy. It was evident that the fourth club could be ruffed with impunity, so Reese dropped the queen on the third round.

The declarer continued with the ♠Q and a spade to the ace. When East showed out on the second trump, it appeared safe to lead the ♣10, intending to discard a heart in dummy and subsequently ruff a heart. However, West made his trump jack to defeat a contract that would have been made routinely had East not falsecarded.

Random falsecards that cannot deceive partner

The previous situations have been mainly those where an immediate purpose could be discerned. There are, however, situations where it is permissible for a defender to falsecard with the more general aim of harrying the declarer and spoiling his count of the hand. The most common is where declarer has shown out of a suit. Both defenders know the exact distribution of the suit, so they may falsecard with no specific aim in mind.

Falsecards of that type are more effective if made before declarer actually shows out of the suit because he is then more inclined to take them at face value.

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

South plays 6♦ after East has dealt and passed. When West leads the ♣3, East falsecards, winning with the king rather than the queen. Declarer ruffs the ace, and has to guess the spade position to make his contract. Had East won the opening lead with the queen, South would have reflected (after finding the red jacks in East) that East might have opened the bidding had he held the ♠Q and 13 points in all.

False signals

The defenders labor under the disadvantage that most of their signals are sent “in clear” and so are liable to enemy interception. On a deal such as the following, the declarer’s task is easier if his opponents are known as conscientious signalers.

♠ 8 7 ♥ K 8 7 5 4 ♦ 8 6 2 ♣ A 9 5	♠ A K Q 10 6 5 ♥ A 2 ♦ A Q J ♣ K 7
--	---

South plays 6♠ in a pairs contest. Having won the club lead with the king and drawn trumps, South’s problem is whether to try to ruff out the hearts for two discards or to finesse diamonds; shortage of entries means that he cannot try both. But, if the

defenders echo to show two or four cards, declarer knows what to do after playing the ace and another heart.

Best results are obtained by defenders who keep up with the game and at a given time are conscious whether a false signal could mislead partner. Very often it can be recognized that partner will not be misled. In such cases, defenders should vary their signals between true and false signals rather than trying to outsmart the declarer.

False signals can be used to persuade the declarer to ruff unnecessarily, or to ruff high in a critical trump situation.

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

South plays 4♥ after West has opened 1♦. West leads the ♦A, then plays the ♦K. East echoes with the 9 and 2. It is quite possible that East has a doubleton diamond, so declarer may judge to ruff with the 10 when West plays the third round. If he does so, he loses two trump tricks instead of one.

A defender must occasionally falsecard his partner to direct the defense.

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1♣	1♠
Pass	2♠	Pass	3♠
Pass	4♠	All Pass	

West leads the ♣2. East can see that his defense is moot unless West has a trump trick or the ♥A. Even then, West must shift to diamonds. East therefore plays the ♣K at the first trick, denying the queen. When West takes the ♥A, he should find the diamond switch.

Deceptive opening leads

Defenders should seldom depart from the accepted conventional leads. To underlead an ace against a suit contract or to lead an honor from the middle of a sequence may score on a particular deal, but if it is done frequently, the loss in partnership accuracy and confidence will outweigh the gain thus made.

Because that is generally recognized as true, the occasional deceptive lead can be all the more effective. Some leads, such


as the jack from Q-J doubleton, are so well known as to lack any element of surprise. The following is also far from fresh:

J 6 4
10 9 2 Q 3
A K 8 7 5

Left to himself, the declarer loses no tricks in this trump suit when he plays to drop the doubleton queen. Some authorities have commended the opening lead of the 9, the theory being that declarer may put on the jack and play East for Q-10-3-2 or Q-10-x.


Declarer's protection against being duped too often is the knowledge that a good defender seldom leads a trump other than his lowest. To lead the 9 from 9-2, for example, can never gain as compared with leading the 2, and can cost in more than one way. Most defenders are averse to leading a singleton trump, so the declarer should look suspiciously at the lead of a 9 or card of similar rank, particularly when, as in the preceding diagram, he himself holds the card of next lower rank, and knows that the card led cannot be the top of a sequence.

The deceptive lead of fifth-best instead of fourth-best against notrump is a more persuasive maneuver. It is likely to gain in many situations, such as the following:

<p>♠ A 5 ♥ A 10 8 4 2 ♦ K 9 6 ♣ J 9 3</p>		<p>♠ J 10 7 6 3 ♥ 9 7 5 ♦ 5 4 ♣ 10 6 2</p>	<p>♠ K 9 8 ♥ Q 6 ♦ J 10 3 2 ♣ K Q 8 5</p>
<p>♠ Q 4 2 ♥ K J 3 ♦ A Q 8 7 ♣ A 7 4</p>			

West's own wealth of high cards makes it unlikely that his partner can contribute to the defense, so he leads the ♥2 against 3NT. Dummy wins, the ♦J runs to West's king, and a low heart comes back. Declarer cashes his diamonds, and both defenders discard spades. Now South has to decide whether to set up a spade or to seek his ninth trick in clubs. After cashing two rounds of clubs he is none the wiser and, taking the opening lead at its face value, he may think that hearts are 4-4 and that it is safe to play a spade.

No less effective is the lead of third-best in an attempt to create the impression that a five-card suit is held. This is the other side of the coin from the previous deal:

<p>♠ A 7 3 2 ♥ A 9 ♦ J 10 5 3 ♣ A 8 4</p>		<p>♠ 8 5 4 ♥ 7 5 4 3 ♦ 7 4 ♣ J 6 3 2</p>	<p>♠ Q 10 9 ♥ Q 6 2 ♦ A K 6 ♣ Q 9 7 5</p>
<p>♠ K J 6 ♥ K J 10 8 ♦ Q 9 8 2 ♣ K 10</p>			

Again, West knows that partner has little to fight with, so he leads the ♠3 against South's 3NT contract. After driving out the ♥A and receiving the return of the ♠2, South has only eight tricks and has to decide whether to play a club or test diamonds. If he knew West had only four spades, he could safely play a club. After the deceptive lead, however, he may decide to try for the diamond break, in which case he establishes the setting trick for the defenders.

Other opportunities for a deceptive lead are sometimes missed. Suppose the declarer in a notrump contract opened the bidding with 1NT, and subsequently showed a spade suit in response to Stayman. Both defenders know declarer has precisely four spades, so there is no reason why the defender, if he decides to open up the suit, should give declarer free information by leading a conventional fourth-best. He can simply lead his lowest card.

Falsecarding in the middle or end game

In the middle game, it is possible for both defenders to know the exact lie of the cards while declarer is still in doubt. When this is the case, defenders can deceive declarer without deceiving each other.

The position illustrated under the heading "Defenders' advantage" is a basic one to which there are many variations. Example:

	K 7 3	
A Q 8	J 9 6 2	
	10 5 4	
	A J 9 4	
Q 10 5	K 8 6	
	7 3 2	

South leads low, intending to follow the percentages by finessing the 9 the first time and the jack the second. By putting up the queen, West may persuade declarer that he has the king, as well, and deflect him from his course. Similar positions arise when West is on lead:

	J 9 6	
K 10 5 2	Q 8 3	
	A 7 4	

If circumstances compel West to open this suit, the king is the card. Conversely, in a position such as the following, it may be best to lead low:

	J 9 7	
K Q 3	10 6 5 2	
	A 8 4	
	A 9 7	
Q 8 2	J 6 4 3	
	K 10 5	

If South has reached a stage through elimination that compels West to open this suit, the queen is best, offering declarer the possibility of winning in hand and finessing against the jack. If West leads low instead, declarer can play only for split honors.

Similarly:

Q 9 7
 J 8 4 K 10 6 2
 A 5 3

If West leads low, declarer may play low in dummy and capture the 10 with the ace. On the next round, he probably finesses the 9. If West leads the jack on the first round, declarer may cover on the assumption that the 9 sits behind the 10.

Suppose that in the above example the declarer is on lead, and plays low toward the table. Suppose also that East is marked with the king, and declarer intends to insert dummy's 9, forcing East to lead away from the king or concede a ruff-sluff.

On South's lead, West puts in the jack to make it appear that he has the 10 as well, in which case declarer's play would be to duck in dummy. Related: Mathematics of Deception. Books on the subject include *Deceptive Play at Bridge* by Hugh Kelsey, *Falsecards* by Mike Lawrence and *Step-by-Step Deception in Defence* by Barry Rigal.

FINESSE. The attempt to gain power for lower-ranking cards by taking advantage of the favorable position of higher-ranking cards held by the opposition.

The most common uses of the finesse are:

(1) To avoid losing a trick.

♣ A Q

♣ 3 2

South cannot afford to lose a club trick. He therefore leads a club to North's queen, finessing against the king. If West has the king, the queen will win, and South will avoid a club loser.

♠ Q 10 6 2
 ♠ J 9 3 ♠ K 8 7 5
 ♠ A 4

West leads the ♠3, and South must avoid a spade loser. If South reads the position correctly, he will play the ♠10 from dummy, finessing against the ♠J. This enables South to avoid a spade loser.

(2) To gain a trick with low-ranking cards

♥ A 3 2

♥ Q 6 5

Needing two heart tricks, South cashes North's ace and leads toward his queen. If East holds the king, the queen will score a trick for South.

♦ Q 3 2

♦ 7 6 5

South needs one diamond trick. His best chance is to find West with both the top diamond honors. He therefore leads toward the queen in the North hand.

(3) To prepare for a second finesse in the same suit. One finesse can often be used to create a second finesse. When this is done successfully, the second finesse usually results in the direct gain of a trick.

♣ A J 10

♣ 4 3 2

Needing two club tricks, South leads low to dummy's 10.

If this finesse loses to an honor in the East hand, declarer is in position to take two tricks via a second finesse if West has the remaining high honor.

♠ A J 9

♠ 4 3 2

Needing two spade tricks, South leads low toward the North hand. When West follows low, declarer finesses the 9. If West started with K-10 or Q-10, this will drive a high honor from the East hand and a second finesse of the jack will result in two tricks for South.

(4) To prepare for a pinning play in the same suit. A finesse can also be preparatory to a different form of trick-gaining play in a suit. By taking an early finesse, it may be possible to reduce the length of the suit in one enemy hand.

♥ Q 9 8 7
 ♥ J 5 ♥ K 10 6
 ♥ A 4 3 2

Needing three heart tricks, South leads low and finesses dummy's 7. East wins with the 10, but declarer later enters the North hand, and pushes the queen through East, blotting out the entire defensive holding. This combination of plays is known as an intra-finesse.

♦ Q 10 8 3 2
 ♦ J 9 4 ♦ A K 7 6
 ♦ 5

With some other suit as trump, South must develop two diamond tricks. He leads low from his hand, finessing North's 8. Later, the queen is led from the North hand to ruff away East's remaining honor. The suit will now fall after the second ruff.

(5) As an avoidance play. A finesse may prove useful for keeping a particular opponent off lead.

♠ Q J 9
 ♥ A 10 9
 ♦ 10 7 5 4 2
 ♣ 3 2

♠ 3
 ♥ 5 4 3 2
 ♦ Q 9 8
 ♣ A Q 10 9 5

N
W ◊ E
S

♠ A 6 5
 ♥ 8 7 6
 ♦ K J 6 3
 ♣ J 7 6

♠ K 10 8 7 4 2
 ♥ K Q J
 ♦ A
 ♣ K 8 4

Against South's 4♠ contract, West leads the ♠3. East plays two round of spades.

South now leads a club from dummy. If East follows low, South should finesse the 8! This is an avoidance play, designed to keep East off lead and avoid the killing play of the third trump.

If East has the ♣A, the next club lead will score the ♣K, and produce the game-going trick. However, if West has the ace, East can be prevented from leading a third round of trumps.

South later enters dummy with a heart and leads a club to his king. This loses to West's ace, but declarer cannot be prevented from ruffing his third club in dummy.

(6) As a safety play.

♠ K 9 2

♠ A J 5 4 3

South wishes to avoid losing two spade tricks. He cashes the ace and then leads toward dummy. If West follows with a low card, he finesses dummy's 9 to guard against West having started with four to the Q-10. Related: Safety Play.

♠ A 10 9 8

♠ K 7 6 5 4

South wishes to avoid losing two spade tricks. He leads from either hand, and finesses by playing low from the opposite hand. In this way, ♠Q J 3 2 in either hand can be picked up with only one loser.

(7) To gain one or more entries

♠ K 7 4

♥ J 8 7

♦ A 9 7 6 5

♣ J 10

♠ 8 5 2

♥ A K 10 9

♦ Q 2

♣ A Q 9 8



♠ —

♥ Q 6 5 4 2

♦ J 10 3

♣ 7 6 5 3 2

♠ A Q J 10 9 6 3

♥ 3

♦ K 8 4

♣ K 4

This deal demonstrates many techniques in the play of the cards. With best play on both sides, it hinges on repeated finesses to gain entries. South opens 4♠ in third position, and all pass. West leads the ♥K, which holds. West cannot continue with the ♥A, for declarer will discard a diamond from his hand, later establishing the diamond suit by ruffing, preventing a lead through the ♣K.

If West leads a lower heart, declarer will play the ♥J to force East's queen. He will later pass the ♥8 to West while discarding a diamond and will thereby make his contract. Related: Loser on Loser and Avoidance.

Nor can West profitably shift to diamonds. If West leads the ♦Q, declarer lets him hold the trick; if West leads the ♦2, declarer wins the king, draws trumps, leads a diamond and ducks West's queen.

Declarer cannot succeed in this deal if he leads diamonds himself. He can lead to the ♦A and play a low diamond from both hands next, forcing West to win, but declarer cannot then unblock the ♦K before he draws trumps.

West cannot profitably lead clubs, so his only chance is to shift to a trump. Because of the recurring finesse for entry position in the trump suit, it makes no difference which trump West plays.

Suppose West leads the ♠2. Declarer plays dummy's 4, which holds. The ♥J is played from dummy, East covers with the queen, and declarer ruffs with an honor. Now the ♦K and ♦A are cashed, West unblocking the ♦Q under the ♦K to avoid being thrown in with that card. The ♥8 is played. When East cannot cover, declarer's last diamond is discarded.

West wins and cannot lead a club or a heart, so he plays

another trump. Declarer plays the 7 (or wins the king while unblocking from his hand if West plays the 8), underplaying with his 6, ruffs a diamond to establish the suit, re-enters dummy with the remaining spade and runs the diamonds.

On this deal, two finesses were taken against West's trump cards to obtain a third entry to dummy. Notice that if South must lead spades himself, he can enter dummy only twice against best defense by West.

FINESSE PROBABILITIES. These and all finessing situations are listed in Suit Combinations.

FORCING DECLARER TO RUFF. A method of defensive play, usually sound strategy when other forms of defense seem inadvisable or doubtful. When a defender, by the play of an established side suit, forces declarer to use his valuable trumps, it sometimes causes the declarer to lose control. This is sometimes called "pumping" or "forcing" declarer. In the following deal, the insistent forcing of the declarer's strong trump hand enabled the defending partnership to defeat an otherwise sure game.

♠ 6 4 3 2

♥ K 10 8

♦ A Q J

♣ A J 10

♠ K Q 10 9 5

♥ A 5 4 3

♦ 10 3

♣ 7 2



♠ A 7

♥ 7

♦ 7 6 5 4 2

♣ 9 6 5 4 3

♠ J 8

♥ Q J 9 6 2

♦ K 9 8

♣ K Q 8

West

North

East

South

1♠

Dbl

Pass

3♥

Pass

4♥

All Pass

West's opening lead was the ♠K, which East won with the ace to unblock his partner's suit. East returned the ♠7, which West won with the queen. West continued the suit, forcing South to ruff. South now led a heart, and when West won with the ace he led another spade, forcing South to ruff a second time. South led a second round of hearts. At this point, it is obvious that South could not make his contract, for West's greater length in trumps gave him a trump winner. This was brought about by West's continued forcing play, which destroyed declarer's trump fortress.

The first deal is an example of the defense employing a forcing lead, a strategy aimed at weakening the declarer's trump suit. The lead is most effective when one defender has four trumps and can visualize declarer being forced to ruff prematurely and perhaps lose trump control.

Generally, a forcing lead is made from a long suit. Declarer may have to exhaust his attenuated trump suit to extract the defender's trumps. Subsequently, if the defense regains the lead, they will be in a position to cash the established cards in their suit. The trump contract will, in effect, have been reduced to notrump.

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

The contract is 4♠ by South. If the singleton diamond is led, the declarer has an easy ride, but holding four trumps, West should resist this temptation and attack in hearts. Declarer wins and forces out the ♠A. West continues hearts, reducing South's trump length to his own. Declarer is now fixed – if he draws West's trumps and plays diamonds, East wins, and the defense secures two heart tricks. Alternatively, if he abandons trumps after discovering the bad break, West will score two of his low trumps.

The opening leader can often diagnose the proper occasion for a forcing lead from the auction:

<i>South</i>	<i>North</i>
1♠	2♣
2♦	2NT
3♣	3♠
4♠	Pass

West holds:

♠ 9
 ♥ K J 6
 ♦ 10 5 3 2
 ♣ Q 7 6 3 2

South's bidding has pinpointed a singleton or void in hearts; East almost certainly has at least four trumps. West should start a forcing game by leading the ♥K (pinning a possible singleton queen in the South hand). Related: Attacking Lead, Opening Lead.

HIDDEN ENTRY. A low card, usually in dummy, by which an entry may be made, usually established as such through the play of unnecessarily high cards by the declarer. Thus, if dummy has A-Q-10-6 and declarer K-J-9-5, the 6 may be set up as an entry by playing the king to the same trick as the ace, the jack to the same trick as the queen, and the 9 to the same trick as the 10.

HOLD-UP. The refusal to win a trick. The aim of a hold-up play is to keep control of a suit an opponent has led. The purpose is usually to disrupt the opponents' communication.

This section deals only with holdup play by declarer, but the defenders also hold up (as when a defender refuses to take an ace to prevent the use of a long suit in dummy. Related: Signals.

The hold-up play occurs at suit and notrump contracts.

The following deal shows the basic hold-up play:

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

West leads the ♣5 against South's contract of 3NT. East puts up the queen. South must refuse to take the ace and hold up again when East returns the ♣10. If South wins either the first or second club, East will have a club to lead when he wins the ♦K, and the defenders will win four clubs and one diamond to defeat the contract. If South waits to win the third club lead, he makes game because the defenders' communication in clubs is broken and West has no side entry.

Declarer can also hold up a winner other than an ace.

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

After West has opened 2♥, South plays 3NT, and West leads the ♥7. If South puts up the ♥Q to win the first trick, he goes down; East will unblock the jack and return the ♥9 when he wins the ♣K. South should instead play low from both dummy and his own hand at the first trick, safeguarding the contract if West has six hearts and East has the ♣K.

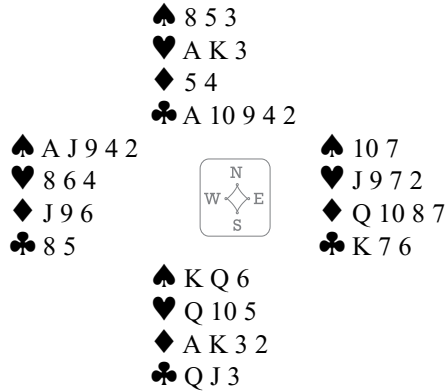
♠ 10 8 4 3
 ♥ K 4
 ♦ Q J 7 2
 ♣ A K 2
 ♠ J 7
 ♥ J 9 8 6 2
 ♦ K 8 6
 ♣ 10 9 8
 ♠ A K 9 6 5
 ♥ 10 7 3
 ♦ 5
 ♣ Q J 7 3
 ♠ Q 2
 ♥ A Q 5
 ♦ A 10 9 4 3
 ♣ 6 5 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	1♠	3♦
Pass	3♠ (1)	Pass	3NT
All Pass			

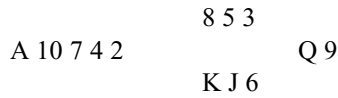
(1) Partial stopper.

West leads the ♠J, 3, 6. South must play low to make the contract. If South wins the ♠Q, West will play a second spade

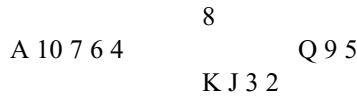
through dummy's remaining ♠10 8 4 when he gets in with the ♦K, and the defense will take five tricks. Playing low on the ♠J holds the defense to three spade tricks.



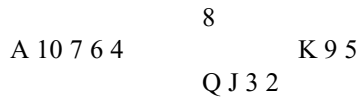
West leads the ♠4 against South's 3NT, and East plays the 10. To make the contract, South must follow with the 6. The situation would be similar if the spade suit were:



After the lead of the 4 to the 3 and queen, South would need to play the 6.

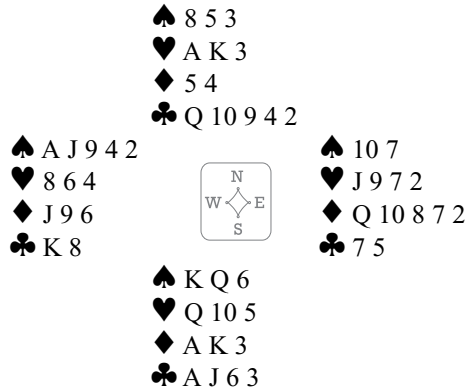


After the lead of the 6 to the 8 and queen, South would follow with the 2 and play the 3 when East next led the 9.



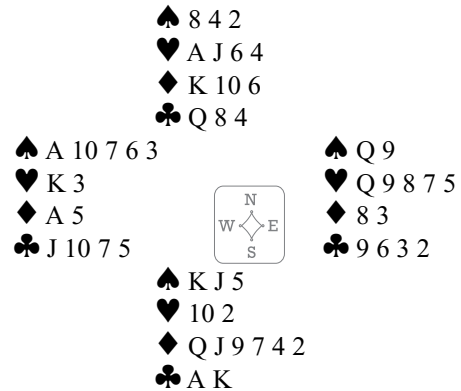
If West leads the 6 to the king, and East returns the 9, South must play low. South must also play low if East makes the remarkable play of the 9 at the first trick.

As the examples above demonstrate, hold-up play is often linked with avoidance. Change the previous deal to:



On this layout, the club finesse may lose to West, so South should win the first spade. He can then reach dummy with the ♥A and finesse in clubs. If West can win, the contract is secure because South's remaining holding in spades is safe from attack.

Sometimes declarer must guess whether to hold up.

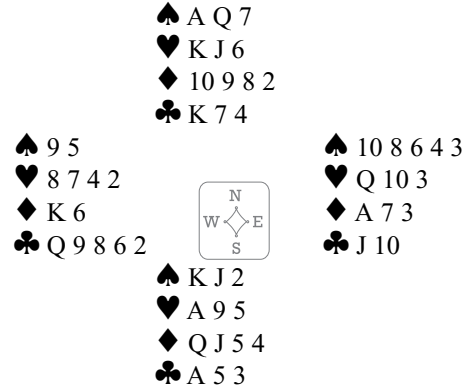


West	North	East	South
			1♦
1♠	Dbl (1)	Pass	2♦
Pass	3♦	Pass	3NT
All Pass			

(1) Negative

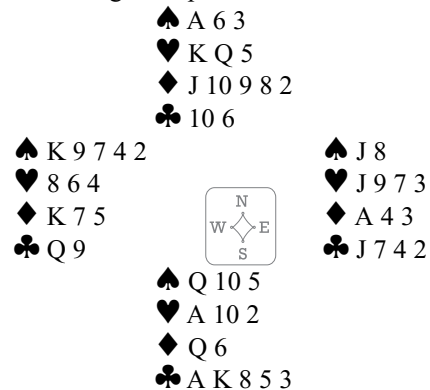
North-South bid aggressively to reach 3NT, and West leads the ♠6 to the 2 and queen. If East has the ♦A, South must hold up. If West has it, South should win, preserving the spade stopper. South must recall the bidding. West's vulnerable overcall of 1♠ suggests high-card values, so South should play West for the ♦A and win the first trick.

A hold up is often correct even with two stoppers.



South plays 3NT, and West leads the ♣6. If South wins the first club and attacks diamonds, East will take the ace and lead his second club, establishing the clubs while West still has the ♦K. To make the contract, South must play low from both hands on the first club.

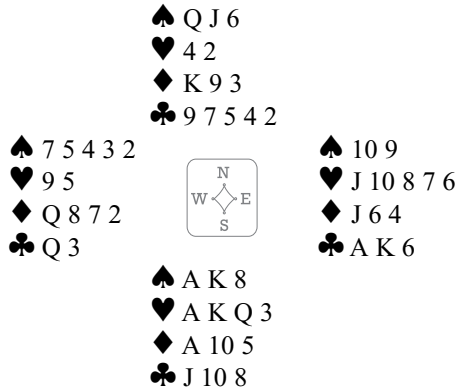
A more testing example:



South plays 3NT, and West leads the ♠4 to the 3 and jack. If South impulsively grabs the queen, he is defeated. East wins

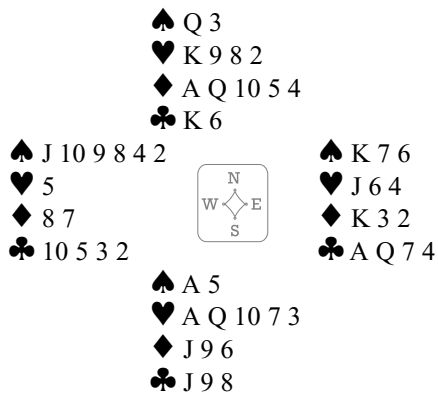
the first diamond trick and clears the spade suit while West still a diamond entry. South plays low on the ♠J and plays the ♠Q on the continuation. When East gets in with the ♦A, he has no spade to play. If West wins the first diamond and clears spades, he cannot get in again.

A hold-up play may be needed even with three stoppers.



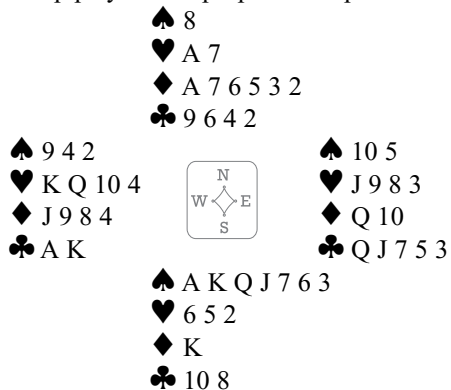
South plays 3NT. West has few side entries, so he leads the ♥9, trying to find East's long suit. To make the contract, South must refuse the first trick.

A hold-up may serve to ruin defenders' communication at a suit contract.



South plays 4♥, and West leads the ♠J, covered by the queen and king. South must not take the ace. If South wins, draws trumps and tries the diamond finesse, East wins and can put West in with a spade. Then a club shift defeats the contract.

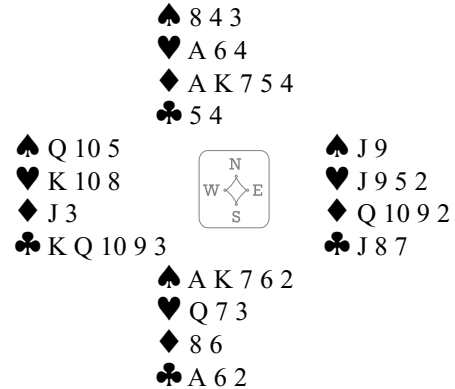
A hold-up play is also proper to keep control.



South plays 4♠, and West cashes the ♣A and ♣K and shifts to the ♥K. South can safeguard the contract by holding up dummy's ace. If West shifts to a trump to stop a heart ruff in dummy, South can unblock the ♦K, reach dummy with the ♥A and win his tenth trick with the ♦A. If West leads another

heart to force the ace before South unblocks in diamonds, South ruffs a heart in dummy.

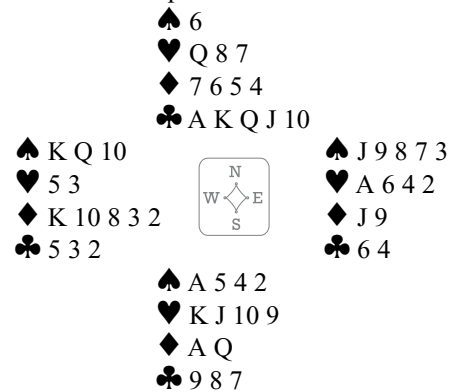
In the following deal, timing requires a hold-up play.



South plays 4♠, and West leads the ♣K. South can expect four trump tricks in his hand, four top cards on the side and a club ruff in dummy. A long card in diamonds must provide the 10th trick, but South must take care with his entries. If he wins the first trick with the ♣A and returns a club, the defense can win and lead a third club, forcing South to use a dummy entry too soon.

South should therefore refuse the first trick. He wins the next club, cashes the ♠A K and proceeds with ♦A, ♦K, diamond ruff, club ruff, diamond ruff (it makes no difference if West overruffs on one of the diamond leads). South then goes to the ♥A to lead the good diamond and is sure of 10 tricks whether or not West ruffs.

Control is also the problem on the deal below.



South lands in 4♥, and West leads the ♠K. South's best play is to hold up the ace! If West continues spades, South ruffs in dummy and forces out the ♥A. South can win the next trick, draw trumps and take 10 tricks with the help of dummy's clubs. Other lines of play are likely to fail. If, for example, South discards from dummy and wins the ♠A, he will be able to ruff a spade, return to hand with the ♦A to ruff another spade, but when he plays the ♥Q, East will be able to win and force declarer with a spade to promote a long trump. East will ruff the third round of clubs and declarer will be a trick short.

A hold-up play may be used in conjunction with avoidance and a loser-on-loser play. In the next deal, the purpose is to establish a suit safely.

♠ Q J 4
 ♥ A 5
 ♦ A K 5 3 2
 ♣ 8 5 2

♠ 7 5
 ♥ K Q 10 4 3
 ♦ 10 8
 ♣ A 10 9 7

♠ 6 3
 ♥ J 9 8 7 2
 ♦ Q J 9
 ♣ Q J 3

♠ A K 10 9 8 2
 ♥ 6
 ♦ 7 6 4
 ♣ K 6 4



South plays 4♠ and West leads the ♥K. If South wins the first trick, draws trumps and leads three rounds of diamonds, East wins and shifts to the ♣Q to defeat the contract. South does better to hold up the ♥A at the first trick. He wins the next heart, discarding a diamond, draws trumps, takes the top diamonds, ruffs a diamond and returns to dummy with a trump to throw two clubs on winning diamonds.

On some occasions, a hold-up play is ill-judged. Perhaps declarer cannot hold up long enough to accomplish anything. Perhaps he cannot stop a dangerous defender from gaining the lead. Perhaps a shift to another suit poses a greater threat. In the deal below, a hold-up play would let the defenders untangle their long suit.

♠ A 5
 ♥ K 6 4
 ♦ J 10 7 5 3
 ♣ J 8 4

♠ K J 8 6 3
 ♥ 10 8 2
 ♦ A 2
 ♣ 7 5 3

♠ Q 7
 ♥ Q J 7 5
 ♦ 9 8 4
 ♣ Q 10 9 2

♠ 10 9 4 2
 ♥ A 9 3
 ♦ K Q 6
 ♣ A K 6



South plays 3NT and West leads the ♠6. South is in no danger if spades split 4-3. If West has five spades, East surely has at least one honor – West would lead the king from K-Q-J-6-3. South cannot lose by taking the ♠A at the first trick. As the cards lie, this play blocks the spades. If South instead plays a low spade, East wins the queen and returns a spade at trick one, and South goes down.

A hold-up play is generally wrong when it costs a winner. Still, the deal below shows an exception.

♠ 10 5
 ♥ J 6 4
 ♦ Q J 9 4
 ♣ K J 9 3

♠ Q 9 8 6 2
 ♥ 5
 ♦ 8 7 6
 ♣ 8 7 5 2

♠ K 7 4
 ♥ Q 10 9 8 7 3
 ♦ A 2
 ♣ A 6

♠ A J 3
 ♥ A K 2
 ♦ K 10 5 3
 ♣ Q 10 4



West	North	East	South
		1♥	1NT
Pass	2NT	Pass	3NT
All Pass			

West leads the ♠6, and East plays the king. East's opening bid marks him with most of the missing honors, but West probably has five spades to the queen. South should therefore refuse the first two spade leads and win the third spade. South then loses to the minor-suit aces, but makes his game.

If South takes the ♠A at the first trick (assuring two spade tricks) and leads a diamond, East wins the ace and returns a spade. West lets dummy's 10 win. When East gets back in with the ♣A, he leads his last spade, and West takes three more tricks.

A common reason to avoid a hold-up play is to preserve an exit card:

♠ 9 7 3
 ♥ Q 5 4 2
 ♦ 8 5
 ♣ 8 6 4 2

♠ K J 8 5 2
 ♥ 6 3
 ♦ 10 7 3 2
 ♣ K 5

♠ Q 6
 ♥ J 10 9 8 7
 ♦ 9 6 4
 ♣ J 10 9

♠ A 10 4
 ♥ A K
 ♦ A K Q J
 ♣ A Q 7 3



South plays 3NT and West leads the ♠5. South can refuse the first spade, but should win the second. South then cashes his top cards in the red suits and leads his last spade. West can take at most three spade tricks and then must lead a heart or club to South's advantage.

Declarer's play can be influenced by the form of scoring, particularly pairs versus teams.

♠ 9 7
 ♥ A 8 3
 ♦ Q J 10
 ♣ A J 10 9 5

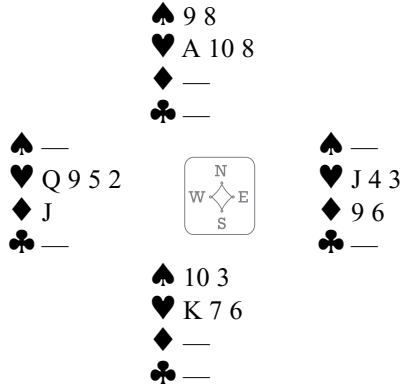
♠ A 4 3
 ♥ K 6 5
 ♦ A K 8 3
 ♣ Q 8 7

West leads the ♠6 against 3NT by South. East plays the queen. At rubber bridge or IMP scoring, South would hold up the ♠A twice before taking the club finesse, almost guaranteeing nine tricks. At matchpoint scoring, South's problem is difficult. The contract is normal – every North-South pair will reach 3NT – and 12 tricks are available if West has the ♣K. If South gambles by winning the first or second spade, however, he may go minus if East has the ♣K.

South's best play is to hold up once and see what spade East leads at the second trick. This play cannot cost because South can take at most 12 tricks. If East returns the ♠2, South can assume that spades are split 4-4 or 6-2 and win the second trick. If East returns the ♠10 or ♠8, suggesting an original holding of three cards, South must consider holding up again. Obviously, the situation gives the defenders opportunity for deceptive play.

HONOR LEAD. The lead of an honor, usually the top of a sequence. The lead of an honor conventionally indicates possession of one or more lower touching honors, the exception being the lead of the king, which may be made from a holding of A-K or K-Q.

The purpose of the honor lead is usually to establish the cards directly beneath it. In the middle game (as opposed to the opening lead or end positions) the lead of an unsupported honor card is occasionally correct technically.



Spades are trump, and West is on lead and forced to open up the hearts. The queen is the proper play, for if he leads a low card, South simply plays the 8 from dummy, forcing the jack from East. On the next round he has a simple finesse position with dummy's A-10 over West's queen.

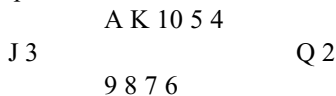
North (Dummy)
K 9 8

West
J 6 4 3

West is on lead and has no further card of entry. Requiring three tricks from this suit, he must lead the jack, hoping that his partner has A-Q-10. This also guarantees two tricks when partner has A-10-x and no dummy entry. Related: Interior Sequence, Journalist Leads, Rusinow Leads, Zero or Two Higher Leads.

IDIOT COUP. A defensive play with an indelicate name that works only if the declarer is naive.

Consider this position:

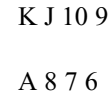


In normal circumstances, declarer will play off the top honors. But if South leads from his hand and West plays the jack, South may have to think after winning in dummy. It would be bad play for West to split with Q-J-3, so South should not be tempted to take a second-round finesse. If he does so, his partner may address him by the name of the coup. If South continued with the ace, as any good player would, and finds that West began with Q-J-3, he has become the victim of a Grosvenor Gambit.

INFERENCE. A conclusion drawn from a call or play made by partner or an opponent. Though the ability to gather and assimilate the most delicate clues is the hallmark of a fine player, the bidding and play of many deals abound with inferences that can be drawn by the average performer,

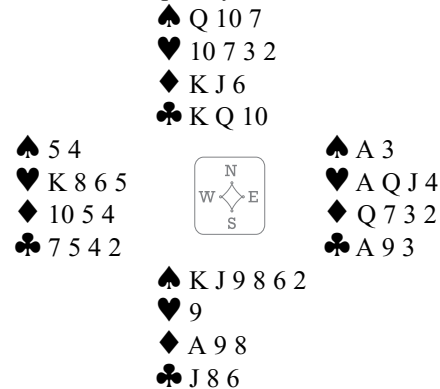
provided he is alert and knows what to look for. Note that an inference implies uncertainty. With no room for doubt, the exercise would be a deduction.

A declarer's task is frequently lessened when the opponents have been active in the auction. Apart from yielding specific information about the enemy suit(s), interference bidding generally assists the declarer to guess better in the play of a critical suit. For example, in playing a common combination such as:



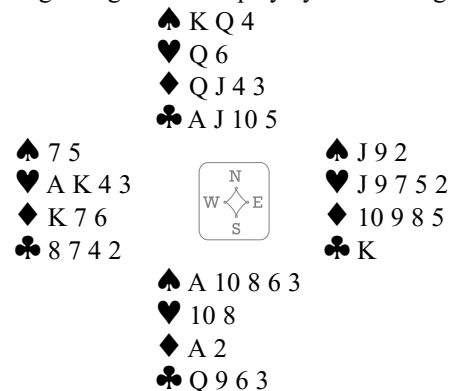
Declarer has to catch the queen, and with nothing to guide him, he must sometimes guess wrong. Related: Two-way Finesse. Suppose, however, that in the course of the auction West has made a preemptive bid, marking himself with shortages elsewhere. The odds now clearly favor a finesse against his partner.

In taking advantage of the information provided by the bidding, a declarer frequently must resort to unusual plays:



South is declarer in 4♠ after East opened the bidding with 1NT (15-17). West leads a trump, and South, faced with three certain losers, has to avoid losing a diamond. The standard play of this combination is to finesse the jack, but in this instance, declarer is fairly sure that East has the queen from his bid. His best chance is to take a backward finesse, leading the jack through East and, if covered, finessing against West for the 10 on the second round.

Sometimes the defenders find themselves in the unhappy position of guiding declarer's play by not bidding:

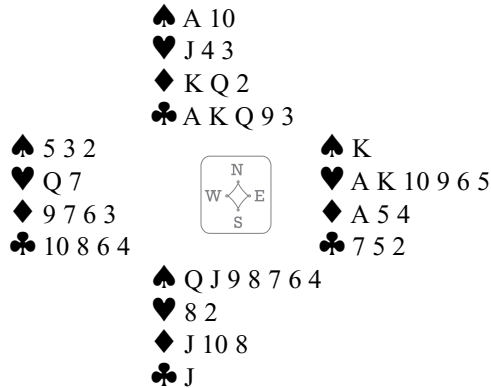


<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♣	Pass	1♠
Pass	2♠	Pass	4♠
All Pass			

West cashes two hearts and shifts to a trump, declarer drawing three rounds ending in dummy in order to take the diamond finesse. West wins and exits with a heart, South ruffing. The ♣K is now marked with East, for in the play, West has shown up with the ♥A, ♥K and ♦K. If he also held the ♣K, he would have opened the bidding. Declarer's only chance is that the king is singleton. Accordingly, he plays a club to the ace, dropping East's lone king.

Declarer has an even greater scope for making educated guesses based on the play of the opponents' cards. This is particularly true when the defenders are forced to discard on a long suit, the order of their discards being most helpful to declarer. The accuracy of the inferences thus drawn varies with the skill of the opposition, for good players generally plan ahead in these situations, often leaving the declarer with little to go on. Nevertheless, it is the mark of a good player that he guesses the correct play more often than not.

On rare occasions, the defenders are helpless to prevent declarer from gaining an inference.



The bidding:

West	North	East	South
Pass	1♣	1♥	3♠
Pass	4♠	All Pass	

West leads the ♥Q and continues the suit, East winning the king. After cashing the ♦A, East is in a cleft stick: If he returns a third heart, South will ruff high and West's failure to overruff will mark the ♠K. On the other hand, if he does not continue hearts, South's suspicions will be aroused and he is bound to diagnose the position.

The defending side is sometimes better placed to make deductions, for they have the advantage of being able to gather clues from declarer's and partner's actions.

In a general way, the defenders can make certain assumptions about the nature of declarer's holding by his approach. For example, at a suit contract, if he plays a side suit before broaching trumps, he probably has a shaky trump suit. On the other hand, if trumps are drawn immediately, it is safe to infer that declarer intends to utilize a side suit to dispose of his losers. At notrump, when declarer makes no attempt to establish a strong suit, it is reasonably certain that the suit is ready to run.



♠ K Q 10 5 4
 ♥ J 4 3
 ♦ 9 2
 ♣ A J 10

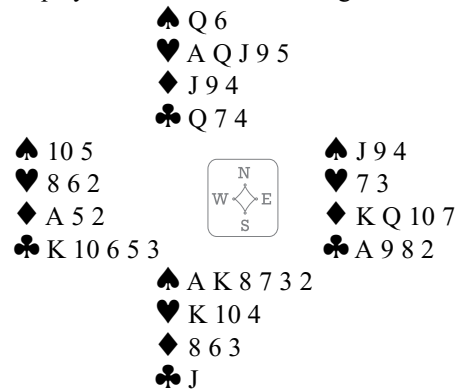
West	North	East	South
Pass	3NT	All Pass	1NT

West leads the ♠K, which declarer wins with the ace. To the second trick, South leads a club; West plays the ace and then the ♠Q, dropping declarer's jack, and takes three further spade tricks to set the contract. This was declarer's hand:

♠ A J
 ♥ K 9 7
 ♦ A Q 8 7
 ♣ K 9 5 2

West made two unusual plays: He rose with the ♣A in a position where it is customary to play low, and he continued spades at the risk of establishing the jack for declarer. The question is: How did he know? West reasoned that declarer could not have started with A-J-x of spades, for with that holding he would have surely refused the first spade, rendering the defense helpless. Either partner had the jack or, more likely, declarer had A-J alone. Further, declarer's failure to play on diamonds surely meant that the suit was solid, in which case, if declarer was permitted to steal a club, he would almost certainly have nine tricks: one spade, five diamonds, one club, and two hearts (he was likely to have the ♥K for his bid).

Defenders are often misled into committing a blunder, basing their defense on the assumption that a declarer has adopted a reasonable line of play. Similarly, in deciding his play at a crucial point in a hand, a defender must assume that his partner has played well. Terence Reese gives this example:



South plays in 4♠ and West leads the ♣5 to his partner's ace. East shifts to the ♦K and continues with the 7, declarer falsecarding with the 8. West is now faced with the problem of guessing whether to attempt to cash the third diamond or the ♣K. From his point of view, declarer might have well dropped the ♣J at trick one from J-x, and with apparently nothing to guide him, he played the ♣K, giving declarer the contract. West failed to draw the proper inference from his partner's play: If East had held five diamonds, leaving declarer with two, he would have realized that the defense could take only two diamond tricks and

would have played the $\spadesuit Q$ to hold the lead before shifting back to clubs. Related: Card Reading and Counting.

INFERENCEAL PROBLEM. A problem that requires the deduction of the lie of hidden cards through the use of information of a form not found in ordinary play.

Two examples of inferential problems follow. The first problem is of moderate difficulty and provides a good introduction to inferential problems. The second problem is a harder nut to crack with only one clue given as to the makeup of the concealed hands.

Big Casino and Little Casino

Reprinted from *The Bridge Journal*, January-February 1964.

By Jeff Rubens

\spadesuit 3
 \heartsuit 9 6 4
 \diamondsuit A 7 6
 \clubsuit K Q 9 5 4 2

\spadesuit A Q 9 5 4
 \heartsuit 3 2
 \diamondsuit K 9 5 3
 \clubsuit A 10

Contract: 6 \diamondsuit by South

Clues:

(1) After the lead of any black card, South can make his contract by perfect play. However, after the lead of any red card, perfect defense can defeat the contract.

(2) A "spot card" is any card from 2 through 10. The sum of East's spot cards in hearts subtracted from the sum of his spot cards in diamonds is exactly one third of the sum of all his black spot cards.

(3) Neither defender is void of hearts, and neither defender holds both big casino ($\diamondsuit 10$) and little casino ($\spadesuit 2$).

What are the exact East-West hands and how does South fulfill his contract after a favorable lead?

Solution

As neither defender is void of hearts, South must discard all his hearts before losing the lead. Further, he cannot lose a trick to one of the three missing low trumps. If diamonds are 3-3, no discards can be taken. Therefore, diamonds must be 4-2 with West holding two blank honors. In this way, declarer can obtain two discards on the clubs in dummy. These discards must be taken after two trumps are drawn; therefore one ruff must establish the spade suit. This places East with $\spadesuit K$ -J-10 and four clubs. East's four clubs must include the jack as the lead of a black card must help declarer by providing an entry for a black suit finesse. The sum of East's black spot cards is divisible by three, so East must hold $\clubsuit J$ -8-6-3. West holds the $\spadesuit 2$, so East's diamond honor is the 10. Therefore, East holds two hearts with a spot total of 15 and the East-West hands are:

\spadesuit 8 7 6 2	\spadesuit K J 10
\heartsuit A K Q J ? ?	\heartsuit ? ?
\diamondsuit Q J	\diamondsuit 10 8 4 2
\clubsuit 7	\clubsuit J 8 6 3

After a black suit is led, declarer wins easily. He cashes the $\diamondsuit K$ and $\diamondsuit A$, takes the remaining black-suit finesse,

clears all the black-suit tops in the South hand, ruffs a spade in dummy and discards two hearts on good clubs. Clubs are now continued until East ruffs. If East ruffs low, South overruffs and leads good spades. If East ruffs high, South takes the balance easily. If East never ruffs, he is trump couped at trick 12.

East's two hearts must be 10-5, not 8-7, for if East held $\heartsuit 8$ 7, the opening lead of $\heartsuit 5$ would not defeat the contract!

Inferential Problem

Reprinted from *The Bridge World*, February 1950.

By Terence Reese

	\spadesuit 8 5 2
	\heartsuit J 6
	\diamondsuit K 6 5 3 2
	\clubsuit 8 6 5

\spadesuit K J 9 6
 \heartsuit K 7
 \diamondsuit J 9 4
 \clubsuit Q 9 4 2

South played a contract of 3NT. West led the $\spadesuit 6$. East won with the ace and returned the 4. West won with the jack and played the king, on which East played the 3, and all followed. West then cashed the 13th spade. The contract was just made.

"Nicely played," said West to declarer. "There was nothing we could do, was there, partner?"

"Well, yes," said East. "If, at the fourth trick, you had played any card except the 13th spade we could have put them one down."

Assuming that East was right, what was South's hand?

Solution

The key lies in realizing that the last spade, in addition to making the timing right for a squeeze, gives South a chance to unblock in diamonds. The diamond holding is A-Q-8-7, and the suit is blocked unless South can discard one of them. The diamonds cannot be A-Q-10-8 or A-Q-10-7, for then a diamond lead by West would resolve the difficulty.

Declarer has, at most, eight tricks on top. The ninth can come only from a squeeze in hearts and clubs. The hearts must be A-Q doubleton – if A-Q-x, the lead of $\heartsuit K$ would be fatal to the defense – and the clubs A-K-7-3, for if they are as good as A-K-10-x, the lead of $\clubsuit Q$ gives South three tricks in clubs, and enables him to endplay West. So South's hand is:

\spadesuit Q 10 7 \heartsuit A Q \diamondsuit A Q 8 7 \clubsuit A K 7 3

The play, when West leads the last spade, is to discard a heart from dummy and a diamond from declarer's hand. West exits with a diamond; declarer cashes the $\clubsuit A$ and $\clubsuit K$ and runs off the diamonds. The last diamond squeezes West in hearts and clubs. Related: Unblocking.

IRREGULAR LEAD. A calculated departure from normal procedure occurring in the play of the first card to any trick by a defender. Related: Fisher Double and Lightner Double.

JETTISON. The discard of a high-ranking honor, usually an ace or a king, to effect an unblock. The term was originated in England by A.E. Whitelaw in 1921. A typical example is the following:

A 10 8 6 4 3
 Q 2 J 9 5
 K 7

In a notrump contract, South leads the king in a position in which East needs an entry. West must drop the queen, for otherwise South will allow the queen to hold on the next round.

The play may be necessary to effect an unblock for avoidance reasons, to create an entry or to avert a ruff. Related: Entry Squeeze and Unblocking.

MAJORITY RULE. When you hold an eight-card fit missing the jack, you usually play for the drop. But if one opponent has a preponderance of cards in two other suits, you might credit him with shortness in this suit and finesse his partner for the jack. The majority rule aids in determining when such a play is warranted.

The rule, first presented by Phillip Martin in *The Bridge World*, January 1985, advises you to consider the implied lie of the fourth suit. If the hand with suspected length can hold four cards in the problem suit and still hold a majority of cards in the fourth suit, you should assume the bad break.

For example:

♠ Q 10 9 5
 ♥ A 7 6
 ♦ 9 6 5 3
 ♣ 10 4

♠ A 6 4 2
 ♥ K Q 10 9 8
 ♦ —
 ♣ A K 8 5

South plays in 6♠ after a diamond overcall by East. West leads a third-best ♦2. Declarer ruffs and plays a spade to the nine and king. East returns a diamond. Declarer ruffs with the ace and plays a spade to the jack and queen and cashes the ♠10. On the third spade, East follows, declarer pitches a club and West pitches a diamond. Both opponents follow to the ♣A and ♣K.

East began with three spades and six diamonds, so declarer is tempted to play him for heart shortness and run the ♥10. According to the majority rule, declarer should consider the implied lie of the club suit. A 4-1 heart break would leave West with four of the seven clubs, a majority. So declarer should indeed finesse. If West held one more diamond (or had shown up with three spades), a 4-1 break would leave West with three of the seven clubs and declarer should play for the drop. Related: Suit Combinations.

NEGATIVE INFERENCE. Information deduced from a player's failure to take a specific action in the bidding or play. Although this type of inference is frequently available, it is often overlooked, the average player preferring to concentrate on more positive clues.

Here is a deal where the declarer was able to diagnose the location of a critical card based on negative inferences gleaned from the bidding and play.

Dlr: South ♠ A 10 8 2
 Vul: N-S ♥ 8 4
 ♦ A Q 10 4
 ♣ J 6 4

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



♠ 5
 ♥ Q 9 7
 ♦ J 2
 ♣ A Q 10 8 7 5 2

West	North	East	South
1♠	Pass	Pass	2♣
2♦	3♣	3♠	4♣
Pass	5♣	All Pass	

West opened the ♠K, and declarer won with dummy's ace. With the top hearts to lose, declarer had to pick up both minor-suit kings. The percentages favor a finesse in the club suit, but declarer led a club to his ace at trick two, dropping West's king. A successful diamond finesse gave him 11 tricks.

Declarer guessed the club position well. He reasoned that if West had held both top hearts, he would surely have led one in order to inspect the dummy and judge the best continuation. The absence of a heart lead therefore marked East with a high heart. If he also held the ♣K, he would not have passed West's opening bid. Thus, declarer's only hope was that West held a singleton king. Related: Inference.

ODEN RULE (from ODD-evEN). A rule devised by Alex Traub of South Africa to assist a declarer who must make a series of plays, often ruffs, and needs to end in a specific hand. If that is considered the master hand, the first trick must be won in the master hand if an odd number of plays must be made. If an even number of plays must be made, the first trick must be won in the non-master hand. Traub called it the "satellite hand," and gave the following example in his book *Trump Technique*.

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

♠ 6 5 2
 ♥ 9 7 4 2
 ♦ Q J 10 8
 ♣ Q 3

♠ A K Q 10 8
 ♥ Q 10
 ♦ K 5 4 3
 ♣ 7 4



In 6♠, West leads the ♦Q and South wins with the ♦K. He finesses the ♣9, and East wins with the ♣10 and returns a diamond to dummy's ace.

South draws two rounds of trumps, and must then start a minor-suit crossruff. He wants to end up in his own hand to remove the missing trump, so the winning sequence of four ruffs must start with a diamond ruff. That conforms to the rule: An even number of plays must start in the non-master hand.

Similarly, if East returns a club at the third trick, South must win with the ♣A and cash the ♦A, enabling him to take the even number of ruffs and end in the master hand.

OPENING LEAD. After the bidding has been concluded, play commences with declarer's left-hand opponent making an original or opening lead.

Defense is regarded as the most difficult aspect of bridge. The opening lead is the only defensive play made while the dummy is concealed, so it often requires a kind of detective reasoning and considerable analysis of the meaning of every call in the auction, as well as agreed conventional leads. The opening lead is frequently the source of substantial profits and losses.

Choosing the card

The card chosen for the opening lead should help pave the way for the defeat of the contract, insofar as this is possible, and should convey information to partner about the leader's holding in the suit.

The standard approach has a substantial number of critics, and one important controversy concerns the lead from a sequence of honors. With holdings such as A-K-Q, K-Q-J, or Q-J-10, any of the honors can be led with equal trick-taking effect. The main concern is to inform partner about the opening leader's holding. The customary practice is to lead the king from A-K (unless it is doubleton, in which case the ace is led) and the top card from any other honor sequence. Similarly, the standard lead from holdings such as K-10-9-8 or Q-10-9-8 is the 10, the top of the interior sequence.

Standard leads, however, create potentially costly confusion in certain instances. For example, the king is led from both A-K-4 and K-Q-4, so partner may have difficulty deciding whether to signal encouragement with J-8-2. Similarly, the 10 is led from K-10-9-8 and 10-9-8-2, so partner may have difficulty deciding whether to return the suit when he gains the lead. Therefore, conventional, non-standard opening lead methods have become increasingly popular among experts, including Ace from Ace-King, Journalist Leads, Rusinow Leads and Zero or Two Higher Leads.

A second controversy has to do with the lead from three low cards against a suit contract. The top card is traditional, but all three possibilities have been recommended. Related: MUD, Three Low Cards, lead from.

A third controversy concerns the standard fourth-best lead from a long suit. Against suit contracts, an increasing number of experts prefer to give count more accurately by leading the third-highest card from an even number and the lowest card from an odd number. Against notrump contracts, some use a low spot card lead to encourage the return of the suit and lead a high spot card to discourage a return. These are sometimes known as "attitude" leads. Some players object to this because the leader's partner can no longer use the Rule of Eleven. These modifications are an integral part of Journalist Leads.

Choosing the suit

Clues from the bidding. Regardless of the carding method you use, no table or convention can indicate the correct suit to lead. Judgment and deduction must be applied to each situation. In particular, the auction can provide the astute opening leader

with valuable clues:

(1) If the opponents are strong in certain suits, the opening leader should look elsewhere for his selection.

(2) If the opponents are weak in a particular suit, the opening leader should attack it. Related: Attacking Lead.

(3) If one opponent is likely to be void in a certain suit (as when he bids two suits several times and supports a third suit), the opening leader should not lead the ace of that suit if the enemy ends up in a suit contract.

(4) If dummy holds a long and strong side suit that will provide numerous discards (as when he has rebid it several times), the opening leader should be aggressive and try to take tricks in a hurry.

(5) If the opponents have staggered into their contract with little strength to spare, the opening leader should be cautious and avoid giving away the fulfilling trick.

(6) At rubber bridge or IMPs, if the opponents have strength to spare, an aggressive lead has little to lose, save an unimportant overtrick.

(7) If partner has indicated a good suit to attack by bidding it or by doubling an artificial bid such as Stayman or a Jacoby Transfer, it is usually safe to lead it. Related: Lead-Directing Bid.

(8) If partner has denied length and strength in a suit by refusing to make a cheap one-level overcall when given the opportunity, the opening leader should not try to hit him in that suit.

(9) If partner has indicated general high-card strength by making a takeout double, it is relatively safe to lead away from an unsupported honor.

(10) If partner has denied general high-card strength by making a preemptive bid, it is not advisable to lead away from an unsupported honor.

(11) If partner has requested the lead of a specific suit by making a Lead-directing Double or Lightner Double, it is usually advisable to lead it.

Clues from the strength of the opening leader's hand. If the opponents bid game and the opening leader has 13 or 14 high-card points, he should visualize the near-Yarborough in partner's hand and reject any lead that requires substantial high-card help (such as the lead from an unsupported honor). When the opening leader's strength is mediocre, however, it is reasonable to expect some useful aid from partner. The location of the opening leader's strength is also important. If he holds finessable positions such as K-3-2 in front of suits bid by dummy, or a few low cards behind suits bid by declarer, the defenders are likely to be in trouble. Declarer's finesses rate to win, and the suits appear to be breaking well for the opponents. Holding length and weakness in dummy's long suit is also a bad sign, for declarer will probably be able to establish it with little difficulty. In such cases, an aggressive opening lead is often justified. But if the opening leader holds strength behind declarer's bid suits, and if he can see that important suits will be breaking badly for the enemy, a more conservative strategy is preferable.

Clues from the strength of the opening leader's suit. Other things being equal, it is frequently desirable to lead from stronger suits. Leading from Q-10-4-3 is preferable to Q-4-3-2

because less help is needed from partner to build tricks (and avoid a disaster), and Q-J-10-9 is superior to both holdings. However, as the preceding sections indicate, other things are often not equal. Many opening leaders go wrong by using the strength of one suit as their sole guide while ignoring valuable information available from other sources.

Leads against notrump contracts

Declarer cannot ruff when he runs out of a suit, so the defenders should usually try to establish length winners. Assuming that the bidding has not indicated the need for special action, the following guidelines apply:

(1) A five-card or longer holding in an unbid suit is usually an excellent choice, provided that the opening leader has at least one probable entry. For example, leading from A-Q-6-3-2 is ideal. Even if declarer gets an undeserved trick with the king, three or four winners are likely to be established while the high cards are retained for use as entries.

(2) From a completely entryless hand, the opening leader may reject his own (weak) long suit and try to build length winners in partner's hand. An unbid major suit containing three cards or a strong doubleton is likely to be a good choice.

(3) From holdings such as J-10-9-x-x, Q-J-10-x-x, K-J-10-x-x, or A-J-10-x-x in a suit bid by the enemy, the fourth-best card may well be led. This avoids blocking the suit when partner has a useful doubleton, and is likely to tempt declarer into a fatal error in situations such as:

	Q 2	
J 10 9 4 3		K 5
	A 8 7 6	

If West leads the jack, South has two stoppers by covering. If a lower card is led instead, South inevitably plays dummy's queen.

(4) If no five-card or longer suit is held, a solid or nearly solid four-carder (such as Q-J-10-9 or J-10-9-3) is likely to build winners without giving anything away.

(5) Leading from broken four-card suits is less desirable. Attacking from Q-10-4-2 in an unbid suit is not unreasonable because the lead has a good chance to pay off if partner has even one of the missing honors. However, a suit such as A-Q-3-2 should be avoided because the potential for length winners is too limited to justify giving declarer an undeserved trick.

(6) Against 3NT, leading an honor from A-K-2 in an unbid suit can be very effective (especially at rubber bridge or IMPs). Partner may turn up with five to the queen, or with five low cards and a side entry. Even the lead of an honor from A-Q-2 can at times pay similar dividends.

(7) If no attractive lead exists, a passive lead (as from three or four low cards) has the advantage of being relatively safe. Even the lead of a low doubleton may be advantageous. Related: Short-suit Leads.

(8) In some instances, the opening leader may gain by disguising the length of his long suit. Related: Falsecard.

(9) After a 2NT opening bid, a passive lead gains more frequently. Declarer's hand contains most of his side's strength, so he may have entry problems if left to his own devices, and leading an honor from Q-J-x-x may be attractive.

(10) Against notrump partials, a passive lead gains more frequently. The strength is more evenly divided between the two

sides, so the defenders are less likely to have to collect tricks in a hurry.

(11) After a Gambling 3NT opening bid has been passed out, it is desirable to lead an ace. Declarer is trying to score nine fast tricks with the aid of a solid minor suit, so losing the lead even once may be fatal. The same logic applies to auctions where declarer has preempted.

Leads against suit contracts

Against suit contracts, the defenders are less likely to gain by trying to build length winners because declarer can ruff when he runs out of a suit. Assuming that the bidding has not indicated the need for special action, the following guidelines apply:

(1) Leading from solid or nearly solid honor sequences, such as A-K-J-5, K-Q-J-7-3, Q-J-10-2 or J-10-9-5, is likely to be constructive and safe. Leading from weaker honor holdings such as K-Q-7-3 or Q-J-9-2 can also be effective, but may cost a trick when partner is weak in the suit.

(2) Leads from long suits are safer but less likely to establish several tricks, while leads from short side suits are riskier but more likely to be successful. If the defenders must rush to collect their winners (as when dummy's bidding shows a long side suit that will provide numerous discards), it is better to lead from Q-7-5 in an unbid suit than from Q-8-6-5. When safety considerations are more important, however, leading from length is preferable.

(3) When holding four or more trumps, it is particularly desirable to lead from a long suit. If declarer can be forced to ruff several times, his trumps may run out before the defenders' do and cause him to lose control. Related: Forcing Declarer to Ruff.

(4) When no attractive lead exists, a passive lead (as from three or four low cards) has the advantage of being relatively safe.

(5) A trump lead is desirable in several situations: When the bidding indicates that declarer will try to ruff losers in dummy or crossruff; when the defenders hold substantial strength in all side suits, as when the opponents sacrifice against a contract that the defenders expected to make on power; when a one-level contract is passed out; and when a passive lead is indicated and the opening leader holds a few low trumps. A trump lead is mandatory when a one-level takeout double is passed out.

A trump lead should be avoided when the opening leader's holding is too precarious to lead from; when the bidding indicates that the defenders must take their tricks in a hurry; when the opening leader is very long in a suit that declarer plans to ruff in dummy, indicating that partner will be able to overruff; when the opening leader has a singleton trump, and when the opening leader has four or more trumps, in which case the forcing game is preferable. Related: Trump Lead.

(6) A side-suit singleton is likely to be effective when the opening leader has some extra low trumps to use for ruffing and a probable entry in trumps, so long as the leader's partner rates to have an entry or two. However, singleton leads should usually be avoided when the opening leader has no excess low trumps to ruff with (as when holding A-Q or Q-J-3); when he has four or more trumps, in which case the forcing game may be preferable; or when the singleton is a king or queen.

(7) Side-suit doubletons are considerably less likely to produce ruffs than are singletons, and should be led for this purpose only when holding a quick entry in trumps. A low doubleton may be a satisfactory passive lead, however. In some infrequent cases, leading from K-2 or Q-2 may be justified because the opening leader is truly desperate. Related: Desperation Lead or Play.

(8) With an otherwise worthless hand, leading the king or queen from K-x-x-x(x) or Q-x-x-x(x) in partner's bid suit can be effective. If the king holds the trick, the opening leader may now be able to make a profitable attack through dummy in a different suit, which would not be possible if the opening lead is the normal low card and declarer or dummy has a singleton.

(9) Underleading an ace is normally avoided but can be a winning choice. The defenders may need tricks in a hurry, and declarer may also be missing the queen and misguess – or it may be urgent to put partner on lead for an attack through declarer's hand or to obtain a ruff. Related: Underlead.

Leads against slam contracts

If the opponents reach a small slam and the opening leader holds K-Q and an ace, usually the king should be led. Fate usually does not conspire to deal all the defenders' high cards to the opening leader, however, so he often has to decide whether to lead away from an unsupported king or queen in an unbid suit. Fortunately, slam contracts often involve considerable amounts of bidding, which offer more clues to the opening leader. Normally, the following guidelines apply:

(1) Against a small slam, an attacking lead is preferable when dummy's bidding indicates a long, easily established suit. A passive lead is more appropriate if declarer and dummy appear to have balanced hands, whether or not the contract is at notrump.

(2) Against small slams in suits, an ace lead is desirable if it is in an unbid suit and the opening leader holds a probable second winner elsewhere or if the bidding suggests that the opponents might be off two fast tricks. Otherwise, leading the ace is more debatable. If the suit has been bid by the enemy, the lead of that ace should normally be avoided.

(3) Against small slams in suits, singleton leads are often effective but should be avoided if both opponents have bid the suit, in which case the lead may help declarer overcome a bad break – or if the opening leader has a sure winner (or a relatively strong hand), in which case the slam will be defeated anyway if partner can take a trick.

(4) Against small slams in suits, a trump lead is dangerous. It may pick up partner's queen and save declarer a crucial guess. On the other hand, a trump lead may work well if:

(a) The bidding plus the leader's holding indicates that partner has at most a singleton.

(b) The auction strongly suggests that declarer plans to do a great deal of ruffing in one or both hands.

(c) The trump holding is safe to lead from (two or three low cards, for example).

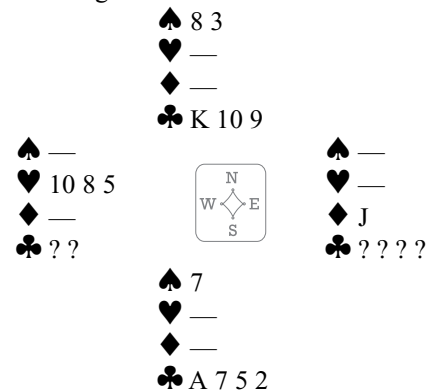
(5) Against a grand slam, without an immediate winner to cash, it is usually desirable to make a safe lead. Only one trick is needed to defeat the contract, so building winners is unnecessary. Trump leads are frequently desirable against grand slams in suits, but should be avoided if partner may

have the queen of trumps, and a safe selection is available elsewhere.

Board-a-match and matchpoint considerations

At board-a-match scoring, the opening leader must be careful to avoid losing a board that his teammates at the other table have all but won. At matchpoints, there are conflicting considerations. Notrump contracts based on shaky stoppers are more common at this form of scoring, so the opening leader is more likely to gain by trying to run a long suit. Even so, conceding even one undeserved trick can result in a bottom score, so care must be taken to avoid presenting declarer with a gift that his counterparts at other tables will not receive. Thus an unusual attempt to defeat a contract that is correct at rubber bridge or IMPs may be wrong at matchpoints because it is too likely to concede the overtrick. Related: Matchpoints vs. IMPs.

OPTIMUM STRATEGY. Plans of play adopted by declarer or defender in the light of different tactics that may be adopted by the opposing side. The following, from Jean Besse, is one example of the complications that can arise in considering alternative strategies:



Spades are trumps. East has the lead. Further conditions are that West is marked with three hearts and East with the ♦ J. Declarer knows, therefore, that the critical club suit is divided 2-4, but he doesn't know where the Q and J are. Clubs are therefore designated with question marks on the diagram. Lest he give a ruff and discard, East must obviously lead a club, and, of course, declarer's aim is to make all the tricks. The problem is to analyze the optimum strategy both from declarer's and, more important, the defender's point of view. The defenders' clubs may break:

1. x x – Q J x x six cases
2. Q x – J x x x eight cases, including J-x – Q x x x
3. Q J – x x x x one case

Total cases: 15.

Consider East's possible tactics:

(a) The "naïve" tactic. East is a weak player. He leads queen or jack in (1). He leads low in (2) and, perforce, in (3). Against such an opponent, it is clear that South will lose only in (3). He will win 14 times out of 15.

(b) The "expert" tactic. East is a good player. He leads queen or jack whenever he has one (or both) of these cards.

Now declarer must reverse his play. As (2) is more likely than (1), South should play for divided honors, *i.e.*, win the ace in hand and drop West's other honor next. So, South wins in (2)

with eight cases but loses in (1) with six cases.

Declarer, however, takes a little revenge in case (3) as Terence Reese points out in his *Expert Game*. South can easily divine case (3) from the very fact that East had led a low card (having no alternative). So South wins also in case (3) hence, in 9 cases out of 15.

To prevent this, East may lead low sometimes and high sometimes in case (2), perhaps 50% each, which leads to:

(c) The “shrewd” tactic. East always leads an honor in (1), always low in (3), but in case (2) he leads high half the time and the rest low. Against this tactic, South does better to revert to his behavior against tactic (a), playing East for both honors whenever he leads high, and only then.

South thus wins the six cases from (1) and four of the eight cases from (2), thus, on balance, 10 cases out of 15.

This shrewd tactic is therefore no improvement, but the correct optimum strategy can now be figured as follows:

(d) The “optimum strategy.” East leads, always an honor in (1), but in case (2) he leads exactly, but “at random,” a low card 12.52% of the time, *i.e.*, once out of eight times.

It is clear that declarer now has to play for split honors whenever East leads high (seven cases against six). But if East leads low, declarer may:

(i) Play for split honors. He will win in $0 + (7 + 1) + 0 = 8$ cases (out of 15).

(ii) Play for Q-J with West. He will win in $0 + (7 + 0) + 1 = 8$ cases (out of 15).

Thus, according to whether the opponent’s strategy is naive, expert, shrewd or optimum, the declarer wins a trick in 14, 9, 10 or 8 cases out of 15. He has no way to improve on those chances. Related: Percentage Play.

OVERRUFF. To ruff higher than the right-hand opponent after a plain-suit lead. An overruff is almost always good policy. The main exception occurs when there is a possibility of achieving a trump promotion. A player who holds a certain trump trick together with a possibility of a second trick should usually refuse to overruff. This is an obvious position with spades as trumps:

♠ A J	♠ 4 3 2	♠ 6 5
	♠ K Q 10 9 8 7	

If East leads a suit of which South and West are void, South may elect to ruff with the king or queen. West ensures two trump tricks by refusing to overruff.

OVERTAKE. To play a higher card than the one already played by partner for entry reasons. The objective may be suit establishment:

♠ A J 10 9 8 7
♠ K

If five tricks are needed from this suit in a notrump contract, and there is only one entry in the North hand, the king must be overtaken by the ace. The same would apply if South held the singleton queen and North’s suit was headed by the ace or king. An alternative reason for overtaking would be an urgent need of an entry for finessing purposes.

<i>West</i>	<i>East</i>
♠ A 6	♠ 7 3
♥ K	♥ A J 5 3
♦ A J 8 4	♦ 9 7 3 2
♣ A Q J 6 5 3	♣ 10 9 2

North leads a spade against West’s 3NT contract. The only hope is to run the club suit, so after West wins the first or second spade trick, he overtakes the ♥K with dummy’s ace in order to take the club finesse. This sacrifices a heart trick, but makes the contract if the club finesse succeeds. Related: Unblocking.

PASSIVE DEFENSE. A defense whose principal aim is to avoid establishing tricks for declarer, rather than establishing tricks for the defense. A defender’s continuation of a suit already led either by declarer or the defense, rather than attacking a new suit, is a common type of passive defense. See the next entry.

PASSIVE LEAD. An opening lead that is unlikely to hurt the defending side but is not expected to have a positive value. A lead from three or four low cards is a typical passive lead, but in certain circumstances a trump lead may be passive, or a lead in an opposing suit that is likely to be solid. Related: Attacking Lead.

PIN. The lead of a high card when an opponent has an unguarded card slightly lower in rank. The play can be made by declarer or a defender.

A 9 8 7 6

Q 10 3 2

Declarer (South) can pick up this suit without loss in two cases. He can lead to the ace, dropping a singleton king from West and then finesse against East for the jack. With reason to think that East is short in the suit, however, declarer can lead the queen and pass it, hoping to pin the jack. If this happens, he can pick up the suit by finessing against West for the king:

♥ Q 10 3 2	
♥ J 5 4	♥ A K 8 7 6
♥ 9	

South plays in a spade contract after East has bid hearts and West has raised. If East plays in routine fashion to West’s heart lead by winning with the king and shifting to another suit, South can establish a heart trick in the dummy by ruffing a low heart and later leading the queen, or vice versa. But if East wins the first trick with the ace and returns a low heart, South is likely to conclude that West started with three to the king. Note that the inspired lead of the jack would have pinned the 9 and given South no chance to develop a trick.


PLANNING THE PLAY. The mental process by which declarer decides how to use the assets of the combined hands to fulfill the contract and develop overtricks or minimize penalties. Declarer must weigh management of the trump suit, development of long cards in side suits, maintenance of communication between the two hands, if and how to finesse, development of endplays and safety plays against adverse

distributions. Declarer should mentally review these and other problems before playing to the first trick, even though such play may seem automatic. Original plans should frequently be changed as more information about the opponents' holdings is developed.

PLAY FROM EQUALS. When holding cards of equal rank in a suit, it is often important which card is chosen for a particular trick. A defender's card may provide partner with important information, or it may deceive the declarer. A declarer's card may confuse the defense, or at least avoid giving away information unnecessarily.

Defensive play from equals. On the opening lead, there is a standard table that usually requires that the higher of two equal honors be led. One exception is that the king is sometimes led from ace-king. Another is for partnerships using Rusinow Leads (second lowest from touching honors, e.g., the jack from Q-J-10 or Q-J-2). However, when the honor combination is bare (no low cards), the lower honor is sometimes led to inform partner of the situation. For example, the normal lead from A-K-x against a suit contract is the king. From A-K alone, the usual lead is the ace. When this is followed by the king, the partner of the leader will know that the opening leader has exhausted the suit led (otherwise, the normal lead of the king would have been made).

This reversing order of plays can also be used later in the defense. Consider, for example, the deal below:

	♠ K 8 7 ♥ A Q J 10 8 ♦ Q 5 ♣ J 9 8		
♠ 9 6 4 ♥ 9 3 ♦ J 10 9 8 ♣ A 4 3 2		♠ 3 2 ♥ 7 5 2 ♦ A 7 6 4 3 2 ♣ K Q	
	♠ A Q J 10 5 ♥ K 6 4 ♦ K ♣ 10 7 6 5		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
Pass	2♥	Pass	3♥
Pass	4♠	All Pass	

Against South's 4♠ contract, West leads the ♦J.

East wins the ♦A and sees at once that the defense must look to clubs for the setting tricks. East should shift to the ♣Q. After the ♣Q wins and East continues with the ♣K, West should overtake to give East a club ruff. In this case, the deliberate play of the wrong honor from equals indicates no other cards in the suit led.

Sometimes the lower honor is led from equal cards for the purpose of deceiving the declarer.

In many situations, a defender's play from equals should be the card he is known to hold. The most common situation in which this opportunity arises is:

	♠ A J 2	
♠ Q 10 4		♠ 8 7 6
	♠ K 9 5 3	

The declarer, South, leads the ♠3, and finesses dummy's jack. When the ♠A is cashed, West should drop the queen. This card ranks equally with the 10, but the cards are not equivalent, as West is known to hold the queen. If West drops the ♠10 under the ace, South must make four tricks in the suit. If West drops the queen on the second round, South is faced with a guess.

In some situations, the correct play from equals depends on the assumption of a possible distribution of the cards.

	♥ A J 3	
♥ K Q 4 2		Immaterial
	♥ 7	

When declarer leads the ♥7, if West decides to split his honors, he should play the queen and not the king. It is possible that declarer is missing the 10, and can be put to a difficult guess on the second round of hearts. For example, the suit might be distributed:

	♥ A J 3	
♥ K Q 4 2		♥ 10 6 5
	♥ 9 8 7	

After the queen loses to the ace, declarer will later lead the suit from his own hand once again. If West ducks, declarer must reckon with the possibility that he made a standard falsecard with an original holding of Q-10-4-2. Notice that the initial play of the king would not create this effect, as West could hardly afford to play the king from K-10-4-2 in case declarer held the queen in the concealed hand.

In other situations, the defense can play from imaginary equal cards:

	♣ A K 10 9 7 6	
♣ J 8		♣ Q 2
	♣ 5 4 3	

Declarer leads the ♣5 and West plays the jack. If the declarer suspects that West has split equals, he may later lose a trick to East's queen – the so-called Idiot Coup.

In choosing a deceptive card to play from equals, the best policy is to make the holding you are representing a believable one.

An opening lead from equal cards is often made in consideration of what dummy is likely to hold in the suit led. On lead against a suit contract with A-K-6-4 of a suit that dummy has bid strongly, the best lead is probably the ace. If the dummy's suit is headed by Q-J without the 10, and the declarer holds a singleton, he may later take a ruffing finesse against third hand's imaginary king instead of choosing a different (possibly successful) line of play.

Another occasion for a deceptive lead from equal cards is when it is desirable to misrepresent the potential entry position. Let us suppose that West is on lead against the auction:

<i>South</i>	<i>North</i>
1NT	3NT

West holds Q-J-10-8-6-2. The best lead might conceivably be the deceptive 10. East's first play will look like a high signal, and declarer may believe that West has hit East's suit. If this plan succeeds, South will probably take losing finesses into the West hand.

Third hand's standard play from equal honors is the lowest of touching cards. Declarer may sometimes be deceived by a

change of strategy.

♠ 10 8 6 2	♠ 4 3	♠ K Q 7 5
	♠ A J 9	

Against South's notrump contract, West leads the ♠2. If East believes he will obtain the lead first for the defense, he might well play the king as a deceptive move.

When East later leads the ♠5, South may decide his best chance is to hope that East has the 10.

When the declarer must guess which suit to attack, the defense can often mislead him with the play of an apparently unnecessarily high card from equals.

♠ 4 2	♠ A J 9 8 3	♠ K Q 10 5
	♠ 7 6	

Declarer plays a spade to dummy's 9. If East wins with the 10 (equal with the king and queen on this trick), the declarer may look elsewhere for his tricks. If East wins with a high honor, however, declarer may continue the suit at his next opportunity, thus losing time (and possibly tricks).

The defense often uses a play from equals as a suit-preference signal. This frequently occurs when a defender is establishing a suit against a notrump contract and has a choice of equal cards to use to knock out the declarer's last stopper. The use of a high card shows a possible entry in a high-ranking suit, and the use of a low card shows a possible entry in a low-ranking suit. A similar play from equals involves the play of a high honor from equals to show strength in a high-ranking suit and a low honor from equals to show strength in a low-ranking suit. Related: Suit-Preference Signal.

Declarer's play with equals. The selection of declarer's play with equal cards is designed to misguide the defense as much as possible. The selection of which equal to play depends upon declarer's specific objective.

♦ 2	♦ K Q J 10 9
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At a suit contract, declarer (South) must avoid a loser in diamonds (a side suit). If dummy holds a few trump cards, his best chance is to lead the ♦9 from his hand. If West holds the ace, he may duck on the assumption that East can win the trick cheaply.

Thus, declarer plays a low equal when he hopes the defense will not use their honor cards. If, in a similar situation, declarer hopes to remove the ace quickly, he should play the king (or queen) on the first round.

At a notrump contract, declarer is usually interested in concealing strength or feigning strength so that the defenders will not know whether or not they have hit a weak spot in declarer's armor.

♣ 4 3	♣ K Q 10
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Against South's notrump contract, West leads the ♣5 on which East plays the jack. South should win with the king. By so doing, he may deceive West into believing that East holds the queen.

♣ 4 3

♣ A K Q

Declarer has a weak spot elsewhere and hopes the defense will continue clubs. When West leads the ♣5 and East plays the jack, declarer should play the king.

Once again this play may lead West to believe that East holds the ♣Q. If declarer wins with the ace, West will know he has something else in clubs unless the unlikely situation of East holding K-Q-J exists. Thus, West may suspect some trickiness. On the other hand, against an experienced West, the play of the ace may be a good doublecross.

If declarer is afraid of a continuation of the suit led, he should put on a mock display of power.

♠ 4 3	♠ A K 8 5 2	♠ 9 7 6
	♠ Q J 10	

On West's lead of the ♠5, East plays the 9. South might well gobble this up with the 10, making sure West knows that he holds the queen and jack as well. If South wins with a higher honor, West may tend to place East with more length because of the chance that declarer lacks the ♠10.

When declarer has a very powerful holding in the suit led, he can often paint a very misleading picture.

♥ Q 6 5	♥ 10 8
♥ 9 7 3 2	♥ A K J 4

Against South's 3NT contract, West leads the ♥2. Dummy plays low and East plays the 10. To encourage the defense to continue the suit, South's best play is probably the king. In addition to concealing the jack, this play suggests to West that East may have started with A-J-10. The play of the ace may present the same type of picture, but if holding the ace, declarer might have played dummy's queen on the first trick to gain a tempo by raking in a fast winner.

In general, declarer's best idea is to keep the defense in the dark as much as possible about his holding. However, he sometimes plays with a specific objective in mind.

♠ 8 6 5	♠ 7 3
♠ A 2	♠ K Q J 10 9 4

Spades are trumps. In drawing trumps, many declarers think it is amusing to lead the 8 from dummy and let it ride. This is a good way to let the dummy know the contract is not an overbid, but it also gives away a lot of information. West may feel that declarer has taken a successful finesse and he may adopt an active defense in a desperate attempt to defeat the contract. If this is to declarer's benefit, then this method of playing the trump suit is correct. However, if declarer fears an active defense, he should play a low spade to his king or queen. West may now hope his partner held J-10-x and that declarer must lose another trick in trumps. He may therefore play safe, assuming that if he does not give away a trick with an aggressive lead, the contract will probably be defeated.

As with all of these deceptive plays that leave possibilities open, how well declarer knows his opponents is an important factor.

The purpose of declarer's play from equals is often to

locate the defensive honors in a suit.

♣ 4 3 2
♣ K Q 10

The declarer is anxious to discover the location of the ♣A. After he leads the suit from the dummy, his best play against inexperienced players is the king. Against more wary opposition, the queen may be more effective. In the first case, West may fear that declarer holds the king as his only honor in the suit. However, a more experienced player may decide that declarer is unlikely to start such a weak suit during the early play.

Declarer is eager to have West take the ace if he holds it so that he will be able to take informed action on the second round of the suit.

In general, when declarer leads a suit, the play of his highest equal card will conceal his holding in the suit. For example, declarer might lead low to the queen with any of the following holdings:

♦ 4 3 2 ♦ 4 3 2 ♦ 4 3 2
♦ A Q J ♦ Q J 10 6 ♦ Q 6

In the last example, of course, declarer is trying to stop the defense from leading this suit when one of them gets the lead later in the play.

In a suit contract, the declarer can often conceal a potential ruff from the defenders by playing carefully from equal cards.

♥ Q J 10 4 3 ♥ 2
♥ 9 8 7 6 5 ♥ A K

West leads the ♥9 against a spade contract. By playing low from dummy and winning with the ace, South may lead West to believe that East holds the K. An alternate form of this deception is to play the queen from the dummy before winning with the ace. This makes it look as if South gave East the opportunity to go wrong.

Declarer can often conceal the possibility of taking a deep finesse by leading low from equals.

♠ Q 5
♠ A 10 9 8

By leading the ♠8 toward dummy's queen, declarer may induce West to pop in with his king, if he holds it. If the ♠10 or ♠9 is led, West may duck smoothly, being more likely to realize the possibility of a finesse against the jack.

♥ Q 3 2
♥ A 9 8 7 6

Declarer has a choice of plays in this situation. By leading the ♥6 toward dummy, he may conceal from West the possibility of an immediate double finesse on the first round. If West ducks smoothly, declarer should probably let the 6 ride and make a good guess on the next round, perhaps avoiding two losers when West holds J-x or 10-x in hearts. Related: Suit Combinations. These situations are similar:

(a) ♦ J 5 4
♦ Q 10 2 ♦ K 3
♦ A 9 8 7 6

(b) ♦ J 5 4
♦ K 3 ♦ Q 10 2
♦ A 9 8 7 6

Declarer intends to lead toward dummy and play West for 10-x (unless he receives information through action at the table). By leading the 6, he can conceal the possibility of a finesse against the 10 and may find West jumping in with his king or queen (much to his subsequent embarrassment).

QUEEN OVER JACK. The theory, or speculation, that the queen lies over the jack slightly more often than not is credited to Clagett Bowie. The assumption is based on the possibility that the queen may have captured the jack in the previous deal with the same deck, and that the cards may not have been separated in the shuffle. This assumption is valid only if declarer's holding in the suit is A-J opposite K-10. With K-J facing A-10, the chances are just as good that the king was used to capture the queen. However, the manner in which the trick is gathered is an important, and uncertain, influence. The theory has meaning only at rubber bridge, if it has any value at all. Related: Two-way Finesse.

RUFF AND DISCARD. Also known as "ruff and sluff." When a defender leads a suit of which both declarer and dummy are void, the declarer gets a ruff and sluff. He can discard a loser from one hand and ruff in the other. This may be declarer's only way of making a contract when too many losers are present. To compel a defender to give a ruff and sluff, he must be placed in the lead after all his safe exit cards have been removed.

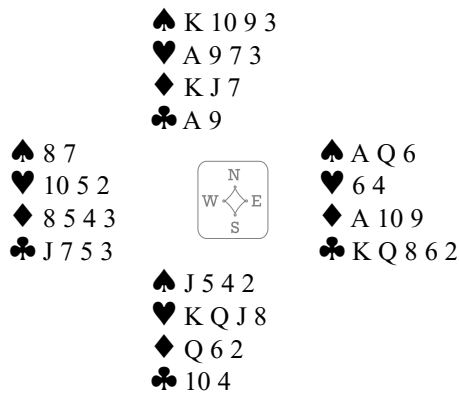
♠ A 10 9 2
♥ A 8 3
♦ A 8
♣ A Q 5 4
♠ 8
♥ K Q 10 9 6 4 2
♦ Q 9 7 2
♣ 7
♠ K J 7 6 5 3
♥ J 5
♦ 6
♣ K 9 8 2
♠ Q 4
♥ 7
♦ K J 10 5 4 3
♣ J 10 6 3

West opens 3♥, North doubles, South jumps to 4♠ and North raises to 6♠. Owing to the unfortunate club break, declarer apparently has a club loser as well as a heart. The two suits are guarded by different opponents, so no squeeze operates, and the only way to make the contract is by compelling a defender to concede a ruff and discard.

The heart lead is won, trumps are drawn and clubs are tested. Finding that he has a club loser, declarer continues by ruffing out diamonds and playing off the remaining clubs, throwing East into the lead. As expected after West's opening three-bid, East has no more hearts and has to return a diamond. South throws the ♥J from his own hand, and ruffs in dummy.

A defensive weapon

It can be winning defense to present declarer with a ruff and sluff even when the defender has safe exit cards in other suits. The usual occasion is when declarer is short of trumps and has to lose the lead before he can develop a side suit:



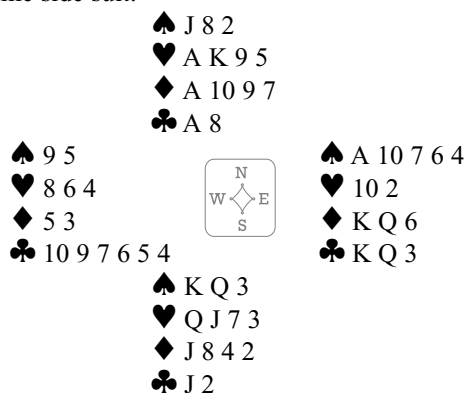
East's 1♣ opening is passed to North, who doubles. South responds 2♥, and passes his partner's raise to three. West, with no clue to the killing spade lead, plays a club, which is won in dummy. After three rounds of trumps, South leads a spade to dummy's 10, and the queen wins, West starting an echo.

East may cash a club and exit passively with ace and another spade, expecting to beat the contract if West has the ♦Q, for then declarer would eventually lose two diamonds. If East follows that reasoning, the contract is made because South has the ♦Q.

By forcing declarer with repeated club leads, East succeeds no matter who has the ♦Q and despite giving South a ruff and sluff. After the ♠Q, East plays a second and third round of clubs. It does not matter in which hand declarer ruffs, for when East comes in with the ♠A, he plays another club, taking declarer's last trump. South has only eight tricks, East has three, and must make the ♦A and the long club.

The lesser evil

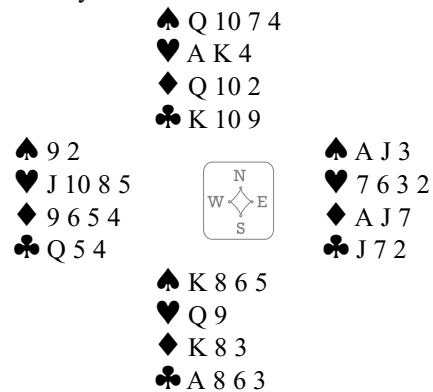
In the first example, the defender had no choice but to concede a ruff and sluff. Sometimes he has an option, albeit an unattractive one, such as leading into a tenace. If the situation does not lend itself to complete analysis, the defender should prefer to give a ruff and sluff rather than concede a trick in a side suit, especially when declarer and dummy have four cards in the same side suit.



East's 1♠ opening is passed to North, who doubles. South lands in 4♥, and the defense starts with two rounds of spades. Fearing a ruff, declarer pulls three rounds of trumps before touching the minor suits. South places East with all the missing high cards, and takes out the third round of spades before putting East on play with the ♣A and another club. East counts declarer for four diamonds in his own hand, as well as in dummy, so he gives him a ruff and sluff instead of leading a diamond. South still has to lose two diamonds and is defeated,

but had East returned a diamond the contract would have been made.

On the relatively few occasions when it is better to lead into a tenace than to concede a ruff and sluff, the usual reason is that a ruff and a sluff would enable declarer to establish a long card in a side suit. This suit will usually be distributed 4-3 between dummy and the declarer.



South opens 1♣ and after a forcing 2NT response lands in 4♠. West leads the ♥J, and South seeks to improve his chances by taking three rounds of hearts before leading a trump to the king and a trump back to dummy. East scores two trump tricks, but then has a choice of rotten apples. South had bid clubs, and if East plays the suit, declarer brings it in without loss and makes his contract. He has already discarded a diamond on the third round of hearts and now loses only to the ♦A. East's choice, therefore, lies between conceding a ruff and discard or playing a diamond.

Declarer had only eight ready tricks, so East willingly gives him a ninth by playing the ♦A and another diamond. South still has to lose a club and is defeated.

If East concedes a ruff and discard instead, South ruffs in hand and sluffs a club from dummy. The third round of clubs is ruffed on the board, a diamond led to South's king provides a ninth trick, and the long club is the tenth.

RUFFING FINESSE. A play by which a finesse is successful if the missing honor lies behind the finesse holding. With a singleton opposite a holding of A-Q-J, a simple finesse may be taken by leading the singleton and playing the jack, thus providing an immediate discard on the ace. The other possibility, if there are no problems with entries, is to play for the king to be behind the high-card holding. In this case, the ace is played at the first trick and the queen is led. If the queen is covered, declarer can ruff. If the queen is not covered, declarer can take a discard.

The bidding may give some clue to the missing king's location. When the declarer has no information to guide him, he should choose the ruffing finesse in preference to the simple finesse for the reason that the ruffing finesse will lose one fewer trick when it fails. If the 10 is missing, the ruffing finesse becomes less attractive:

A Q J 3 2

4

The play of the ace followed by the queen cannot produce more than three tricks in all, with the help of two ruffs. Entries

permitting, it is slightly better to ruff a low card on the second round and lead the queen later.

The all-out play of finessing the queen on the first round offers the chance of four tricks, with the help of one ruff, if the left-hand opponent began with three to the king.

Similarly, with a singleton opposite A-K-J-10-x, a first round finesse must be taken if it is essential to take five tricks in the suit.

SAFETY PLAY. For the safety play that applies to a specific suit combination, check out the chapter on that topic. This entry emphasizes applications of the safety-play idea.

In a broad sense, a safety play is any play by which declarer tries to reduce the risk of defeat. If the term were so defined, the best play on any deal would amount to a safety play. However, safety play invariably refers to the management of a specific suit. A safety play is most often the play of a suit to cope with an unfavorable break and minimize the danger of losing the contract.

Most types of safety plays are appropriate only at rubber bridge or IMP play. A safety play requires declarer to sacrifice possible overtricks, so it is losing tactics at a normal contract at matchpoint duplicate, where overtricks have as much significance as the contract itself. Related: Matchpoints vs. IMPs.

Many plays that are wrongly called “safety plays” only demonstrate good technique and hence are correct at any form of scoring:

(a) K Q 10 9 2 (b) K Q 9 8 3

A 6 4 3 A 5 4 2

In (a) declarer assures four tricks against any 4-0 break by cashing the king or queen first; in (b) declarer should take the ace first in case the left-hand defender has J-10-7-6. These are *not* safety plays. They are simply correct handling of suit combinations.

A true safety play is like an insurance policy: Declarer pays a premium – one or more tricks – for protection against a break that would otherwise be fatal.

♠ 7 5 4 2
♥ K 4
♦ A 7 5
♣ A Q 7 5

♠ A Q 8 6 3
♥ 8 3
♦ K Q 6
♣ K 9 2

South plays 4♠, and West leads the ♥J. East takes two heart tricks and shifts to a diamond. South can afford to lose one trump trick, but not two. He therefore starts trumps by cashing the ace, guarding against a singleton king with West. South then reaches dummy to lead a second trump toward his hand. This holds the loss to one trick whenever possible.

At matchpoint scoring, South could not afford to play safe in this normal contract. He would try for an overtrick with a first-round finesse of the ♠Q.

Some safety plays merely improve declarer’s chances. Others offer a sure thing.

♠ 7 6
♥ A Q 4
♦ 7 6 5 4
♣ K J 5 2

♠ A K
♥ K 3 2
♦ A 9 3 2
♣ A 9 4 3

South plays 3NT, and West leads the ♠Q. South counts eight top tricks; a third club trick will give him game. South should lead a club to dummy’s king and return a club. If East discards, South can take the ace and lead toward the ♣J. If East follows low on the second club, South plays the 9. If West can win the trick, clubs have split 3-2, and South later takes the ♣A and a fourth club.

Suppose the North-South cards are:

♠ 7 6
♥ A Q 4
♦ 7 6 5 4
♣ K J 5 2

♠ A K
♥ J 10 3
♦ A 9 3 2
♣ A 9 4 3

In this case, South cannot tell immediately whether he should play safe. After winning the first spade, he should lead a heart to the queen. If the queen wins, South can count eight tricks and should employ the safety play in clubs. If East has the ♥K, South needs four club tricks, so he should finesse the ♣J.

Some deals offer a chance for a partial safety play.

♠ 8 4
♥ Q 8
♦ A K J 7 5 3 2
♣ 7 5

♠ A Q 3
♥ J 9 4 2
♦ 6 4
♣ A K Q 6

South opens 1NT, and North raises to 3NT. West leads the ♠J: 4, king, ace. When South leads a diamond, West plays the 8. The true safety play, which South might consider at rubber bridge, is a low diamond from dummy, winning if West has Q-10-9-8. At matchpoints, South cannot afford this play, but he can compromise by finessing the ♦J. Related: Expectation.

SECOND-HAND PLAY. The old whist rule of second hand low is sound enough as a guide and gains in many positions:

A 4 2
J 6 K 10 8 3
Q 9 7 5

South, the declarer, leads the 2 from dummy. If East plays the king, South can win three tricks. If East plays low, South wins two tricks.

J 6
A Q 8 3 9 4
K 10 7 5 2

South, playing in notrump, leads the 2 from his hand. West gains by playing low.

In a suit contract, declarer leads a possible singleton toward a suit in dummy headed by K-Q or K-J. Unless the left-hand defender sees an obvious reason to grab the ace (such as having the setting trick to cash in another suit), he should duck in tempo. To play the ace may benefit declarer, who avoids a guess if dummy has K-J or sets up two tricks if dummy has K-Q.

	♠ J 9 6 4		
	♥ K Q 5 3		
	♦ 7 5		
	♣ J 6 4		
♠ 5		♠ K 2	
♥ A 10 7 2	N W E S	♥ J 9 6 4	
♦ Q 10 8 4 2		♦ A 9 3	
♣ K 9 3		♣ Q 10 7 5	
	♠ A Q 10 8 7 3		
	♥ 8		
	♦ K J 6		
	♣ A 8 2		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2♠	Pass	4♠
All Pass			

West leads the ♦4, and East wins the ace and returns a diamond to the king. South cashes the ♠A and next leads a heart. Even though declarer has a singleton, West can defeat the contract only by playing low.

A prompt duck is often best in the reverse situation: when declarer leads a singleton from dummy.

Second-hand low has many exceptions. Following are the most important reasons to play second-hand high.

(1) To win a trick at no cost:

Q 5
K J 9 4 2

Declarer leads low toward the Q-5. West should take the king unless he desperately wants East on lead or thinks East may have the singleton ace.

K 6 4 2
A Q J 8

Declarer leads low toward the K-6-4-2. A duck by West is unlikely to gain and may lose the ace.

(2) To assure a later trick:

K 7 5
Q J 4

Declarer leads the 5 from dummy. East should split his honors to assure one trick.

(3) To give partner information:

9 6 3
A 4 2 J 10 8 7
K Q 5

Declarer leads the 3 from dummy. East should play the jack, promising a sequence. When West captures an honor with the ace, he can safely return the suit. Related: Play From Equals.

(4) To prevent a suit establishment:

A J 10 7 5
K 8 3 Q 9 6
4 2

Dummy has no entry outside this suit. If South leads the 2, West must play the king, and South can take only one trick. West would also play high from Q-8-3. If West instead plays low, South finesses the jack, and East must duck to stop South from winning four tricks.

(5) To block a suit:

K 9 6 5 3 2
J 8 4 A 10
Q 7

South leads the 2 from dummy. If East plays low, South wins the queen and plays low from dummy on the next lead to establish the suit. By playing the ace at once, East blocks the suit.

(6) To gain time:

	♠ Q 6		
	♥ K 10 6 3		
	♦ 10 8 5 3		
	♣ K Q 4		
♠ K J 8 4 2	N W E S	♠ 10 7 3	
♥ A 8 4		♥ 9 7 2	
♦ J 6		♦ A 4 2	
♣ 9 5 2		♣ J 10 7 3	
	♠ A 9 5		
	♥ Q J 5		
	♦ K Q 9 7		
	♣ A 8 6		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	3NT	All Pass	1NT

West leads the ♠4 and dummy's queen wins. When South next leads a diamond, East should put up the ace to return a spade, establishing West's suit while West retains an entry. If East instead plays low, South scores a diamond trick and switches to hearts to establish nine tricks.

(7) To break up an endplay:

	♠ K 10 3 2		
	♥ A 5 2		
	♦ A Q 7		
	♣ K 5 3		
♠ 7	N W E S	♠ 8 5	
♥ J 10 9 6		♥ Q 8 7 3	
♦ 10 8 4 2		♦ K J 9 6	
♣ J 9 7 6		♣ Q 8 2	
	♠ A Q J 9 6 4		
	♥ K 4		
	♦ 5 3		
	♣ A 10 4		

South plays at 6♠. He wins the first trick with the ♥K, draws trumps, takes the ♥A, ruffs a heart and leads a club to the king and another club. East must put up the queen on the second club. Otherwise, he is thrown in on the third club to make a losing lead.

8 4 2
A Q 10 5 J 7 3
K 9 6

At a trump contract, declarer has drawn trumps and eliminated the side suits. He then leads the 2 of this suit from dummy, planning to play the 9, forcing West to win and

endplaying him. East can foil this plan by inserting the jack.

(8) To prevent a later ruffing finesse:

♠ A K 9		♠ 6 4			
♥ Q J 10 5 3		♥ K 7 4			
♦ 5 4		♦ 10 9 6 3			
♣ 8 6 4		♣ 7 5 3 2			
♠ 8 2	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: 0 auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	
N					
W E					
S					
♥ A 8 6 2					
♦ K J 8					
♣ Q J 10 9					
♠ Q J 10 7 5 3					
♥ 9					
♦ A Q 7 2					
♣ A K					

West leads the ♣Q against South's 6♠. South wins the ace, leads a trump to the ace and returns the ♥3. South is unlikely to play this way with the singleton ace or A-x, so East should put up the ♥K, defeating the contract. Related: Covering Honors.

SEQUENCE DISCARD. The discard of an honor normally shows an honor sequence, of which the discard is the highest. Therefore the discard of a queen denies the king and guarantees the jack and usually the 10.

The same principle applies in following suit when a top honor has already been played. This follows the more general principle of discarding the highest card that can be spared in transmitting a signal. Related: Signals.

SHORT-SUIT LEAD. An opening lead of a singleton or a doubleton. Such a lead is often indicated when the leader examines his hand in light of the bidding.

Against either notrump or a trump contract, a short-suit lead is normal when partner has bid the suit. Partner's bid suit is less automatic as a lead against a trump contract. It may be necessary to aim quickly for tricks elsewhere.

The short-suit lead is also indicated when there is a bidding inference that this is partner's suit and that he will have the entries to make use of it.

<i>North</i>	
	♠ Q 5 3
	♥ J 8 6 2
	♦ 7 4
	♣ Q 7 6 3
<i>West</i>	<i>East</i>
1♠	2♣
2NT	3NT

North should lead a diamond. The hand is too weak to hope to do much with hearts, so a diamond is led in the hope of hitting partner's strength. If North held the ♠A instead of the ♠3, a heart lead would be indicated.

A short-suit lead may be made for passive reasons, usually because other leads seem unattractive. This is most likely to be successful if the bidding suggests that the declaring side has no long suit, and that therefore there is no urgent need to attack.

In a suit contract, a short-suit lead is most desirable if the trump holding suggests that there are real prospects of obtaining a ruff. A-x, A-x-x and K-x-x are ideal in trumps

because they suggest a measure of trump control. Conversely, a short-suit lead, particularly of a singleton, may be a mistake when there is no ruffing prospect because it may help declarer play a suit that would have presented problems. A singleton trump is usually a bad lead. Related: Trump Lead.

Against notrump, a short-suit lead is indicated when the opening leader is weak and no entries are available to make use of a long, weak suit. The leader should try to hit his partner's suit, although this may work out to declarer's advantage. For this reason, the long weak suit may prove best as a passive lead. A short-suit lead is required when the leader's partner has doubled notrump in an auction where no suit has been bid.

SINGLE COUP. A coup in which declarer shortens his hand or dummy once in trumps by ruffing a card in order to reduce the trump holding to the same number held by the key opponent. Related: Coup.

SINGLE-DUMMY PROBLEM. A solver is given the two hands of a partnership holding, approximating the conditions facing a declarer at the bridge table. Among the foremost inventors of these problems was Paul Lukacs of Israel, who presented these.

(a)

♠ 6 3 2
♥ Q J 4
♦ A Q 6 5 4
♣ 6 2

♠ A K 8
♥ 8
♦ K 8 2
♣ A K Q J 10 9

South plays 6♣ against the lead of the ♥5. East takes the first trick with the ♥A, and returns a low heart. Assuming that West holds the ♥K, South can claim the contract. Why?

(b)

♠ K 8 5
♥ 8 4 3 2
♦ 6
♣ A 10 9 8 7

♠ A Q 7
♥ K Q J
♦ K 10 9 8 4
♣ K 2

Against South's 3NT contract, West leads the ♣4. East's jack is taken by South's king. Next comes a successful club finesse, East following suit. What is the right continuation?

Solutions. (a) South ruffs the heart return; then plays all his trumps (discarding one diamond and two spades from the dummy). The ♦A and ♦K are cashed in that order. If both opponents follow, there is no problem. If West holds the diamond guard and the ♥K, he is squeezed in the two red suits on the second spade lead. If East holds the diamond guard, after the third lead of diamonds, West has the ♥K and East the diamond guard. Neither, then, has three spades, and declarer can claim the last three tricks in that suit. (b) The solution hinges on the continuation of the club suit. If declarer plays the ace and then the 9, he has an impossible discard to make

on the second play – discarding either a second diamond or a heart gives the opponents a chance to establish that suit, while a spade discard costs a trick in the suit. Therefore, the potential club loser must be lost immediately by leading the 9 at trick three before leading the ace.

SLAM LEADS. Opening leads against slam contracts frequently involve some special considerations. The general principle is to make passive leads against grand slams and active leads against small slams, but there are many exceptions.

An attacking lead against a small slam is often necessary when the bidding indicates a long, readily established suit in the dummy. It may then be necessary for the defense to lead from a king or a queen, in the hope of establishing a trick in the suit led before dummy's suit can be established for discards. If declarer and dummy both seem likely to have balanced hands, whether or not the contract is notrump, a passive lead is indicated. A deceptive lead is often appropriate, such as a third-best, a fifth-best, or the lower of touching honors. Misinforming the leader's partner is usually less important than misleading the declarer. Assessing the safety of a lead depends on the bidding, as well as the suit holding. A low trump is safe from three low if the declaring side can be credited with at least nine trumps, but it would be unsafe against a likely eight-card trump fit because partner may have a doubleton queen.

The lead of an ace is right more often than some authorities indicate. Apart from the obvious advantage at matchpoints of preventing an overtrick, the ace lead is desirable if the opposing bidding has been crowded or rushed in such a way that two top losers are likely. Related: Lightner Double and Opening Lead.

SPLITTING HONORS. The play of an honor in second position from two or more sequential cards. A common position is:

```

      A J 9
    K Q 4   10 8 7 3
      6 5 2
  
```

When South leads low, second-hand low by West would work well since South will probably finesse the 9. But if West plays high, the queen is slightly better than the king. If South takes the ace, he may go wrong later: The queen is a plausible second-hand play from Q-10-x, but second-hand play of the king is much less plausible from K-10-x because South could have the queen.

Most partnerships make rules about whether to split high or low in such situations.

THIRD-HAND PLAY. The outcome of many deals is determined at the first trick, and correct play by the partner of the opening leader is often the key to a successful defense. Players should be familiar with the following elements of third-hand play. If no mention is made whether the contract is at a suit or notrump, assume that third hand plays identically.

I. When partner leads low and dummy has low cards, the old whist rule of "third hand high" is usually right:

```

      North
      9 4 3
    West           East
    A 10 8 2       K J 5
      South
      Q 7 6
  
```

Against notrump, West leads low. East must play the king. If third hand has equal high cards, he plays the lower or lowest equal.

```

      9 4 3
    K 8 7 2       Q J 6
      A 10 5
  
```

West leads low, and East plays the jack. The play of the jack denies the 10, but East may hold the queen.

II. When not to play high when dummy has low cards.

(1) With A-Q-x against notrump:

```

      9 3
    J 8 7 6 2     A Q 5
      K 10 4
  
```

West leads low and East plays the queen. If West has the king, no matter. If declarer has the king, the play of the queen prevents him from making a holdup play. This play works far better when East expects to regain the lead before West. If West gets in first, he may think East lacks the ace and shift. A similar play is available with A-J-x, but it is dangerous because West may have K-10-x-x-x.

(2) To maintain communication with partner's hand at notrump:

```

      7 5 4
    8 3           A K 10 9 2
      Q J 6
  
```

West leads the 8, and East does best to cover with the 9. If West has an outside entry, the defense can run the suit later.

```

      5
    A 9 6 4 2     K J 3
      Q 10 8 7
  
```

West leads the 4. If East's hand is entryless, his winning play is the jack. Depending on the entry situation for the defenders, South can succeed by playing low on the jack – not an easy play.

```

      ♠ A J
      ♥ A Q 5
      ♦ Q J 10 7 6
      ♣ A 7 6
  
```

```

      ♠ 9 4
      ♥ 10 9 6 2
      ♦ A 5 4
      ♣ Q 10 8 3
  
```



```

      ♠ K Q 8 7 6
      ♥ J 8 7
      ♦ K 3 2
      ♣ 9 5
  
```

```

      ♠ 10 5 3 2
      ♥ K 4 3
      ♦ 9 8
      ♣ K J 4 2
  
```

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	1♠	Pass
Pass	Dbl	Pass	1NT
Pass	2NT	Pass	3NT
All Pass			

West leads the ♠9, and dummy plays the jack. To defeat 3NT, East must follow with the 8, letting South win one of his two spade tricks while West still has a spade to lead.

(3) When declarer is known to have all the missing honors:

4 3 2
9 8 K 10 6 5
A Q J 7

Against a suit or notrump contract, West leads the 9. East should play low. The lead marks declarer with A-Q-J, so East has no reason to play the king. Indeed, the play of the king lets declarer win four tricks.

(4) At a suit contract to make a discovery play:

7 6
10 8 3 2 K J 5 4
A Q 9

West leads low, and East knows that South has the ace (West will seldom lead low from the ace against a suit contract). To discover who has the queen, East plays the jack. If declarer wins the queen, East knows there is no future in the suit.

III. When dummy has an honor and third hand has a higher honor.

Q 7 4
10 8 6 2 K 9 3
A J 5

West leads the 2. If dummy plays low, East inserts the 9. The rule is that when third hand has an honor higher than dummy's honor, plus a middle card higher than the 8, he plays the middle card. With K-8-3, East should play the king if dummy plays low.

At suit play, this rule has exceptions when third hand has the ace and dummy has the queen.

Q 7 5 A 10 9

Against a suit contract West leads low and dummy plays low. East has a problem. If West is leading from the jack, it is usually right to play the 9 to deny declarer two tricks. If West is leading from the king and declarer has the jack, it is usually right to play the ace.

If West is leading from K-J-x-(x), the play of the 9 saves a trick. There is no 100% answer. Third hand must judge from the dummy and the bidding.

<p style="text-align: center;">♠ K 7 4 ♥ 10 6 3 ♦ A J 10 6 5 4 ♣ 9</p>	<p style="text-align: center;">♠ A J 3 ♥ K Q J 9 ♦ K 3 ♣ J 8 6 5</p>
--	--

<p style="text-align: center;">♠ 10 8 6 5 2 ♥ 5 2 ♦ 8 7 ♣ 10 7 4 2</p>	<div style="text-align: center; border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>N W E S</p> </div> <p style="text-align: center;">♠ Q 9 ♥ A 8 7 4 ♦ Q 9 2 ♣ A K Q 3</p>
--	--

South plays at 3NT, West leads a low spade and dummy plays low. Clearly, in this case, East must take the ♠A and shift to the ♥K.

Sometimes third hand can make no effort to win the trick:

Q 10 2
J 9 7 3 K 6 4
A 8 5

If West leads the 3 and dummy plays low, East must play

low. If East plays the king, South takes three easy tricks. After East ducks, the third trick remains in contention.

The correct play may depend on entry considerations:

Q 7 2
J 9 5 3 K 8 4
A 10 6

West leads the 3, and dummy plays low. If East has no entry, he should play the 8 (West can then continue the suit safely). However, if East has an entry, he must play the king. Later, he can continue the suit safely.

<p style="text-align: center;">♠ J 9 3 ♥ J 4 ♦ K Q 10 6 4 ♣ 7 6 5</p>	<p style="text-align: center;">♠ K 8 ♥ K 9 8 7 ♦ A 5 3 ♣ J 10 9 8</p>
---	---

<p style="text-align: center;">♠ Q 10 6 5 2 ♥ Q 6 5 ♦ 8 7 2 ♣ 4 3</p>	<div style="text-align: center; border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>N W E S</p> </div> <p style="text-align: center;">♠ A 7 4 ♥ A 10 3 2 ♦ J 9 ♣ A K Q 2</p>
---	---

South plays 3NT, West leads the ♠5 and declarer plays the 9 from dummy. East should play low to deny declarer a later entry to dummy's diamonds with the ♠J.

When third hand has one or two honors, and dummy has a higher honor, third hand often plays as if dummy had only low cards:

A 8 4
J 7 3 2 Q 9 6
K 10 5

West leads low, and dummy plays low. East should play the queen.

IV. Against a suit contract, when declarer is known to hold the ace.

(1) When third hand has the Q-9 with or without lower cards:

K J 5
10 8 6 2 Q 9 3
A 7 4

West leads low and dummy plays low. East, knowing that South has the ace, plays the 9. If West leads low in the middle game or end game, he may be underleading the ace – East must make an informed decision.

(2) When third hand has J-8-x or J-7-x, and dummy has K-10-x or A-10-x.

K 10 4
Q 9 8 2 J 7 3
A 6 5

West leads low and dummy plays low. East does best to play the middle card and hope it drives out the ace. With a weaker holding including the jack, East plays the jack and hopes declarer thinks he also has the queen. Note that if West leads in this position after the first trick, it is usually right to attack with the 9.

V. More on third-hand play from equals.

(1) When third hand has three or more equal honors, the proper order of plays is the lowest equal first, then the highest.

7 6 3
8 4 K Q J 10
A 9 5 2

West leads the 8, and East plays the 10. East's second play in the suit is the king.

(2) Against notrump, with Q-J-10:

5 4
A 9 8 7 6 Q J 10
K 3 2

West leads low, and East should play the jack. If East plays the 10, West may think East started with J-10-x and South remains with Q-x; then West must wait for East to lead the suit.

However, if East plays the jack, West can safely continue the suit: Either East has the queen, or South has K-Q-10, in which case it does not cost a trick to lead the suit again.

(3) Against notrump, with J-10-9:

5 4
K 8 7 3 2 J 10 9
A Q 6

West leads low, East plays the 10 and South wins the queen. West can safely continue the suit. Either East has the jack, or South has A-Q-J-9, in which case a tempo has been lost, but not a trick.

(4) With A K Q or A K Q J to conceal strength:

9 8
10 5 4 2 A K Q J 3
7 6

If East wins the first trick with the ace and returns the queen, declarer may place West with the king. If East makes the normal play of the jack, South will know that East has 100 honors in the suit.

(5) With equal spot cards:

Q 9 7 5
2 K 10 8 6
A J 4 3

Dummy plays low on the opening lead. East plays the 6 to limit South to two tricks.

(6) Third hand plays equal honors out of order to show a doubleton:

J 8 6
Q 9 4 3 2 A K
10 7 5

West leads low, and East wins the ace and cashes the king to show a doubleton.

A 9 4
J 8 7 3 2 K Q
10 6 5

West leads low and dummy plays low. East wins the king and returns the queen to show a doubleton. If East won the queen and led the king, West would assume that East had another card. With equal doubleton honors, third hand should play them out of order only when he knows that he, not declarer, will win the trick.

(7) At notrump, to ask for an unblock:

7 6
Q 5 2 A K J 8 3
10 9 4

West makes the inspired lead of the 2 in an unbid suit. East

wins the ace and leads the king, asking West to unblock the queen if he has it.

J 10
9 8 2 K Q 7 6 5
A 4 3

West leads the 9, and East plays the king! When East leads the queen later, West unblocks the 8. Had East not wanted West to unblock, he would have played the queen first.

VI. Deceptive plays.

(1) At notrump, holding four to the A K:

4 3
J 9 6 2 A K 7 5
Q 10 8

West leads the 2, and East places South with three cards in the suit. If South has both the queen and 10, a swindle looms. East wins the first trick with the ace and returns a low card, giving declarer a chance to misguess.

(2) At a suit contract, holding three or four to the A K:

10 6 3
J 9 7 2 A K 5
Q 8 4

West leads the 2, and East wins the ace and returns the 5. South may well play low and win no tricks.

(3) To feign a doubleton to encourage partner to continue a suit:

♠ Q J 4											
♥ 6 4 2											
♦ A Q J											
♣ A Q J 6											
♠ A K 9 5 3		♠ 10 7 6									
♥ 9		♥ A K									
♦ 9 7 5 3		♦ 10 8 6 4 2									
♣ 9 8 3		♣ 10 7 5									
	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td>♠</td><td></td></tr> <tr><td></td><td>♣</td><td>S</td></tr> </table>	N		E	W	♠			♣	S	
N		E									
W	♠										
	♣	S									
♠ 8 2											
♥ Q J 10 8 7 5 3											
♦ K											
♣ K 4 2											

South opens a vulnerable 3♥, and North raises to 4♥. West leads the ♠K. East can see that the only chance for the defense is to cash two spades. Accordingly, he plays the ♠10 to feign shortness. West continues with the ♠A, and the contract is defeated. If East plays his lowest spade at the first trick, West may shift to a minor suit and lose the setting trick.

(4) To feign a doubleton in the hope of conning declarer into ruffing high in dummy unnecessarily:

♠ 3 2											
♥ K Q 6 4											
♦ A Q 10 6											
♣ Q 8 3											
♠ A K Q 7 6		♠ 9 8 5									
♥ 10 7 5 3		♥ J 9 8									
♦ J 8 4 2		♦ 9 7 5 3									
♣ —		♣ J 10 9									
	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td>♠</td><td></td></tr> <tr><td></td><td>♣</td><td>S</td></tr> </table>	N		E	W	♠			♣	S	
N		E									
W	♠										
	♣	S									
♠ J 10 4											
♥ A 2											
♦ K											
♣ A K 7 6 5 4 2											

After South opens 1♣ and West overcalls 1♠, South

shows a strong hand and becomes declarer at 5♣. West leads two high spades, and East signals high-low to try to convince declarer that he has a doubleton. If West continues with a third spade, South may ruff with the ♣Q and lose a trump trick.

VII. Using the Rule of Eleven.

(1) To save a trick:

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

South plays 4♥, and West leads the ♠6. If declarer plays low from dummy, the rule of eleven tells East that South has no spades higher than the 7. East can safely play the 9. If East incorrectly wins the king, South can finesse dummy's ♠J later for his 10th trick.

The situation is less clear if the defenders are using third-and-fifth leads. The 3 is led, and East cannot tell whether partner's lead is from Q-10-8-6-3, Q-10-8-5-3, Q-10-8-4-3, Q-10-5-4-3, Q-8-5-4-3 or 10-8-5-4-3.

The lead might be from a three-card holding. The play of the 9 is still appropriate, but could be wrong with a different layout of the whole deal.

(2) To avoid an endplay:

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

South plays 3NT, West leads the ♠6 and dummy plays low. East can tell that South has one spade higher than the 6. It must be an honor, so East does best to play the 7.

South runs his red-suit winners and exits with a spade, hoping West must win and lead a club. Because East remains with the ♠J, however, no endplay is possible. Had East played the ♠J at the first trick, South could make his contract.

VIII. With the Q-J when partner leads from three or four to the A K.

When third hand plays the queen under the lead of the ace or king, he promises the jack or a singleton (unless the jack is in dummy – see subsequent example). Opening leader can underlead his remaining honor if he wants his partner on lead. The play of the queen is not a command to underlead. It simply shows the ability to win the next lead.

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

South plays 4♥ after West opens 1♦. West leads the ♠K, and East plays the queen, promising the jack. West has no trouble leading a low spade next, and East wins and returns a diamond. Down one.

If third hand has the Q-J doubleton and wants a ruff rather than a possible underlead, he plays the jack first.

IX. With Q-x when partner leads from three or four to the A K against a suit contract.

(1) Dummy does not have the jack:

10 6 5		Q 2
A K 8 7		J 9 4 3

West leads a high honor, and East must play the 2. The play of the queen might induce West to underlead next.

(2) Dummy has the jack:

J 6 5		Q 3
A K 10 4		9 8 7 2

West leads a high honor; East can play the queen to show a doubleton, and West cannot be misled.

X. When partner leads a short suit against a suit contract.

(1) Third hand has the ace and reads the lead as a doubleton:

10 7 6		A 8 4 3 2
9 5		K Q J

West leads the 9, and East judges from the bidding that the lead is top of a doubleton. If East has no side entry, he must signal with the 8 and hope West has an early entry. Then West can continue with the 5 and get a ruff.

(2) Third hand reads the lead as a singleton but cannot win the trick:

♠ Q J 5 4		♠ 10 9 8 3 2
♠ 6		♠ A K 7

Assume hearts are trumps, and West leads the ♠6, which East reads as a singleton. East's play should be a suit-preference signal to tell West where East's side-suit strength lies. If East has diamond strength, for example, he plays the ♠10 at the first trick. With club strength, East plays the ♠2. With equal strength in the minor suits, East plays a middle spade.

XI. Other suit-preference plays at the first trick.

♠ J 5 2		♠ 8 6			
♥ K Q 6		♥ J 8 2			
♦ 8 5 2		♦ A 10 9 4			
♣ 8 6 4 2		♣ J 10 9 3			
♠ Q	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W ◇ E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W ◇ E	S	
N					
W ◇ E					
S					
♥ A 10 9 5 4 3					
♦ K J 3					
♣ Q 7 5					
♠ A K 10 9 7 4 3					
♥ 7					
♦ Q 7 6					
♣ A K					

South plays 4♠ after West opened 1♥ and East raised to 2♥. West leads the ♥A, and both defenders know that a heart continuation cannot be right. East signals suit preference by playing the ♥J to show diamond strength. Had East not supported hearts, his first play would be count.

6 5 3	K Q J 10 2
A 9	8 7 4

At a suit contract or notrump, East has bid this suit, and West leads the ace. If East plays the king, he shows a solid suit. This is not a suit-preference play.

XII. When partner leads a trump.

(1) Third-hand high may apply:

6 2	K 5 4
J 9 3	A Q 10 8 7

West leads a low trump. If the bidding marks West with as many as three trumps, East should play the king, hoping to promote a lower honor.

(2) Third hand has three to the ace.

J 5 4	A 7 6
3 2	K Q 10 9 8

If it is best to play two rounds of trumps quickly, third hand wins the ace and returns a trump. If it is best to play three rounds of trumps eventually, and third hand has no outside entry, he ducks the first trump. If opening leader has an early entry, he can lead a second trump, and third hand can win and lead a third trump.

(3) Third hand has an honor and wants to prevent dummy from gaining an entry:

J 9 3	K 7 6
5 4	A Q 10 8 2

If East wants to deny declarer a later trump entry to dummy, he plays low regardless of which trump dummy plays at the first trick.

(4) When third hand has an honor he may use to overruff dummy:

♠ J 10 4	♠ K 2
♠ 8 5 3	♠ A Q 9 7 6

Assume spades is trumps, and both East and dummy have a doubleton heart. If West leads a trump, East plays low, saving the king for a possible overruff of dummy later.

XIII. Overtaking. Third hand usually overtakes partner's honor lead with a higher doubleton honor:

(1) When the queen is led, and third hand has K-x or A-x:

9 4 3	K 5
Q J 10 8 7	A 6 2

Against a suit or notrump contract, East overtakes the lead of the queen to unblock the suit. If dummy has 10-x-x, however, East establishes the 10 if he overtakes.

(2) When the jack is led against notrump, and third hand has Q-x, K-x or A-x:

7 4 2	Q 5
J 10 9 6 3	A K 8

West leads the jack, and East plays the queen to unblock. At a suit contract, East need not unblock with Q-x or K-x.

♠ Q 7 5 2		♠ K 3			
♥ K J 4		♥ 8 7 6			
♦ A 7 6		♦ Q 9 5 4 2			
♣ 10 6 4		♣ 7 5 3			
♠ J 10 9 8 4	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W ◇ E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W ◇ E	S	
N					
W ◇ E					
S					
♥ A 10 9					
♦ 10 3					
♣ A 9 2					
♠ A 6					
♥ Q 5 3 2					
♦ K J 8					
♣ K Q J 8					

South plays at 3NT, and West leads the ♠J. If dummy plays low, East must play the king to defeat the contract.

(3) When third hand has dazzling spot cards:

9 4 3	K Q 10 8 2
J	A 7 6 5

West leads the jack, and East overtakes with the queen to prevent declarer from holding up. If the 9 was not in dummy, East could not afford this play. When partner leads an honor card from shortness, an encouraging signal indicates the inability to overtake.

♠ J 4		♠ A 9 7 2			
♥ A J 8 3		♥ Q 4 2			
♦ A K Q 9 6		♦ J			
♣ 9 5		♣ A K Q 7 4			
♠ 5	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W ◇ E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W ◇ E	S	
N					
W ◇ E					
S					
♥ 10 7 5					
♦ 10 7 5 4 2					
♣ J 10 8 6					
♠ K Q 10 8 6 3					
♥ K 9 6					
♦ 8 3					
♣ 3 2					

In the 1967 Bermuda Bowl final, South played 4♠ at both tables, and West led the ♣J. Both Easts overtook with the queen to return the ♦J. When East won the ♠A, he underled his remaining club honors to West's 10 and got a diamond ruff to defeat the contract.

XIV. Unblock.

(1) When partner leads the king against notrump, and third

hand has J-x:

8 4 3	
K Q 10 7 6	J 2
A 9 5	

West leads the king, and East plays the jack. To play low denies a significant honor. Some partnerships lead the queen from K-Q-10-9 combinations and perhaps from K-Q-10; in this case, the lead of the queen compels third hand to unblock the jack if he has it.

When the king is led against a suit contract, East can afford to signal encouragement with J-x only if he knows that West has A-K.

(2) When partner leads the queen against notrump, and third hand has 10-x or 10-x-x:

A 4 3	
Q J 9 7 2	10 6
K 8 5	

West leads the queen, and regardless of dummy's play, East unblocks the 10. Unblocking is also safe from 10-x-x, provided West is not leading from Q-J-x. West usually will have Q-J-9. With Q-J-x-x, he would lead low.

(3) When partner leads the ace against notrump, and third hand has the jack or higher, he unblocks the honor:

7 2	
A K J 10	Q 5 4
9 8 6 3	

West leads the ace, and East unblocks the queen. (Some play that the lead of the king asks for an unblock, and the lead of the ace shows A-K-x or A-K-x-x.)

When third hand has no honor to unblock, he gives count.

7 2	
A K Q 10 9	8 3
J 6 5 4	

West leads the ace, and East plays the 8, count. West can deduce that South has the guarded jack.

(4) Miscellaneous positions:

6 4	
A J 9 8	Q 7 5 3 2
K 10	

Against notrump, West leads the 8. If East plays the queen, he blocks the suit.

A 7	
K J 9 6 4	Q 2
10 8 5 3	

Against notrump, West leads the 6, and declarer puts up the ace. If East unblocks the queen, he can lead the 2 later for the defense to run the suit.

XV. Third-hand middle.

Third hand should be familiar with some seemingly strange plays with honor-9-x or honor-8-x.

10 5	
K 8 3 2	A 9 4
Q J 7 6	

West leads the 2 against notrump, and dummy plays low. If East plays the 9, declarer takes one trick; if East plays the ace, declarer takes two tricks.

These plays do not come with a guarantee. They work most often when the leader and declarer have four cards and dummy

has 10-x or J-x.

10 2	
K 7 6 3	Q 8 4
A J 9 5	

Against notrump, West leads the 3, dummy plays low and East saves a trick by playing the 8.

9 2	
A 7 4 3	J 8 5
K Q 10 6	

West leads low and dummy plays low. East saves a trick by playing the 8.

The play of the middle card also gains in this relatively common position:

10 2	
A 9 7 5 3	Q 8 4
K J 6	

West leads the 5 (fourth best), dummy plays low and East saves a trick by inserting the 8 (similarly from Q-9-x). However, if West started with K-J-7-5-3, East must play the queen.

10 5	
A 8 4 2	J 7 6
K Q 9 3	

10 3 2	
A 9 8 5 4	J 7 6
K Q	

In both cases, West leads low and dummy plays low. East can play the 6 to save a trick.

10 5 2	
Q 9 8 7 3	J 6 4
A K	

Against notrump, West leads the 7 and dummy plays low. If West will be first to regain the lead, it makes things easier if East plays low to the first trick. However, if East is first to regain the lead, his play at the first trick may not matter. If the suit is:

10 5 2	
K Q 9 7	J 6 4
A 8 3	

to play low is disastrous.

10 6 4	
Q 9 8 7 2	J 3
(K 9 8 7 2)	
A K 5	
(A Q 5)	

Against notrump, West leads the 7 and dummy plays low. If East has no entries and West is likely to get the lead first, East does best to play low.

XVI. Spot-card signaling.

(1) Third hand must not waste a valuable spot card to signal:


J 8 7 6	
A K 2	Q 9 5 3
10 4	

West leads a high honor, and East must content himself with the 5. To play the 9 sets up a fourth-round winner in dummy. Many partnerships use Upside-down Attitude Signals (Carding) to overcome this problem.

K 4 3
Q J 7 A 9 8 2
10 6 5

Against a suit or notrump contract, West leads the queen, and dummy plays low. East signals with the 9, the higher equal, denying the 10. If West suspects the distribution, he does best to switch rather than continue and establish declarer's 10.


When third hand has three low cards, he should give count rather than play third-hand high.

<p>♠ A 10 3 ♥ 7 6 5 ♦ Q 9 2 ♣ K J 4 3</p>	<p>♠ 8 6 2 ♥ Q 10 8 2 ♦ 4 3 ♣ 10 8 6 5</p>	
<p>♠ K J 7 5 4 ♥ J 9 3 ♦ A 8 6 ♣ A 7</p>	<p>♠ Q 9 ♥ A K 4 ♦ K J 10 7 5 ♣ Q 9 2</p>	

South opens 1NT and North raises to 3NT. West leads the ♠5, and dummy plays low. East should play the 2, giving count. South wins and knocks out the ♦A, but West will know to lead the ♠K next.

The same play may be made with 9-x-x (usually against a suit contract) when it is clear the 9 cannot drive out a significant card.

THROUGH STRENGTH. The old whist idea that a defender should lead "through strength" is one of the least valuable rules of thumb. The corollary is "up to weakness." The implication is that a player on declarer's left should lead a suit in which dummy is strong. The rationale is that partner may hold any missing honors behind dummy; the defenders can profit by leading suits in which declarer's finesses will fail.

<p>♠ 10 7 5 2 ♥ J 9 3 2 ♦ A Q 3 ♣ J 2</p>	<p>♠ 9 8 3 ♥ K 5 ♦ K J 8 4 ♣ 9 8 6 4</p>	
<p>♠ K J 6 ♥ 8 4 ♦ 9 7 5 ♣ K Q 10 7 5</p>	<p>♠ A Q 4 ♥ A Q 10 7 6 ♦ 10 6 2 ♣ A 3</p>	

South plays at 3♥; he wins the ♣K opening lead and leads a club back. When West takes the queen, he shifts to the ♦9 through dummy, reasoning that if East has diamond honors, they are well placed. If South ducks, East wins the jack and leads the ♠9 in turn through declarer. Best defense defeats the contract.

Sometimes a lead through strength merely gives declarer time to establish the suit for discards. When dummy has a strong side suit, the defenders must often hasten to establish tricks elsewhere while they can. Even when a safe exit is a

defender's goal, however, it may be safer to lead a suit in which dummy is weak.

In the following examples, it is assumed that dummy is on the leader's left, and that declarer is unlikely to have a singleton or to be able to discard all of his holding on one of dummy's suits.

To lead from a worthless suit rarely costs a trick, though it may avoid a guess for declarer, but a defender must consider carefully before he leads from an honor. If dummy has A-K-x, for example, a lead from a queen is dangerous, but most other leads are safe. Other cases:

Dummy has A-x-x: A lead from J-9-x is safe; from J-x-x or Q-x-x more risky; from K-x-x, dangerous.

Dummy has A-Q-x or A-J-x: A lead from a king is dangerous; from the jack or queen, less dangerous. From K-J-9 or K-10-8, lead the middle card.

Dummy has K-Q-x: A lead from the jack is dangerous; from the ace or x-x-x, safer.

Dummy has K-J-x: A lead from the ace is safe; from the queen, dangerous, but for this reason declarer may be induced to misguess if he holds a low doubleton.

Dummy has K-x-x: All leads from single honors are risky.

Dummy has Q-x-x: A lead from the king is safest because the king may win a later trick even if declarer has the ace; from the ace, dangerous.


Dummy has J-x-x: A lead from the ace is worst; it is better to lead from the king or queen.

Dummy has x-x-x: The lower the honor to be led from, the safer the lead. A lead from the jack is almost completely safe; from the queen loses only if declarer has A-K-J.

Related: Up To Weakness.

TIMING. An element in the play of a contract. The order in which trumps are pulled, losers are ruffed and side suits are developed is an element that enters into declarer's *and* defenders' play.

The following example is given by Terence Reese:

<p>♠ 10 8 7 6 2 ♥ 7 6 ♦ 9 8 5 2 ♣ A K</p>	<p>♠ K 3 ♥ J 10 3 2 ♦ J 6 4 ♣ Q 10 9 5</p>	
<p>♠ A Q J 9 5 ♥ K Q 9 8 4 ♦ — ♣ 8 7 3</p>	<p>♠ 4 ♥ A 5 ♦ A K Q 10 7 3 ♣ J 6 4 2</p>	

Spades are led against 5♦ and South ruffs the second round. If South makes what appears to be the obvious play of drawing one round of trumps, he will fail. He plays top clubs, returns to his hand with a diamond lead and ruffs a club. He returns to his hand with a heart and ruffs his last club. But he then lacks an entry to his hand and cannot prevent the defense from scoring a heart trick and also the ♦J, promoted by a spade play from East.


If South considers the danger of a 3-0 trump split, he

can take precautions. He must take the slight risk of playing dummy's club winners before leading a round of trumps. Then he can maneuver the club ruffs and eventually draw West's last trump.

TRUMP LEAD. The opening lead of a trump is not a first-line lead, and it may prove costly if the particular deal happens to be one where it was necessary for the defenders to cash tricks in a hurry. Nevertheless, there are circumstances when an opening trump lead figures to be eminently successful. Note that a trump lead should not be your choice merely because you don't know what else to lead.

Here are the major situations: (1) when the bidding has indicated that dummy will be able to ruff some of declarer's losing tricks; (2) when the leader has reason to avoid an aggressive lead in some other suit for fear it will be beneficial to declarer; (3) when there is a desire to mislead declarer as to the true state of affairs in the trump suit, as, for example, talking him out of taking a finesse that he figures to take if left to his own resources.

The following deals illustrate some of the situations in which a trump opening should be made. Where the bidding has indicated that dummy will be able to ruff some of declarer's losing tricks, a trump should be seriously considered.


	♠ 9 8 3 ♥ 6 2 ♦ 10 9 8 4 3 ♣ 8 6 5		
♠ A 5 4 ♥ K J 9 8 ♦ 7 5 2 ♣ Q J 10		♠ 7 2 ♥ 4 3 ♦ K Q J 6 ♣ 9 7 4 3 2	
	♠ K Q J 10 6 ♥ A Q 10 7 5 ♦ A ♣ A K		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2♦	Pass	2♣
Pass	3♣	Pass	3♥
Pass	3♠	Pass	4♥
Pass	4♠	All Pass	

What could be more "normal" than the ♣Q opening lead? On that lead, declarer will win and promptly bang down the ♥A and another heart. A belated shift by West to the ace and another trump permits South to ruff one of his losing hearts with dummy's last trump. Declarer will return to hand with the ♦A, pick up the last outstanding trump and concede a further heart trick – making 4♠.

Based on the bidding, West should open the ♠A and follow with another trump. From the bidding, it is apparent that South has a minimum of five spades and five hearts. It is clear that North prefers spades (however mildly) to hearts as the trump suit. West should immediately make every effort to reduce dummy's ruffing power and prevent dummy from ruffing hearts, especially considering West's heart holding behind South. With the ace of trumps lead, followed by another trump (and a third trump when West regains the lead in hearts),

declarer will be defeated, losing three heart tricks and a trump trick.

When you want to mislead declarer as to the true state of affairs in the trump suit – for example, talking him out of taking a finesse which he figures to take if left to his own resources – a trump lead may turn out to be a winner. A deal that illustrates this point arose in the national Men's Pairs (now Wernher Open Pairs) of 1956. The West defender was Dr. Richard Greene.

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

North-South vulnerable, North deals. The bidding:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1NT	Pass	4♥

All Pass

West opened the 10 of trumps on this reasoning: (a) On the bidding, North figured to have the ♥A, and South figured to have a long heart suit; (b) Even if South had something like an A-Q-J-x-x and dummy the x-x-x of hearts, West would still make his king because declarer couldn't possibly diagnose the situation. In that case, upon winning the opening lead with the jack, declarer would enter dummy, and lead a low heart, finessing East for the king.

What would you, as declarer, have played to the first trick? Probably the same as declarer did: He went up with the ace in the hope that West was leading from the doubleton 10-9 and, hence, East had the singleton king.

Had Dr. Greene not opened a trump, declarer, upon obtaining the lead, probably would have made the standard percentage play of leading the queen of trumps and finessing. As it was, he was talked out of finessing, and thus went down, losing two clubs, one spade and, of course, the king of trumps.

The following specific situations suggest a trump lead, although circumstances may indicate another selection:

- (1) The opponents have bid three suits and ended up in a fourth.
- (2) Declarer, raised in his suit, has bid notrump and been put back to his suit.
- (3) The declaring side appears to have a good fit (5-4 or 4-4) in one suit and a misfit in the other suits. For example:

<i>West</i>	<i>East</i>
1♠	2♦
2♥	4♥

- (4) The bidding indicates that dummy has exactly three trumps and a short suit.
- (5) A takeout double has been passed for penalties.
- (6) An opening suit bid of one has been passed out, and the opening leader has a weak hand. Partner's failure to balance

suggests long, strong trumps.

(7) Your side has been doubled for penalties, and one opponent has removed the double.

(8) Your side has opened the bidding with a notrump bid.

(9) Against a high-level sacrifice bid, when the declaring side appears to have little high-card strength. Note also that a low trump is usually the desirable lead from holdings that would call for the highest in a plain suit: x-x-x, x-x or J-10-x.

TRUMP PROMOTION. The creation of trump tricks by forcing the premature use of trump cards by the opposition. There are several ways in which trump tricks can be promoted:

(1) Forcing ruffs so as to make trump tricks by length or by strength, when declarer is forced to ruff in one hand or the other with high trumps. Related: Forcing Declarer to Ruff.

(2) Coup en Passant so as to make trump tricks by position. Related: Elopement.

(3) Ruffing so as to make trump tricks by force of cards. Related: Uppercut.

(4) Threatening an overruff so as to make trump tricks by force of cards. In the following examples, spades are trump, and East has led a plain suit of which both South and West are void. The best technique to promote trump tricks is to discard behind a player who has wasted a valuable card attempting to stop an overruff.

West
♠ A J

South
♠ K Q 10 9 8 7 6 3

South must ruff with the king or queen to shut out West's jack. West discards and now has promoted a second trump trick. Note that West must not overruff.

West
♠ K 10 2

South
♠ A Q J 9 8 7 3

South must ruff with the queen or jack to prevent West's 10 from winning. West discards and now makes two trump tricks.

West
♠ J 3 2

South
♠ A K Q 10 9 8 7


A trick is promoted for West's jack.

TRUMP SIGNAL. A play by defenders to indicate length of trump holding. The play of an intermediate card followed by a lower card in the trump suit (high-low signal) says a third trump is held. Such a signal is important if the player has a potential ruffing trick. Note that the high-low trump signal to show a third card in the suit is the reverse of the meaning of an echo in a non-trump suit. Some players use the trump signal whenever they hold three trumps. But as the defenders can count declarer's trumps from the bidding far more often than vice versa, it is better to confine its use to situations in which there is a real prospect of a ruff. Many players these days sensibly use the trump echo as a suit-preference signal, which is a far more potent signal. Related: Signaling and Vinje Signals.

TRUMP-SUIT MANAGEMENT. The way in which declarer utilizes the trump suit in the play.


The proper technique in handling the trump suit varies, depending first upon the length and the division of the trump suit in the combined hands, *i.e.*, declarer and dummy, and secondly the manner in which the outstanding trumps are distributed in the defenders' hands. Generally speaking, the minimum number of trumps required for a game contract is eight, and the most favorable distribution is four in the dummy and four in the declarer's hand, referred to as:

The 4-4 Fit: The main advantage of this division is that declarer can stand being forced to ruff twice in either hand, reserving the other for purposes of drawing trumps. If one opponent holds four trumps, the situation will be much more satisfactory with a 4-4 fit than with 5-3 distribution. Declarer must then take the precaution of looking to his side suits before tackling trumps:

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

Against 4♠, West opens the ♥K. If the defense continues hearts, declarer ruffs the third round and knocks out the ♣A. East leads his last heart and South ruffs with the ace, draws trump, and takes the rest. On any other defense, declarer makes 10 tricks by ruffing his losing club high in the dummy before drawing East's trumps.

The 4-4 distribution lends itself ideally to crossruffing. Declarer must be careful to cash his side-suit winners before attempting to score his trumps separately.

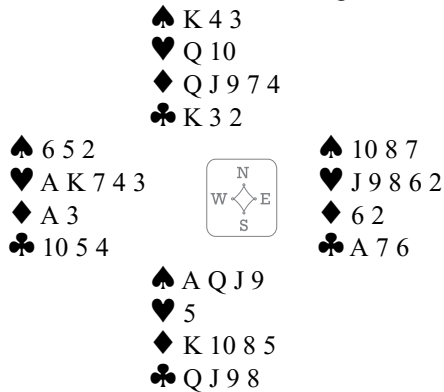
♠ A 7 6 2 ♥ A Q J 5 ♦ — ♣ Q 10 6 3 2		♠ J 9 5 3 ♥ — ♦ 10 7 6 ♣ A K J 8 5 4
♠ K 10 8 ♥ K 10 7 6 ♦ K Q 9 8 3 2 ♣ —		♠ Q 4 ♥ 9 8 4 3 2 ♦ A J 5 4 ♣ 9 7

The contract is 4♥, against which West leads the ♣K. Declarer ruffs and is in a position to make 10 tricks in spite of the vile distribution, provided he cashes the ♠A and ♠K before he ruffs the third club. Failure to do so would give East an opportunity to discard a spade, and declarer would then be unable to enjoy both of his spade winners.

The 4-3 Fit: When the dummy holds only three trumps, facing four in declarer's hand, the play is less likely to proceed

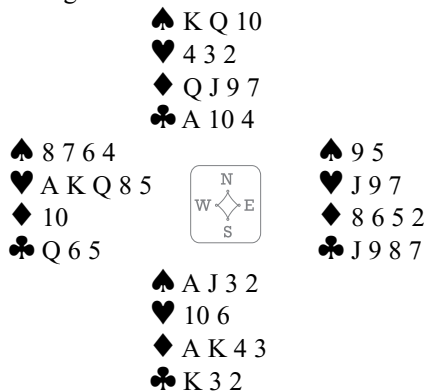
favorably. These contracts, especially those at higher levels, normally play better in notrump. There are exceptions, of course, notably when the opponents have a suit they can run. Sometimes a 4-3 fit is the best option. There is often the need for delicate handling in playing game in a 4-3 fit.

The problem of control is critical. Declarer must often establish his side winners before starting to draw trumps.



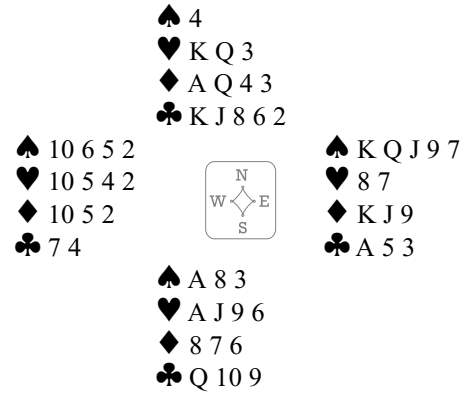
4♠ is the only possible game contract, and, as the cards lie, cannot be defeated. The defense does best to play hearts at every opportunity, and South ruffs the second round and plays diamonds. West plays a third round of hearts, which is ruffed in dummy. Declarer now knocks out the ♣A and ruffs a further heart in dummy. Only now can he afford to draw trumps, and when they break, he claims the balance with good diamonds and clubs.

Sometimes declarer can retain control of a shaky trump suit by refusing to ruff.



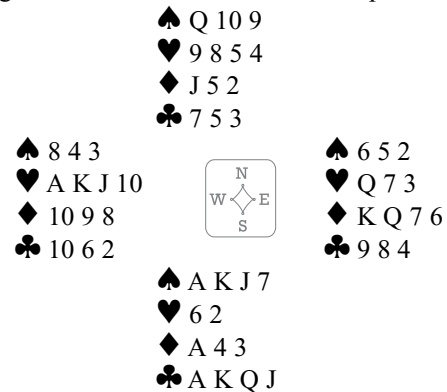
Against 4♠, West leads three top hearts. If declarer ruffs and draws trumps, West will be left with a long spade he will use to interrupt the run of the diamonds to cash his remaining heart winners.

South can ensure the contract against all reasonable distributions by discarding his losing club on the third round of hearts. If the defense persists with a fourth round, declarer can ruff in dummy, preserving his own trump length, and is in a position to draw all West's trumps and take the rest of the tricks with minor-suit winners. A less-obvious example from the same family:



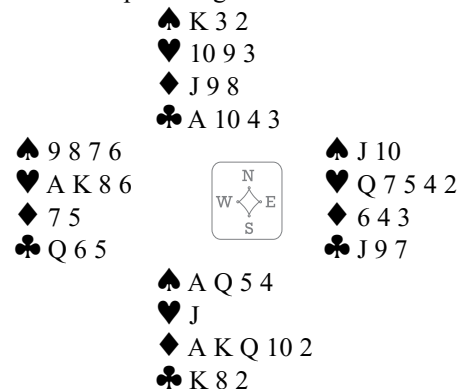
South plays in 4♥ after East has bid spades, and West leads the ♠2, East playing the jack. Declarer's best play is to let East hold the trick, ruffing in dummy if spades are continued. Declarer is now in a position to draw trumps and give up a club trick while still maintaining control of the enemy suit.

Attacking the trump suit by forcing declarer to ruff is by far the most effective form of defense against 4-3 trump contracts. Curiously enough, declarer can often turn this to his advantage and succeed in an otherwise impossible contract.



3NT is safe as the cards lie but, unsure of the heart suit holding, North-South settled reasonably enough in 4♠, West leading the ♥K. If West shifts at trick two, South has four inescapable losers – two hearts and two diamonds – and must go down one. A heart continuation looks tempting, however, and South ruffs the third round with the ace, leads the ♠7 to dummy's 9, and ruffs the fourth round of hearts with the king. He now overtakes the ♠J to draw trump in dummy, discarding his losing diamond. Four club tricks plus the ♦A (in addition to the five trump tricks) round out the contract.

It is sometimes possible for declarer to counter the forcing game, utilizing a strong side suit for the purpose of weakening the defender's trump holding.



Against 4 ♠, West leads two top hearts, declarer ruffing the second round. If South attempts to draw all the outstanding trumps, the contract collapses. To succeed, declarer must draw only two rounds of trumps with the ace and queen, and then start the diamonds. If West ruffs the third diamond to lead a heart, South ruffs with his last trump, crosses to dummy's ♣A, and draws West's last trump with the king, making 11 tricks. After ruffing the diamond, West does better to lead his last trump, but declarer still makes 10 tricks.

TWO-WAY FINESSE. A recurring type of situation in which a finesse may be taken through either opponent. For example:

(a)	(b)
<i>North</i>	<i>North</i>
A 10 3 2	K 10 2
<i>South</i>	<i>South</i>
K J 5 4	A J 3

The question, of course, is whether to play East or West for the queen. In many cases, in the absence of clues revealed during the bidding or the play, it becomes a pure guess. Quite a few players, in these circumstances, will finesse West for the queen, on the theory that the queen lies over the jack. This method is unscientific. In the absence of any external clues, a queen can frequently be located without resorting to guesswork. Here is such a case.

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

South arrived at 7NT, against which West opened a club, dummy's jack winning. Declarer counted 12 tricks and perceived that the 13th trick would be obtained only in the diamond suit. Should declarer play East or West for the ♦Q?

At trick two, South cashed the ♣K, East discarding a diamond. Three rounds of spades were then taken, everybody following. Next, three rounds of hearts were played, and declarer paused to take inventory.

West was known to have started with six clubs, three spades and three hearts. Hence, he had, at most, one diamond. Dummy's ♦K was then played, and when West followed suit, all 13 of his cards were accounted for. The ♦J was finessed successfully for declarer's 13th trick.

On occasion, when declarer is confronted with a two-way finesse, he can maneuver the play so that an opponent will lead that suit to him, thereby giving declarer a "free finesse." This deal illustrates this point.

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

South arrived at a 6♠ contract. West opened the ♥J, dummy's queen winning. The opponents' trumps were picked up in two rounds, after which the ♥A and ♥K were cashed. Next came the ♣A, followed by another club, and this position was reached:

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

It did not matter which opponent won the trick. On a heart or a club return, declarer would ruff in dummy and discard the ♦4 from his hand. If the winner of the club lead led a diamond, declarer would surely make three diamond tricks.

The rules of thumb for taking two-way finesses for the queen fall under four headings. They all assume that other things are equal, which is seldom true. In almost all cases, one defender will appear more likely to have missing honor cards or to have greater length in the crucial suit.

(1) Technical. Play the left-hand opponent for the missing honor. Without the honor, he might have selected a passive opening lead in that suit. His selection of another opening lead is a slight indication that he may hold the missing queen.

(2) Practical. Declarer can often take advantage of the fact that the defenders are human.

Dummy
♥ A 10 8 4

Declarer
♥ K J 9 3

By leading the jack, South may induce West to cover with the queen (or think revealingly about covering). The cover would be necessary if South started with a doubleton jack (or with a tripleton jack, but in that case he would be unlikely to lead it). West has no temptation to cover if South has bid the suit or if the 9 is visible in dummy as well as the 10. If West plays low without thought, South plans to put up dummy's ace and finesse on the way back. Note that this would be risky technically if dummy did not hold the 8. East would be able to

make a trick from an original holding of Q-8-7-x.

(3) Superstitious. The queen over jack rule is such a slight indication that it virtually ranks with the Belgian rule of thumb that the younger player always has the queen. If it has any value, the king-over-queen and ace-over-king must be very slightly superior rules, because more significant cards are involved. Such rules normally have no applicability at tournament play, where the cards played to a trick are not gathered together and where almost all deals nowadays are generated by computer. In England, however, it is not uncommon to sort the hand into suits at the end of each duplicate deal. If two adjacent honor cards were in the same hand on the previous deal and were not separated in the shuffle, the tendency will be for the jack to lie over the queen and the queen to lie over the king.

(4) Psychological. P. Hal Sims claimed that the first defender to speak, light a cigarette, order a drink or react in similar fashion could be expected to hold the queen. This would be an attempt to show nonchalant disinterest, but in fact betrays nervousness.

Other two-way finesses:

(a)	(b)
<i>Dummy</i>	<i>Dummy</i>
♠ Q 10 5	♠ J 9 5
<i>Declarer</i>	<i>Declarer</i>
♠ K 9 7	♠ Q 8 4

(a) is a two-way finesse for the jack. (b) is a two-way finesse for the 10. For other specific situations, refer to Suit Combinations.

UNBLOCKING. Throwing a high card in play to gain some advantage for the hand opposite.

	A 10 6 2	
J 9 8 3		K 7 5
	Q 4	

Dummy has no side entry. West leads the 3, won by East's king. South unblocks with his queen, permitting a later finesse of the 10 so that South makes two tricks. Similarly:

	A 9 5 3	
J 10 8 7		K 6 2
	Q 4	

Dummy has no side entry. West leads the jack, won by East's king. South unblocks the queen, and makes two tricks by a later finesse of the 9.

	Q 10 5 3	
K 8 7 2		6 4
	A J 9	

If South needs a later entry to dummy in this suit, he must be careful to win the opening lead with the ace.

A blind spot for many players is the internal block:

A K Q 4 3	A 7 6 4 2
10 8 7 6	K Q 9 8

If one defender holds three to the jack, five tricks cannot be run without a side entry to dummy. Similarly:

A 5 4 3 2
Q J 10 9

If there is no side entry to dummy, this is never worth five tricks.

There are numerous unblocking situations for the defense.

	A 3 2	
Q 10 6 5 4		K 7
	J 9 8	

If the 5 is led against 3NT and dummy plays the ace, East must unblock the king. If East has an entry, the defense will take four tricks. The declarer's play would be right if opening leader held the entry.

UNDERLEAD. The lead of a low card in a suit in which the master card or cards is held. Such a play is routine in notrump contracts, but is unusual in trump contracts.

	K 7 2	
A 10 8 3		Q 9 6 5
	J 4	

If West gains the lead early in the play and leads a low card, South should guess right. West would be unlikely to lead from the queen, giving South the chance for a trick he could not otherwise make. As the cards lie, one trick is all the defenders can make if they play passively.

But if West can find the lead of a low card originally, South is almost sure to go wrong and play low from dummy. Underleads of aces as the opening lead are distinctly daring, but may sometimes be risked if the bidding suggests strongly that dummy will have the king of the suit.

Another motive for an underlead is an urgent desire to get a particular lead from partner, perhaps for a ruff. The following celebrated example occurred in the 1958 Bermuda Bowl.

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

Neither side was vulnerable.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1NT	2♥
2♠	3♠	Pass	3NT
5♦	5♥	Pass	Pass
Dbl	All Pass		

Pietro Forquet, West for Italy, judged that his partner's most likely entry was ♦K. He therefore led ♦3, a suit preference signal. East duly won and returned ♣K. West ruffed, and East had to make a club trick to defeat the contract.

In the other room the ♦A was led against 5♥. The contract could not then be defeated. South was able to strip the North and South hands of diamonds and spades and endplay East. Related: Overlead and Opening Lead.

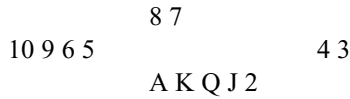
UNDERRUFF. To play a low trump when a trick has already been ruffed with a higher trump. It can be the right play whether the previous ruff was by an opponent or by partner. Related: Advanced Plays.

UPPERCUT. A ruff, usually by a defender, aimed at promoting a trump trick for partner.



In a spade contract, West leads a suit of which East and South are void. East ruffs with his ♠Q, ensuring a trump trick for the defense. If South overruffs, the jack wins a trick.

A defender with a completely useless trump holding should usually ruff with his highest trump if he gets the opportunity. A ruff with a card as low as the 3 can serve as an uppercut and promote a trump trick for the defense.

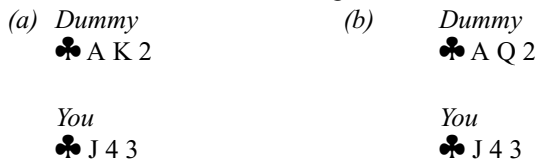


If both East and South are void in the suit led, East can set up a trump trick for partner by ruffing with the 3 and forcing an honor.

UP TO STRENGTH. Traditional wisdom advises leading up to weakness but little is written about leading up to strength. If dummy is on your right, it is sometimes appropriate to lead a suit in which dummy is strong.

You should tend to avoid leading a suit in which you have an honor poised over an honor in dummy: ace over king or queen; king over queen or jack; queen over jack or ten. Leading in such circumstances will often give away a trick.

If dummy on your right has two high honors, leading from a jack tends to be safer than leading from another honor:



Leading from the jack can do no harm, but leading from any other honor could cost a trick.

UP TO WEAKNESS. The old whist maxim recommending a lead “up to weakness” is valid but not very helpful. It is true that a lead by declarer’s right-hand opponent up to a completely worthless holding in dummy will never give away a trick, although it may help the declarer if he is short of entries to dummy.

The following discussion will consider defender’s problems in this situation on the assumption that the suit in question is distributed evenly around the table. If one player is known to be short or is likely to be short, the prospects are, of course, altered. Crucial situations are classified in increasing order of dummy strength.

(1) Dummy has 9-x-x. Almost invariably a safe lead, but the defender should be careful to lead the 10 from holdings headed by K-10 or Q-10.

(2) Dummy has 10-x-x. The defender must lead the jack from holdings headed by A-J or K-J. If leading from a single honor, the higher the honor, the safer the lead. A-x-x is completely safe, while J-x-x is the most dangerous.

(3) Dummy has J-x-x. Again, the higher honor, the safer the lead. A-x-x is relatively safe; while Q-x-x is very dangerous.

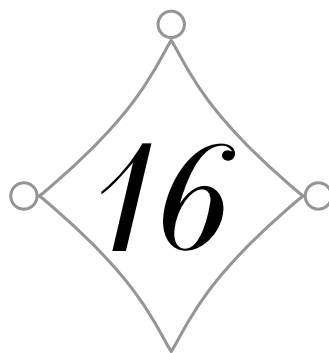
(4) Dummy has Q-x-x. A lead from the jack is virtually safe. A lead from the ace or king is very dangerous.

(5) Dummy has K-x-x. The lead from the ace is very dangerous. The lead from the jack or queen is safer.

(6) Dummy has A-x-x. All leads are relatively safe, with J-x-x slightly the safest and Q-x-x the least safe.

The general principle applying in all the above cases is also applicable when leading through dummy. The defender should avoid breaking a suit in which an honor is poised over the honor ranking immediately below it. In other words, one should avoid leading from a jack up to a 10, a queen up to a jack, a king up to a queen, or an ace up to a king. Similarly, one should avoid leading from a jack through a queen, a queen through a king or a king through an ace.

This applies also if dummy has two honors. It is obviously dangerous to lead from a king up to A-Q, or a queen up to A-J or K-J.



TACTICS AT MATCHPOINTS VS. IMPs

The two most popular forms of duplicate bridge are knockout and Swiss team games, scored by International Matchpoints (IMPs), and pairs games, in which the objective is to amass the highest totals of matchpoints. Outside duplicate, rubber bridge tactics mirror those of IMP games, in which the objectives are simple and clear: make your contract or beat theirs. In pairs games, the goal is not always obvious – and the unheard of is sometimes called for: risking a contract for precious overtricks. Experience is a good teacher. Reading helps, too.

IMP TACTICS. Bidding and play at IMPs is an intermediate stage between matchpoints and rubber bridge. It is important to understand the mathematical factors that influence the bidding of games and slams.

The odds

Bidding a close, non-vulnerable game can gain a swing of 250 points, 6 IMPs. If you go down, you may lose a swing of 190 points, 5 IMPs. So the odds are only 6 to 5 in your favor, without allowing for the badly splitting hand on which you get doubled. It is about even money.

Vulnerable games, though, gain 10 IMPs and lose only 6. That makes the odds are 5-3, much more favorable. So bid any vulnerable game that seems faintly possible, but bid a non-vulnerable game only with solid expectation of making it.

For example, suppose you hold:

♠ K 8 4
♥ A 10 2
♦ K 7 3
♣ Q J 10 5

After two passes, you open 1♣. Partner jumps to 2NT (11-12 high-card points). Push on to 3NT if vulnerable, but pass if you are not.

Small slams are even-money bets at IMPs. You stand to gain or lose the same amount. However, tend to assume that any touch-and-go slam will not be bid at the other table. That is a fact of life. Thus, if you are comfortably ahead in the match or playing a team you rate to beat easily, hold back. If you are the underdog, play for the swing and bid. Actually, the best chance

a weak team has to beat a stronger one is to bounce into slam whenever there seems to be a possibility of making.

Grand slams appear to have odds against them of only 15 to 11 non-vulnerable, or 17 to 13 vulnerable. These are not nearly so prohibitive as the 2 to 1 total-point odds – IMP scoring always reduces the big swing compared to the little one. But there is a hidden factor: At the other table, your opponents may not bid even a small slam. In that case, going down in a vulnerable grand slam costs you 26 IMPs – the 13 you lose, plus the 13 you could have won – and making your grand slam gains only 4 extra IMPs. Avoid grand slams unless you can count 13 tricks.

How does all this compare to matchpoint duplicate? At matchpoints, it probably pays to bid any game with a 45% chance. You never get a tremendous score for staying out of a close game even when it should go down, for the defense is too often poor and, after all, you are trying to get a big score and win the tournament. This means that a duplicate buff playing at IMP scoring should be less willing than usual to bid a non-vulnerable game, but more ready to bid a vulnerable game.

Slam bidding is much the same at IMPs as at pairs, but you are a little readier to bid a doubtful small slam at pairs because you are more likely to need points urgently. In pairs, as at IMPs, you steer clear of doubtful grand slams, for a small slam bid and made is usually a good score.

Small swings (1 and 2 IMPs)

One major difference between IMPs and pairs scoring is the relative insignificance of tiny swings – overtricks, and the extra points for notrump or major suits. Play the South hand at 3NT against the lead of the ♦2:

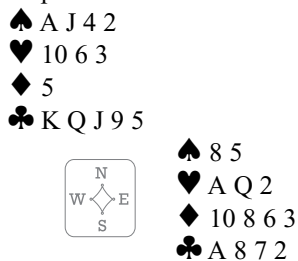
♠ 6 4
♥ 7 4
♦ A 8 3
♣ A K Q 7 5 2

♠ A K 10 5 2
♥ A J
♦ J 10 6 5
♣ 6 3

At matchpoints, you should duck. It will probably allow you to make 11 tricks. Of course, you will get a heart shift and will go down if clubs do not split, but you must try for the extra tricks. At IMP scoring, you rise with the $\spadesuit A$ and concede a club, playing safe for your contract.

Now, suppose you have ducked the diamond and your heart stopper has been knocked out. You tested the clubs, and they split 4-1. At matchpoints, you take a diamond finesse and cash out for down one, which may even be a good score because virtually everyone will be in the same spot. At IMPs, if you neglected to play safe, you would play a spade to your 10, trying desperately to make your contract, because an extra undertrick does not bother you.

Defense is much simpler at IMPs than at matchpoints because your objective is always to defeat the contract, never to stop overtricks. For example:



South opens $1\spadesuit$, North bids $3\spadesuit$, South $4\spadesuit$. You are East, and your partner leads the $\diamondsuit K$, won by declarer. Trumps are drawn and your $\clubsuit A$ is knocked out. At matchpoints, you cash your $\heartsuit A$, or, if hungry for a good score, you lead the $\heartsuit 2$, hoping that declarer has $\heartsuit K 5 4$ and will duck to ensure his contract.

At IMPs, your best move is to lead the $\heartsuit Q$. Clearly, your best chance to defeat $4\spadesuit$ (not to hold it to four, but to defeat it) is to find declarer with three or four hearts to the king and partner with three to the J-9. Declarer is then likely to go wrong, playing you for Q-J. Of course, most of the time you will lose your ace (declarer will hold K-J or K-x, or K-9), but then you never could have defeated the contract.

In bidding, also, you ignore tiny differentials at IMPs. Making your contract is your goal. Suppose you hold:



Partner opens $1\clubsuit$, you respond $1\heartsuit$, partner rebids $1NT$. At matchpoints, you might pass, hoping to make 120. At IMPs, you bid $2\clubsuit$. This must be safer, and you simply score 90 or 110 instead of the possible 120 or 150.

Suppose you have the same hand when partner opens $1\spadesuit$. You bid $1NT$; partner rebids $2\clubsuit$. At matchpoints, it is surely right to give a false preference to $2\spadesuit$. At IMPs, it is surely better to raise clubs. Plus 110 and plus 140 are, in effect, the same at IMPs, and you look for the safest, not the largest, plus. Obviously, this applies even more forcibly to game and slam contracts. You are perfectly willing to play in a minor suit if it is safer. You never strain to play notrump or major-suit contracts simply for the few extra points.

Of course, whatever the scoring, it is hard to make $5\clubsuit$ and $5\diamondsuit$, so these are not common contracts. However, they should

be played at IMPs much more often than at matchpoint pairs. The answer is: never even consider swings of 1 or 2 IMPs. Ignore them in your thinking about dummy play, defense or bidding. Of course, when your contract is secure (or when, on defense, you see that it is impossible to defeat the declarer), you can give yourself the pleasure of battling over the extra trick or tricks. But this is a frill. The business of IMP playing is making or setting contracts. The tiny swings almost always even out over a long match. If your team goes out to win all the 1-IMP and 2-IMP swings, you are likely to lose the match.

Here are a couple more examples.



In $3NT$ on a heart lead in a pairs game, you should win and play on spades at once, risking going down if both spade honors are wrong. At IMPs, you would set up a diamond trick for your ninth winner and not worry about overtricks.



In $4\spadesuit$ at IMPs, you should win the diamond lead and play a low heart from your hand to make sure you can get a heart ruff in dummy. At matchpoints, cross to a top spade and lead a heart to the king. You go down if West has three trumps and the $\heartsuit A$, but you will make an overtrick 50% of the time.

Competing for partscores

In many respects, the fierce competition over partscore hands that characterizes matchpoint pairs should be carried over into IMPs. That is, you must do a lot of balancing or, if you prefer, you must get into the auction early and very lightly. One way or the other, you must not let the enemy buy a lot of contracts peacefully at the two level. The difference between $2\heartsuit$ making two and $3\heartsuit$ down one, is 5 IMPs, and a few swings like this can cost the match.

Duplicate-oriented players usually do compete or balance at the two level when playing IMPs. Where they tend to go wrong is in competing at the three level. In this aspect, there is a big difference between the two games. This is a common dilemma in pairs.

You, South, hold:

♠ A Q 8 6 4
 ♥ A 8 5
 ♦ K 10 4
 ♣ J 8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
Pass	2♠	Dbl	Pass
3♥	Pass	Pass	

If the cards lie favorably for your side, you might well make 3♠ – you cannot get a good result defending. Likewise, if the lie is unfavorable, the opponents might make 3♥, in which case you might do better to go down at 3♠. At matchpoints, therefore, you should consider bidding.

At IMPs, you should certainly pass. Whether you are plus 140 or plus 100 is a matter of 1 IMP; the same is true of minus 100 or minus 140. However, if both 3♥ and 3♠ go down, not at all unlikely, the swing can be 5 IMPs. If your distribution were unbalanced, so that both contracts might make, then 6 IMPs might be gained by bidding. But with a flat hand, you should expect that only one contract or the other can be made according to whose finesses work. You cannot lose much by passing, only by bidding.

The key is to think about plus scores on partscore hands, not how big a plus or how small a minus. If both pairs can be plus on three-quarters of the small hands, the team can win almost any match. Related: Law of Total Tricks.

Don't be afraid to compete when vulnerable at IMPs if your side has a fit. Going for minus 200 is the kiss of death at pairs, but at IMPs, it may cost only 2 or 3 IMPs to gain 7 when both contracts make.

Sacrifice bidding

One area of difference between the matchpoint and the IMP approach is in sacrificing against game contracts. Sacrificing can be very rewarding at matchpoints – it is a triumph to lose 300 rather than 420, or 500 rather than 620. At IMPs, for the swing of 120 points, you earn 3 IMPs. This is not a very good return on your gamble that the opponents could make their game. If you misjudge slightly, (losing 800 to save 620, for example) this costs only 5 IMPs. But if you take a phantom sacrifice of 500 points against an unmakeable game, you lose 12 IMPs. So the odds are not nearly as good as in matchpoint scoring.

The other side of this picture is that you are much more prone at IMPs than you are at duplicate to double an enemy sacrifice rather than push on to five in a major. In a pairs game, you are reluctant to accept 500 points in exchange for a vulnerable game. It can be a zero or close to it. Playing IMPs, you double a sacrifice bid unless you are a cinch for 11 tricks. The odds are greatly against bidding on.

Of course, this refers to the “matchpoint” type of sacrifice. In any game, it pays to go for 100 or 300 against a vulnerable game.

At any scoring, it pays to bid on to five of a major on the chance you will make it when you feel that you may not beat the opponents by more than a trick.

Actually, one type of sacrifice is popular among experienced IMP competitors: a premature sacrifice made in

the hope of stampeding the opponents to the five level. Thus, it aims at a 12-IMP gain, not a 3-IMP profit.

Suppose partner opens 3♥, not vulnerable against vulnerable, right-hand opponent doubles, and you hold:

♠ K 6
 ♥ A J 7 4
 ♦ Q 7 2
 ♣ 8 5 4 2

Jump to 5♥. You are likely to have to make this bid over 4♠, so bid it immediately. Your left-hand opponent, under pressure, may bid 5♠, down one.

Another time when a sacrifice aims at a large number of IMPs is when you save against a slam. Down five doubled, 1100, can gain 8 IMPs if your teammates make plus 1430.

Note that a sacrifice at pairs against a possible slam for your opponents that costs more than the value of their game is very likely to get you a poor score. The point is that even if slam makes, a sizeable portion of the field may have stopped in game.

Penalty doubles

In almost all doubling situations at IMPs, the odds favor the coward, not the hero. Consider the position in which vulnerable opponents have crept up to 4♠ on a shaky auction. You can see that they are running into bad breaks and probably will go down, perhaps even two tricks. In that case, a double stands to gain 300 points for a two-trick set or lose 170 should the contract make; but the IMP odds are only 7 to 5. If the opponents' contract is a silly one, your teammates probably have stopped at a partscore. In that case, a double stands to gain only an IMP or two, for you would have a handsome swing in your favor anyway.

This is actually similar to matchpoint thinking: Why double the opponents if they have overbid, in which case you may be getting most of the points anyway? Also consider that they may not have overbid. It is disaster if your double allows them to make a contract that otherwise would go down, and this is particularly true at IMPs.

On the other hand, consider this hand:

♠ K 10 9 7 2
 ♥ 5 3
 ♦ 6 4 3
 ♣ A Q 2

If your opponents appear to have had a normal auction – perhaps 1♠–2♠; 4♠– double anyway, happily. Unless the trump spots are very unfriendly, you rate not to lose a trump trick even if declarer plays for the bad break.

An entirely different situation is the one in which you are debating whether to double an enemy overcall or to bid your own game contract. At matchpoints, the critical consideration is the vulnerability: can you score in penalties more than the value of your game? For example, suppose you hold as South:

	♠ A 4 3		
	♥ 7 2		
	♦ 9 5		
	♣ K Q J 8 4 3		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1NT	Pass	3NT
4♠	Pass	Pass	?

Now suppose on the same auction you hold

♠ A 4
 ♥ 7 2
 ♦ 9 5
 ♣ A K Q 9 8 6 5

In both cases, you are vulnerable and the opponents are not. Your partner is not sure about doubling and is leaving the decision to you. Should you bid 4NT, which will probably score 630, or settle for a double? The double is likely to be worth 500, but might be 300 on a bad day or 800 on a good day.

The scoring should determine. Double at IMPs and make sure of a plus score. Bid 4NT at matchpoints, risking defeat, because 500 will be a poor score if there are many 600s and 630s.

The key question at IMPs, then, is whether your game is sure to make. With the first example, you can feel only that game is probable, so you are eager to play for penalties. Holding the second example, you can hardly imagine a hand that partner can have which will not produce 10 or 11 tricks at notrump, so you are reluctant to double. In short, at IMPs, go for the surest, not the most sizable, plus score.

One big difference between the proper matchpoint and IMP approach is in doubling enemy partscores on competitive auctions. If you have bid up to 3♥ in a pairs game and vulnerable opponents contest with 3♠, you are likely to double any time you feel sure that your contract would make. You must try to get plus 200 instead of 100. Obviously, this is suicidal at IMPs. If you score 100 when 140 is made at the other table, you lose 1 IMP, and 200 would gain you only 2 IMPs. For this 3-IMP pickup, you are risking a loss of 12 IMPs when the doubled contract is made (and your teammates play it undoubled). At matchpoints, you would gain considerably by doubling such contracts even if one in three is made against you. At IMP scoring, you would be a big loser.

Speculative lead-directing doubles (*i.e.*, calling for a lead that does not ensure a set but merely increases your chances) are slightly better bets at IMPs. For example, suppose you double a non-vulnerable 3NT contract to get a favorable lead. At matchpoints, you are gambling a top against a bottom, instead of settling for slightly below average – the odds are a little better than even money. To figure the odds at IMPs, assume that the game is bid and made at the other table. If you beat the contract, you gain 500. If it makes, you lose 150. These total-point odds become 11 IMPs to 4. The chance of overtricks reduces this to about two to one in your favor. That is, you will break even if the lead you direct beats one game in three.

The odds become most attractive when you double a slam. Superficially, this does not seem to be so. If you double a non-vulnerable 6♠ contract, you gain 1080 (15 IMPs) when you beat it, and you lose 230 (6 IMPs) if you do not. But this assumes that the contract is the same at the other table, and this is an unwarranted assumption in the case of a close slam (as distinct from a touch-and-go game that probably will be bid). If only game is reached at the other table, your loss from doubling a makeable slam is 1 IMP. When your double was necessary to defeat the slam, your gain is 22 IMPs. You gain 11 instead of losing 11. At odds of 22 to 1, it is hard to go wrong.

General tactics

There is another area of difference, though, caused not so much by the scoring as by the objectives of the two games. At matchpoints, you are trying to beat some huge (and ever increasing) number of competing pairs. At IMPs, you are trying to beat one team (at a time).

In a pairs contest, a huge field usually means that a great number of poor and inexperienced players are your direct or indirect opponents. In an IMP team game, you are not likely to meet any really bad opponents. What this means is that it is probably the winning style at matchpoints to try to beat par, to try for unusually good results. In contrast, at IMP scoring, this is not the winning style (unless you are far behind or a decided underdog).

Par bridge – *i.e.*, taking everything that is yours without trying to steal what belongs to the enemy – will win almost any IMP match. Of course, you and your teammates are bound to make a few errors, but if you play a steady game and make fewer mistakes than your opponents, you will win. A 51% game is good enough. At matchpoints, 51% is a disaster, and even 60% games will not win tournaments. You must take more chances (and this means make more bad bids) to win a pairs game. One illustration of this is in preemptive bidding.

♠ 6
 ♥ K Q 10 8 6 4
 ♦ A J 10 6 3
 ♣ 2

At matchpoints, one might open 4♥ as dealer with neither side vulnerable. At IMPs, better heart spots would be desirable, and there is a greater chance that the hand should be played in diamonds, so open 1♥. At IMPs, there is less incentive to “steal.”

Another illustration is in balancing in risky positions, *i.e.*, when the opponents have not found a fit. Suppose that the auction goes as follows:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1NT	Pass	Pass	?

With neither side vulnerable, you hold, sitting South:

♠ K 10 8 4 3
 ♥ 5
 ♦ A 10 6 5
 ♣ Q 7 4

At matchpoints, bid 2♠. If you pass, you are settling for a normal, below-average score. It would be better to try to beat par with an unsound overcall. At IMPs, you should pass, accepting the fact that it is “wrong” to overcall. The risk of a disastrous result is one you do not have to take when trying to beat one team instead of 200 pairs.

In the bridge world, there are many famous players whose great strength is their tactical bidding, a “tactical” bid being a bad bid that gets a good result. These experts do very well at matchpoints, winning far more than their share of tournaments, killing the weak fields. But they do poorly in team games.

Save your bad bids for matchpoints. When you play IMPs, try a cautious, conservative style. Leave the heroics to your opponents. At the end of the match, you can compliment them for some brilliant bid while they are congratulating you for winning.

MATCHPOINT BIDDING. If bridge were played double-dummy (if one could see all four hands whenever one had to make a decision), the bidding and play would be exactly the same at matchpoint duplicate as at rubber bridge. A minor exception is caused by the scoring of honors at rubber bridge. If one could see only partner's hand, the bidding would usually be the same. The objective on any one hand is the same for both forms of bridge: to score the maximum number of points or to allow the opponents to score the minimum number. Yet successful matchpoint tactics are quite different from successful rubber bridge tactics. For example, suppose the bidding, with both sides vulnerable, has gone as follows:

West	North	East	South
			1♥
Pass	2♥	Pass	Pass
?			

West holds:

♠ Q 9 8 5 4
♥ 6
♦ A 7 4 2
♣ Q 10 3

The opponents' lack of enterprise marks East with at least 8 points, perhaps as many as 14. He may or may not fit West's hand. At either rubber or duplicate, West should bid 2♠ when East holds:

♠ K J 6 3
♥ 5 4 3
♦ K J 6
♣ K 8 6

West should pass when East holds:

♠ 6
♥ K J 10 3
♦ J 6 5 3
♣ K 8 6 2

West does not know which type of hand his partner has, so he must consider what he has to lose or gain by bidding. The best probable result from bidding is that East-West, instead of North-South, will make a partscore. This is equivalent to approximately a 250-point gain. A partscore is worth an additional 50 points at rubber bridge, the same as at duplicate. The worst likely result is a 500- or 800-point penalty. Which is more likely to occur? Surely the former.

A reopening 2♠ bid would probably work out as follows: Four times in 10 the opponents would bid and make 3♥, in which case the reopening bid would have neither lost nor gained.

Four times in 10 it would gain. Perhaps East-West would be plus 140 instead of plus 100, plus 110 instead of minus 110, minus 100 instead of minus 110, or plus 100 instead of minus 110 (because the opponents bid again).

The other two times the reopening bid would lose, perhaps quite heavily. The net loss from these two occasions would be greater than the gain from the other four.

In rubber bridge or IMP play, it would not pay to reopen with a weak suit because in the long run, a reopening bid would lose points. In pairs, a reopening bid is advisable. This is true whether most of the other West players would bid or not, but it is easier to demonstrate if the potential reopener were a lone

wolf. Passing would result in an average score, 6 matchpoints out of 12. Whenever the reopening bid should gain, it would result in a top. Whenever it should lose, it would result in a bottom. At rubber bridge, it is necessary to weigh the amount of gain against the amount of loss when considering any action. In duplicate, the main consideration is the frequency of gain or loss. The following diagram illustrates a similar principle, except that the mystery is in regard to the opponents' holdings rather than partner's.

At rubber bridge, East-West might reach 5♦ on the following cards, diagnosing the weakness in hearts and the great fit in diamonds. Indeed, 5♦ seems virtually impregnable.

West	East
♠ A 10 5	♠ K Q 4 3
♥ 10 6	♥ 5 4
♦ A K J 7	♦ Q 9 6 4 3 2
♣ Q 10 9 2	♣ A

At matchpoints, the bidding might well be as follows:

West	North	East	South
		1♦	Pass
2♦(1)	Pass	2♠	Pass
3♠	Pass	4♠	All Pass

(1) Inverted minor raise.

After making the inverted minor raise, West could bid 3♣ to show values over 2♠, but the raise to 3♠ emphasizes good spades and diamonds. West can guess at his partner's hand type and recognize that 3NT would have little chance, and even 5♦ might fail if East has a doubleton ♣K or the like. So West passes 4♠.

At pairs, East would not want to "risk" a final diamond contract. Perhaps the word "risk" seems unusual here, but at duplicate 5♦ is a much poorer gamble and hence a greater risk than is 4♠. At least 75% of the time, East-West will do better in spades than in diamonds. They cannot afford to "play safe" when the odds favor the more dangerous contract. This is true despite the fact that the gain in playing spades cannot exceed 20 to 50 points, while the loss, when the spades break badly or the opening diamond lead is ruffed, can be several hundred points.

It has been stated that the same contract usually would be chosen at duplicate as at rubber bridge if one could see partner's hand. The following is an exception. Even the reason for the exception is that bridge is not a double-dummy game.

West	East
♠ A 6	♠ 5 4
♥ A 9 8	♥ 4 2
♦ K Q J 8 7	♦ A 6 3
♣ 10 8 6	♣ A Q J 9 5 4

The ideal contract at rubber bridge is 7♣ – despite the fact that the odds are slightly against making it. To simplify this discussion, assume that the diamonds are not 5-0, and the slam depends merely upon the club finesse. Normally, two-to-one odds are needed to justify a grand slam bid at rubber bridge, but these odds are based on the assumption that a small slam is safe. In this case, with a major-suit lead, declarer will take 11 or 13 tricks, never 12. By bidding seven, half the time declarer will score 1440 or 2140 points. At rubber bridge, a non-vulnerable game is worth approximately 300 points, even

though no points are scored until the rubber is completed. When the club finesse fails, he will score minus 100 or 200. By bidding seven, he will average plus 670 not vulnerable or plus 970 vulnerable. This is better than he can score at any other contract.

Why is 7♣ not the ideal contract for duplicate also? The reason is that it will be very difficult, if not impossible, to get to any slam. The best contract is 6♣. Just bidding six and making seven will be good for a top board when no one else is in a slam. If the club finesse fails, down one may still be worth some points because the 3NT bidders may also be down one.

Moving from theory to practical applications, consider the following:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♥
Pass	1NT	Pass	2♦
Pass	?		

What should North bid with the following?

♠ Q 10 5
♥ 10 3
♦ J 10 6 5
♣ Q J 8 2

At rubber bridge or IMPs, the answer is clear-cut: Pass, for two reasons. 2♦ should be safer than 2♥. Also, if North bids 2♥, South may bid again, while a pass will prevent him from doing so. Surely 2♦ will be safer than 3♥. Game is out of the question, so one should stop in the safest contract.

At duplicate, a return to 2♥ is advisable. If opener passes he may pick up an extra 10 or 20 points. Quite frequently he will get too high or be defeated by a bad break, but the risk is justifiable because the odds are right.

Dlr.: North
Vul: Both

	♠ K J 5		
	♥ A 8 7		
	♦ Q 4		
	♣ J 8 7 4 3		
♠ A 10 6		♠ 3 2	
♥ 10 5 4 3		♥ K Q J 6 2	
♦ 10 9 7 2		♦ K J 6	
♣ A 5		♣ K 9 6	
	♠ Q 9 8 7 4		
	♥ 9		
	♦ A 8 5 3		
	♣ Q 10 2		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1♥	Pass
2♥	Pass	Pass	2♠
3♥	3♠	Pass	Pass
Dbl	All Pass		

East-West must defend carefully to defeat 3♠. As the cards lie, they can make 4♥. There are several interesting features about the bidding. The opening bid and raise were routine. So was 2♠ – at duplicate. West properly bid 3♥ since he had a maximum raise. The first questionable bid was North's raise to 3♠. Usually, when the opponents are pushed one trick higher by a reopening bid, the percentage bid is to pass in all close situations. The reopener has already inferred from the opponents' bidding that his partner has high cards, and his partner has no business bidding again to show these same high

cards. He should bid again only with good distribution or cards exceptionally well placed.

The result from passing should be no worse than at other tables where someone failed to reopen, and it will be better when the opponents have been pushed beyond their depth. However, North's questionable bid would have gained him a top if West had not doubled. West knew that he would get a very poor score, perhaps 2 matchpoints out of 12, if North-South should make exactly 3♠. Consequently a double could not cost more than 2 matchpoints. On the other hand, if North-South should make exactly eight tricks, it would be extremely costly not to double. West has a good defensive hand, and is tempted to double anyway – he would double with a poorer hand than he actually has. At rubber bridge, a double that could convert a partscore into game would need about seven-to-one odds in its favor.

In duplicate, a double is sometimes the percentage move even when the odds are against defeating the contract. Suppose, for example, that East-West were to bid 4♥ over 3♠. North-South are doomed to get a bottom anyway because, presumably, other pairs will not bid game. So a double will not cost them a thing. If the hands were changed slightly so that 4♥ could be defeated, a double would gain a few points because plus 200 is better than North-South could do in spades. With nothing to lose and everything to gain, a double must be the right bid. If a double can lose only 2 points and may gain 9 or 10, it is a good gamble, even when one expects the contract to be made.

Another way it pays to be more competitive in duplicate is taking sacrifices, but the attraction of the high-level save diminished with the modifications to the scoring table in 1987 (a doubled non-vulnerable contract down four at one time was minus 700; now it is 800). The more common dilemma is whether to take a sacrifice against a game contract. In rubber bridge, it is losing tactics to take a deliberate 500-point sacrifice against a vulnerable game when there is any reasonable hope of defeating it. In duplicate, the sacrifice is correct if the contract is a normal one and a favorite to make.

Another area in which matchpoint bidding is less selective than IMPs is in the choice of the slam. At teams, the priority is to reach the slam with the best chance of making. At pairs, when in doubt, head for notrump, not a minor. After opening 2NT and being raised to 4NT quantitatively, you hold

♠ A Q 8 6
♥ A Q 5
♦ K 7
♣ A Q 10 3

Drive to 6NT at pairs, but offer a choice of slams with 5NT at teams. With this hand on the same invitational auction,

♠ A K J
♥ K 7 5
♦ K 7
♣ A Q 10 8 3

bid 6♣ at teams and 6NT at pairs.

MATCHPOINT DEFENSE. Defense at pairs is often more difficult than at teams or rubber bridge. In the latter, the objective is clear-cut: try to set the contract. It makes little difference when declarer makes an overtrick as a result of an unsuccessful attempt to defeat him. At duplicate, the overtrick

makes a great deal of difference.

Dlr: South ♠ K J 5
 Vul: None ♥ 9 3 2
 ♦ A Q J 8 5
 ♣ Q 6

♠ Q 8		♠ 7 6 3
♥ A 7 6 4	N W ◇ E S	♥ K J 10
♦ 9 7		♦ 10 3 2
♣ K 9 7 5 2		♣ J 10 8 3

	♠ A 10 9 4 2		
	♥ Q 8 5		
	♦ K 6 4		
	♣ A 4		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Pass	2 ♦	Pass	2 ♠
Pass	4 ♠	All Pass	

West leads a low club, won by dummy's queen. Declarer plays the ♠K, then takes a losing trump finesse to West's doubleton queen. What should West do? At rubber bridge, he should lead a low heart. This play will set the contract whenever it can be set – when East has ♥K-Q-x or K-J-10; also when he has ♥J 10 8 or ♥Q 10 8 and the ♦K. At duplicate, the right play is not clear-cut, but cashing the ace is probably correct. It loses in only two situations, and it gains (a trick) much more frequently whenever declarer has the two red kings. Another example:

Dlr: North ♠ J 4 2
 Vul: Both ♥ Q 7 3
 ♦ K 5
 ♣ A K 10 3 2

♠ 3		♠ A K 10 9 6 5
♥ 9 6	N W ◇ E S	♥ A 8 2
♦ Q J 9 7 4 2		♦ 10 8 6
♣ J 8 6 4		♣ 5

	♠ Q 8 7		
	♥ K J 10 5 4		
	♦ A 3		
	♣ Q 9 7		

OUT OF HAND

BY BILL BUTLER



"So!.....d'ja win??"

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	1 ♠	2 ♥
Pass	3 ♥	3 ♠	4 ♥
All Pass			

On West's spade lead, East cashes a second top spade. At IMPs, the defense is clear-cut: East gives West the spade ruff and collects plus 100. At pairs, East might risk shifting to a club first, then winning the ♥A to give his partner a spade ruff and receive a club ruff in return for plus 200. If West passed throughout with two singletons, put it down to bad luck.

Suppose that West is on lead with:

♠ Q J 10 9
 ♥ A 8 7
 ♦ 9 5 3
 ♣ 7 5 2

after the following bidding:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	Pass	2 ♦
Pass	2NT	Pass	3 ♣
Pass	3 ♠	Pass	5 ♦
Pass	6 ♦	All Pass	

North apparently has the ♥K. South probably has two hearts. The best chance to set the contract is to lead a low heart and hope that East has the queen and that North or South has the jack. If that situation exists, declarer may misguess.

Even at pairs, underleading the ♥A must be right because holding 6♦ to 12 tricks would surely not score well. The defense is more difficult on a parallel auction where North-South have reached six of a major. In that case, conceding the overtrick might lose to all those pairs defending 6NT and holding it to 12 tricks.

The defense against unusual contracts may be just as interesting as the play of unusual contracts.

Another way in which the defense at pairs varies from the defense at teams or rubber bridge is that the defenders can take advantage of declarer's greed.

♠ 10 9
 ♥ 9 8 4
 ♦ A Q J 5
 ♣ A K J 7

♠ J 7		♠ 8 5 4 2
♥ Q 10 7 6 2	N W ◇ E S	♥ A J 5
♦ 8 6		♦ K 10 7
♣ 10 8 4 2		♣ 6 5 3

♠ A K Q 6 3
 ♥ K 3
 ♦ 9 4 3 2
 ♣ Q 9

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♠
Pass	2 ♦	Pass	3 ♦
Pass	3 ♠	Pass	4 ♠
All Pass			

The bidding is not recommended, but that is the way it went. West led the ♣2, won by declarer's 9. He cashed three top spades and took the diamond finesse, which won. Dummy's clubs were now cashed for heart discards. East also discarded a heart on the last club. Declarer then ruffed a heart with his next-


to-last trump in order to repeat the diamond finesse. This time the finesse lost. East cashed the good ♠8, and the defenders took the remaining tricks. Down one.

Did East make the right play in refusing the first diamond finesse, or was he just lucky?

By playing cautiously, declarer could have made an overtrick after East's duck. However, East had a psychological factor working in his favor.

Declarer risked his contract when he took the diamond finesse. If he wanted to play safe, he would have cashed his clubs first for heart discards. He did not play this way because he was afraid of being stuck in the dummy unable to take the diamond finesse. Declarer has risked his contract to take the diamond finesse, so it would be inconsistent for him not to repeat the finesse so as to make his apparently successful gamble pay off.

Here's another example of successful defense against an unusual contract.

	♠ K 8 ♥ 10 9 ♦ Q 10 9 6 4 2 ♣ Q 8 3		
♠ J 10 9 2 ♥ Q 5 3 2 ♦ 8 7 5 ♣ A 5			♠ Q 7 5 4 ♥ 8 7 6 4 ♦ A ♣ K J 10 2
	♠ A 6 3 ♥ A K J ♦ K J 3 ♣ 9 7 6 4		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	3NT		1NT
Pass		All Pass	

When West leads the ♠J against 3NT, declarer wins in hand and fires out the ♦K. You (East) win the trick and need to plan the defense. Holding declarer to nine tricks will be a disaster – most Norths won't even invite game. The best way to set the contract is to shift to a club. Yes, it costs the overtrick when declarer has the ♣A, but that simply converts a tie for bottom (if you're that lucky) to an absolute zero. Related: Mathematics of Matchpoint Play.

MATCHPOINT PLAY. In duplicate play, the test for deciding between various alternatives is not how much (in total points) a given play could gain or lose, but how many matchpoints it could gain or lose. Refer to IMP Tactics for a discussion of this specialized branch of duplicate play. When the contract is a normal one, this means asking, "Does the play have better than a 50% chance of success?"

♠ 10 9 ♥ J 5 ♦ K Q 10 9 6 2 ♣ A K 4	♠ A K J 8 ♥ Q 10 9 ♦ J 3 ♣ J 10 9 6
--	--

	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1♦	Pass	1♠
	Pass	2♦	Pass	2NT
	Pass	3NT	All Pass	

The opening lead is the ♥4 to East's king. West ducks the ♥7 return, playing the deuce. It is almost certain that three more heart tricks will be run by the opponents as soon as the lead is lost.

Combined with the trick already lost and the ♦A, that is one too many. At rubber bridge, the proper play would be to try for four spade tricks and four club tricks without touching the diamonds. Declarer's chances would not be good, but it would be worth a try with so much to gain, so little to lose.

In duplicate there is much more to lose. Down one should be almost an average board, but down two would surely tie for a bottom score. The odds are greater than three to one that attacking the black suits will lose a trick rather than gain a trick, which means that playing to make the contract will result in three bottom boards for every top. When the odds are so unfavorable, it is better to play safe for eight tricks. The fact that the contract is for nine tricks is immaterial – it is the contract everyone will reach.

The following is another example illustrating the same principle. In this case, however, declarer does not deliberately refuse to try to make his contract. He merely adopts a risky line of play that gives him a good opportunity for overtricks.

		♠ 7 5 ♥ K 4 ♦ A K 10 9 7 6 ♣ A J 4	
		♠ A 10 8 ♥ A 10 7 ♦ J 5 ♣ 10 8 7 5 2	
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	1♠	1NT
Pass	3NT	All Pass	

A spade is led, and declarer holds up until the third trick, upon which West discards a heart. The correct rubber bridge play would be to attack the diamonds by cashing the ace and king. If West has the queen, it is unnecessary to finesse because West has no spade to return, and only five diamond tricks are needed. On the other hand, a losing finesse to East's singleton or doubleton queen would be disastrous. In duplicate, the better play is to take a first-round diamond finesse. This play will gain (a trick) approximately twice as often as it will lose (several tricks).

The finesse gains if West holds Q-8-4-3, Q-8-4-2, Q-8-3-2, Q-4-3-2, Q-8-4, Q-8-3, Q-8-2, Q-4-3, Q-4-2, Q-3-2 (10 distributions). The finesse loses if East holds Q, Q-8, Q-4, Q-3, Q-2 (five distributions). Each 3-2 division is slightly more likely than each 4-1 distribution.

Both the contracts shown were quite normal. It is proper to jeopardize one's normal contract when the odds are favorable. When a contract is exceptionally good, it is proper to play safe, just as at rubber bridge.

A hard-to-reach game or slam, or a doubled contract,

would be an example of a good contract. When just making the contract will be worth 10 matchpoints out of 12, only exceptionally good odds would justify jeopardizing the contract for an overtrick.

Some of the most interesting problems arise in the play of unusual contracts at duplicate.

Dlr: North ♠ A 10 6 4 2
 Vul: N-S ♥ 8 5
 ♦ Q 2
 ♣ Q 5 3 2

♠ K J 9 5
 ♥ 9 3
 ♦ A K 10 9 6
 ♣ 6 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1♥	1♠
4♥	4♠	Pass	Pass
Dbl	All Pass		

North's 4♠ bid was bold, considering the vulnerability, and surely most South players would not choose to overcall with a four-card suit. It is safe to say that 4♠ doubled will not be played at many other tables, and down two will be a bottom, not even a tie for bottom. West leads the ♥Q, followed by the ♥J. Next he plays the ♣A followed by the ♣J to East's king (dummy playing low). East returns the ♦3, and West does not cover the 10. The only problem is how to play the trump suit for no losers. If the spades are split 2-2 and the diamonds no worse than 4-2 the opponents cannot make 4♥. That means minus 200 would be a bottom. Declarer must base his play on the assumption that 4♥ can be made, and a singleton spade is more likely than a singleton diamond. It appears that West has five clubs to his partner's two, so if anyone has a singleton spade, it will be West. The proper play is to lead to the ace and finesse East for the queen. This works because the four hands are as follows:

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

Suppose that the four hands and bidding were changed slightly. The only difference in the bidding is that the 4♠ contract is not doubled.

(See next column)

Against 4♠, the defenders take the first four tricks in hearts and clubs, then exit with a diamond. Should declarer play the same way as before? The fact that he is not doubled enables him to make an unusual type of safety play. He should bang down the ♠A-K. If the queen does not fall, he does not care, because he knows that 4♥ is cold, and minus 200 will be a good sacrifice. What he does not want to risk is a minus 200

♠ A 10 7 5 2
 ♥ 9 5
 ♦ Q J 8 7
 ♣ 8 3

♠ Q 8
 ♥ K J 6 2
 ♦ 5 4
 ♣ K J 10 7 2



♠ 4 3
 ♥ A Q 10 7 4
 ♦ 3 2
 ♣ A Q 9 4

♠ K J 9 6
 ♥ 8 3
 ♦ A K 10 9 6
 ♣ 6 5

when, as here, the opponents can make only 3♥. Minus 100 will beat all the minus 140 scores.

Dlr: South ♠ 7 6 5
 Vul: E-W ♥ K 7 6 2
 ♦ K 5 4 2
 ♣ 5 2

♠ K 3
 ♥ A Q 4 3
 ♦ Q J 3
 ♣ J 8 6 3

South opens with a weak 1NT, and the other players pass. West leads the ♠4 to East's ace. East returns the jack, and West plays the 2 as South wins the king.

Before planning the play, declarer should evaluate his contract and try to determine what other pairs in direct competition will be doing. If they buy the contract, most of them will be playing hearts. They will score 110 or 140, depending upon how the suits break. It is impossible to do as well at notrump as at hearts, no matter how badly the opponents defend, so the only hope to salvage the board is that the opponents can make something.

Sure enough, North-South have a maximum of five defensive tricks against spades, and perhaps only three or four, depending upon the distribution. It is not possible to beat the pairs playing in hearts, so the proper attitude is to forget about them and to concentrate on beating the pairs defending against spades. If North-South were vulnerable, it would be necessary to steal a diamond trick somehow – minus 200 would be no good at all. But not vulnerable, North-South can afford a two-trick set. Minus 100 should be just as good as minus 50. The proper play is not to try to steal anything, but just to hope that the hearts will break so that five tricks can be cashed. The full deal might be:

♠ 7 6 5
 ♥ K 7 6 2
 ♦ K 5 4 2
 ♣ 5 2

♠ Q 10 8 4 2
 ♥ 9 5
 ♦ A 7
 ♣ A 10 7 4



♠ A J 9
 ♥ J 10 8
 ♦ 10 9 8 6
 ♣ K Q 9

♠ K 3
 ♥ A Q 4 3
 ♦ Q J 3
 ♣ J 8 6 3

At most tables, South opens with a suit bid, and West plays 2♠ or 3♠, after an overcall and a raise by his partner. Minus 100 is an excellent result for North-South, but minus 150 from trying to steal a diamond trick (the opponents take four spades, four clubs and the ♦A) would be a bottom.

♠ 5 4 2
♥ A Q 6 4 3
♦ 10 9 3
♣ 4 2

♠ A J
♥ K J 10 7
♦ A K J 7
♣ Q 6 5

West	North	East	South
			1♥
Pass	2♥	Pass	3NT
All Pass			

West leads the ♠K. How should declarer play this contract? The first question is what will happen at the other tables. It seems quite likely that everyone will play game and that with the same spade lead, the declarers in 4♥ will make five by discarding a club on the fourth diamond, or be down one if the diamond finesse is attempted and fails.

What are the prospects in notrump? It looks like making 10 tricks or going down several if the diamond finesse is attempted and fails. The only chance for a decent board is not to take the diamond finesse, in the hope that it would fail. If it does not work, down at 3NT will score an average (most of the field will be down one at 4♥). If the queen is doubleton offside, refusing the finesse will result in an overtrick and a top.

Another example on the theme:

♠ Q 7 4
♥ Q 5
♦ K Q 5
♣ A J 6 4 3

♠ A J
♥ A K 10 8 6 3
♦ J 4
♣ K 7 2

North	South
	1♥
2♣	2♥
3NT	4♣
4♥	Pass

The defenders lead a spade to the queen, king and ace. Although you can make 12 tricks, you are not worried about other pairs bidding slam. Your concern is that notrump will collect 12 tricks.

Perhaps taking the heart finesse will beat the pairs in notrump. But will it lose out to other declarers making 12 tricks in hearts? In an ordinary field, settle for the mundane line of playing hearts from the top.

The opening lead can have an important influence upon the play of normal contracts.

♠ J 10 5
♥ A 7 4
♦ K J 10 5 4
♣ A 3

♠ A Q 7 4 3
♥ J 3 2
♦ Q 3
♣ Q 10 2

West	North	East	South
	1♦	Pass	1♠
Pass	1NT	Pass	2♣
Pass	3♠	Pass	4♠
All Pass			

West leads a club, a low card is played from dummy, and when East produces the jack, declarer wins the queen. How should declarer continue?

Normally, declarer would turn his attention to trumps. However, the lead was very favorable, giving declarer a trick he could never have won by himself. With a heart lead, declarer would have to be lucky to make four, and he would have no chance for more.

Declarer's best plan is to play the ♦Q at trick two. This gives declarer a chance to test diamonds before going after trumps. If the spade finesse works, you will have a good chance for 12 tricks.

♠ 8 3 2
♥ 7 6 3
♦ A J 10 5 4
♣ Q 6


♠ A 7 6
♥ A K
♦ Q 9 3
♣ A K J 10 5

West	North	East	South
			2NT
Pass	3NT	All Pass	

Surely every pair in the room will arrive at 3NT. West goes into a long study, and finally leads the ♠4. Apparently West had no clear-cut lead, but he made a good guess. Without a spade lead, declarer would be cold for 12 or 13 tricks, depending upon the diamond finesse. Should declarer hold up two rounds so as to shut out the 13th spade if the diamond finesse loses? Certainly not. If the diamond finesse loses, South is doomed to a poor result by West's fortunate lead.

On the other hand, if South wins immediately and if the diamond finesse works, he will still take 13 tricks. For that matter, the correct play at duplicate is probably to win the first trick even when West leads the king. Winning the first trick will always be worth a top or tie for top when the ♦K is onside. Therefore it is clearly the best play half the time. Even when the diamond finesse loses, declarer may tie with pairs who have held up, but not long enough. Holding up one round is best only when the finesse is off and East has a doubleton spade; holding up two rounds will lose to all other lines of play when the diamond finesse works, and it will be worth a top only if East has three spades with the ♦K.

In an unusual contract where declarer can see that going down even one trick will earn his side a very poor score, he should risk extra undertricks to salvage an excellent matchpoint score if the cards cooperate:

<p>♠ K 5 ♥ A Q J 4 3 ♦ 9 7 ♣ A Q 8 2</p>		<p>♠ 10 7 3 2 ♥ K ♦ K 8 6 4 ♣ 9 7 6 4</p>	
<p>♠ A J 6 4 ♥ 9 7 5 ♦ A 10 3 2 ♣ K 5</p>	<p>♠ Q 9 8 ♥ 10 8 6 2 ♦ Q J 5 ♣ J 10 3</p>		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	Dbl	2♦	2♥
Pass	4♥	All Pass	

Playing a 14-16 1NT, West opens 1♦ and leads the ♦A and another diamond against 4♥, reached after North has upgraded his hand at both his first two turns to speak – and you have not exactly held back. The defenders shift to a low spade to the 8, ace and dummy’s king. Back comes a spade. You win in hand and reflect that nobody else will play game with the North-South cards. To make, you need the club finesse to work – and that in turn implies the heart finesse must fail. West has already shown up with the ♠A and ♦A

and you need him to hold the ♣K to have a chance for 10 tricks. If he had the ♥K, he would have opened 1NT. So play to drop the ♥K offside.

One mistake many declarers make is to follow an unnatural line in a game contract when they can see that slam rates to be making their way. They fail to see that if the other pairs have bid and made slam they cannot catch them whatever they do. Conversely, the unnatural line may result in their failing to tie everyone else who had missed the slam.

♠ K J 4 3
♥ Q 5
♦ J 7 2
♣ A Q J 5

♠ A 7 6
♥ A K 10 9 6 2
♦ 7
♣ K 7 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♦	Dbl	3♦	1♥
Pass	4♥	All Pass	3♥

The defenders lead two rounds of diamonds. You ruff and note that slam is cold if hearts break. But finessing in hearts will simply see you lose a trick unnecessarily if West can take the trick, and now you pay off to all the pairs going plus 480. If hearts don’t break, you will have your shared top – even if you don’t deserve it! Don’t jeopardize your average minus.



Bob Hamman (right, in suit and tie) calls a card during the World Championships in Stockholm, Sweden, in 1970. Hamman’s partner is Mike Lawrence. Just over Hamman’s right shoulder is Oswald Jacoby, non-playing captain of the U.S. team.

RECOMMENDED READING

Experience is a good teacher when it comes to bridge, but studious players can get a lot from books. Fortunately, the game has produced many outstanding bridge writers. The list on this page is by no means definitive. It was influenced to a degree by surveys published in 1994 and 2007 in the Bridge Bulletin. The authors are listed alphabetically. Except where noted, titles are available from Baron Barclay Bridge Supply. Related: ABTA Book of the Year, page 93.

Marty Bergen	<i>Points, Schmöints, Declarer Play the Bergen Way</i>
David Bird	<i>52 Great Tips on Declarer Play, Another 52 Great Bridge Tips</i>
August Boehm	<i>Matchpoints Versus IMPs</i>
Larry Cohen	<i>To Bid or Not to Bid: The Law of Total Tricks</i>
Robert Darvas/Norman de V. Hart	<i>Right Through the Pack</i>
Audrey Grant	<i>Commonly Used Conventions in the 21st Century</i>
Burt and Rose Hall	<i>How the Experts Win at Bridge</i>
Max Hardy	<i>Two Over One Game Force, Revised and Expanded</i>
Mark Horton and Jan van Cleeff	<i>The Mysterious Multi</i>
Roy Hughes	<i>Canada's Bridge Warriors: Eric Murray and Sami Kehela</i>
Eddie Kantar	<i>Roman Keycard Blackwood: The Final Word, Take All Your Tricks, Modern Bridge Defense, Advanced Bridge Defense, Test Your Play II, Topics in Declarer Play</i>
Hugh Kelsey	<i>Killing Defense, Adventures in Card Play (with Geza Ottlik)</i>
S.J. Simon	<i>Why You Lose at Bridge</i>
Ron Klinger	<i>Guide to Better Duplicate Bridge, Modern Losing Trick Count</i>
Julian Laderman	<i>A Bridge to Simple Squeezes, A Bridge to Inspired Declarer Play</i>
Mike Lawrence	<i>How to Read Your Opponents' Cards, Judgment at Bridge, The Complete Book on Balancing, The Complete Book of Overcalls, Play Bridge with Mike Lawrence</i>
Clyde Love	<i>Bridge Squeezes Complete: Winning Endplay Strategy</i>
Marshall Miles	<i>All 52 Cards</i>
Gary Pomerantz	<i>The Devil's Ticket: A Night of Bridge, a Fatal Hand and a New American Age</i>
Julian Pottage	<i>A Great Deal of Bridge Problems</i>
Jim Priebe	<i>Thinking on Defense</i>
Eric Rodwell and Mark Horton	<i>The Rodwell Files</i>
William Root	<i>Commonsense Bidding</i>
Frank Stewart	<i>Frank Stewart's Bridge Club</i>
Alan Truscott	<i>The Great Bridge Scandal</i>
Bobby Wolff	<i>The Lone Wolff</i>
Kit Woolsey	<i>Matchpoints</i>
Worth looking for:	
Pietro Forquet	<i>Bridge with the Blue Team</i>
Victor Mollo	<i>Card Play Technique (with Nico Gardener), Bridge in the Menagerie</i>
Terence Reese	<i>Reese on Play, Master Play, Play These Hands with Me, The Expert Game</i>
Louis Watson	<i>Watson's Play of the Hand at Bridge</i>
Jeff Rubens	<i>The Secrets of Winning Bridge</i>
Alfred Sheinwold	<i>5 Weeks to Winning Bridge</i>



CARDING

You can do more with the cards you are dealt than simply following suit. For many players, virtually every card played on defense can send a message to partner – count, attitude, suit preference – and to declarer as a falsecard. Declarer, of course, does not have to be honest in the play of the cards (nor do defenders in many situations). The array of possibilities is impressive, but you must pay attention. As with bidding, there are many conventional agreements in carding, starting with the first item.

ACE FROM ACE-KING. The traditional lead of the king from an ace-king holding has been abandoned by many players in favor of the ace lead. Some players lead the ace against notrump contracts only, because an ace lead against notrump is unlikely to be attractive if the king is not held.

The argument in favor of leading the ace is that it avoids certain ambiguities that arise if the king is led:

(1) After the lead of the king against a suit contract, the opening leader's partner is unsure whether to indicate a low doubleton combination. He would wish to do so if the lead is from ace-king, but not if it is from king-queen. The same would apply if the leader's partner holds a doubleton jack.

(2) After the lead of the king against any contract, the opening leader's partner is uncertain whether to signal with his second card holding the jack and two low cards. In this situation he would wish to signal if the lead was from king-queen but not if it was from ace-king. It is assumed in all cases that dummy holds three worthless cards.

Against this, the proponents of the king lead point out that the lead of an unsupported ace is not uncommon against a suit contract, and the leader's partner may wish to know whether the king is held.

It has become common for the lead of the ace to ask partner to signal attitude and for the lead of the king to request a count signal.

Holding a doubleton ace-king, this special procedure is reversed: the king is led followed by the ace. Other cases where the king is usually led: (1) when leading partner's suit or in bid-and-supported suits; (2) against six-level contracts (unless trying to deceive declarer) and five-level contracts; (3) when planning to shift to a singleton; 4) when declarer has

preempted, so that leading an ace to look at dummy may be more appropriate, in terms of risking less – because declarer rates not to have the king of that suit.

Whatever convention is being used, the ace lead may sometimes be tactically advisable against a slam contract: The king is too revealing when the opposing hands have a singleton opposite a combination headed by queen-jack. Related: Opening Lead, Rusinow Leads.

ACE LEAD. Against notrump, by a convention of long standing, this lead requires partner to play his highest card of the suit led. This may be helpful if the opening leader has A-K-J-10-x-x, and his partner holds the queen, but these situations are not common. This is not applicable if a partnership uses ace from ace-king as a standard lead.

ALARM CLOCK. Another name for the Oddball (or Wake-Up) Signal.

ATTITUDE LEAD. The lead of a low card in a suit, usually against notrump, to indicate interest in having the suit returned. Conversely, a high card would be led from a poor suit with length to indicate no high honors. The primary disadvantage of this style of leading is that third hand cannot apply the helpful Rule of Eleven or Rule of Twelve to the lead or judge the length of opening leader's suit.

ATTITUDE SIGNAL. The method of showing interest or lack of interest by a defender in having a suit led or continued by his partner. The usual method of encouraging the lead or continuation of a suit is the play of a high card or the use of a High-Low Signal. A low card or a low-high signal is discouraging. Related: Odd-Even Discards and Upside-Down Signal.

BLUE PETER. A humorous term for a high-low signal invented in 1834 by Lord Henry Bentinck. This was probably the first defensive signal in any game of the whist family. The name is nautical in origin, referring to a signal hoisted in harbor to denote that a ship is ready to sail. Bentinck's signal was used in a side suit to indicate to partner a desire to have trumps led. Related: Signals, Signaling and Peter.

CARDS, NEUTRAL AND POSITIVE. The only information disclosed by the play of a neutral card is the obvious point that the player has that particular card. The essence of this is that the player is not void of the suit, and even this knowledge will generally have little or no effect on problems of probability.

A card may be said to have positive value when:

- (1) The holder was deemed certain to have played it.
- (2) It indicates the position of one or more other specified cards or suggests their probable location.
- (3) It indicates the distribution of all the outstanding cards of a suit.

North
 ♠ 5 4 3
 ♥ A K 2
 ♦ A J 8 6 5
 ♣ K 3

South
 ♠ A J 2
 ♥ Q 8 4
 ♦ K 10 7
 ♣ A J 5

South plays in notrump, and West leads the ♠K. South assumes that West holds the ♠K Q 10. If South also assumes that West was certain to make this lead, there will be odds of 13 to 10 that East has the ♦Q:

(a) If East follows with a low spade, these odds are only very slightly altered. East's card is neutral and indicates only that West does not have seven spades. The elimination of all layouts in which West holds seven spades removes more cases favorable to East's holding the ♦Q than unfavorable cases. The odds are a very little less than 13 to 10, and the difference may be disregarded.

(b) If East plays a heart at trick one, there will be positive significance in the fact that he has played a non-spade, though the card itself is neutral. The odds are 13 to 6 that East holds the ♦Q. We know now that East is not void of hearts, but we cannot say that he was certain to play a heart whatever cards he holds.

(c) If East discards a club at trick one, the odds are again 13 to 6 that he has the ♦Q.

COME-ON, COME-ON SIGNAL. A defensive maneuver by which one player indicates to his partner that he wishes a suit, led by his partner, to be continued. The usual come-on is a high-low signal, called also an echo and, in England, a peter. An alternative is the upside-down signal. Related: Attitude Signal.

COUNT SIGNAL. A method, also known as a length signal, by which one defender indicates to his partner the length held in a particular suit. The standard procedure is to play high-low with an even number of cards and to play the lowest with an odd number of cards.

The converse procedure, upside-down count signals, originated long ago in Sweden and became popular in North America in the Eighties. The advantage of this is that the defender is not in difficulty with some doubletons. One may not be able to spare the higher card, for signaling purposes, when it

is a jack, a 10 or a 9. With three cards, one can normally spare the middle card if the top card would be extravagant.

The normal application occurs when declarer attacks a suit in which he is strong, but a signal can be made in a suit that is both led and dominated by the defenders. In a high-level contract, the opening leader may need to know his partner's length in order to judge that tricks can be cashed quickly. Related: Foster Echo.


Accurate suit-length signals are the key to a golden treasury of defensive plays. After a few tricks have been played, good defensive signalers may know nearly everything about the unseen hands and should be able to play just as accurately as declarer.

A defender may decide not to echo for fear of giving information to declarer. Conversely he may echo with an odd number in an attempt to fool declarer.

When following a suit played by the declarer, always echo when using standard signals to show an even number of cards, unless it appears that this may help declarer, in which case do not signal at all. Occasional false signals should be made in situations where it will not matter that partner is misled. Related: Trump Echo (or Trump Signal).

In this connection, there are two valid psychological points. First, it is not wise to try to outsmart declarer continually by making false signals. Declarer usually comes out of a guessing game better than the defenders. Therefore, false signals should be avoided unless the play has been thought out well in advance. However, some false signals must be made. It is essential not to become typecast as a player whose echoes are always dependable. The second psychological point arises when a defender is afraid to signal for fear of tipping his hand. If it seems a borderline case, it is better to signal.

The defenders must usually cooperate to lead declarer astray. In a situation such as the following, declarer is more likely to go wrong if both players falsecard.

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

West's 1♦ opening is passed to South, who lands in 4♠. West leads the ♣K and South holds off in order to create a ruffing communication between dummy and the closed hand. South wins the second club and plays diamonds, intending to ruff the third round low and the fourth high. If East is awake, he will try to persuade declarer to ruff both diamonds high and rely on a 2-2 trump break. When South plays the ♦A and ♦K, East plays high-low with the 10 and 4. But West must stay on the ball too and withhold his normal suit-length signal. He should play the 2 followed by the 6, supporting the theory that the diamonds are 5-2.

When accurate count signals are required for effective defense, declarer can take advantage of length signals. Related: Discovery.

CURRENT (or PRESENT) COUNT. The method of signaling count in a suit that is meant to show the number of cards remaining after having followed one or more times in the suit or after having discarded from the suit. For example, a player might signal attitude from 8-6-5-3-2 in a suit by discarding the 2 initially to show a poor holding. If it was deemed important to show how many cards remained in the suit, the next discard would be the 6 then the 3 to show an even number. Equally, after having played third-hand high from K 7 2, with the king losing to the ace, when partner gets on lead and cashes the queen, you signal remaining count from your 7-2 doubleton by playing the 7 if using standard count signals.

DISCOURAGING SIGNAL. A card played that by partnership agreement shows no interest in the suit led or, when the defender is not following suit, the suit played. Related: Signal, Signaling.

ENCOURAGING. A term applied to a defensive signal by which a player urges his partner to continue playing the suit led. Related: Come-On, High-Low, Odd-Even, Upside-Down Signals.

FOSTER ECHO. A third-hand unblocking play against notrump, intended at the same time to show count. With a four-card holding, the first play is the second highest, followed by the third highest, with the lowest saved for last. With a three-card holding, the first play is second highest and the second is the highest, again saving the lowest for last. However, this method has disadvantages and is not widely used by experts. Related: Count Signal.


FOURTH-HIGHEST LEAD. Traditionally the fourth-highest card of a long suit is led to develop long card tricks in a suit or to give partner the count in the suit led. The application of the Rule of Eleven when the card led is the fourth highest is a determining factor in play by third-hand and declarer. This is probably the oldest convention in the game. Related: Attitude Lead, Third-Highest Lead, Third and Fifth.

HIGH-LOW SIGNAL. Known also as echo or come-on, the high-low signal is probably the most important single weapon the defenders possess. In its normal, recurring application, the high-low signal in a suit expresses the desire for a continuation of that suit, or an interest in that suit being played when partner obtains the lead. For example:


(See next column)

Against South's 4♥ contract, West opens the ♠K, dummy plays the 5, and East puts up the 10, South dropping the 6. West then continues with the ♠A, upon which East plays the 3. Observing that East has played high-low, urging the continuation of the spade suit, West plays a third round of spades, East ruffing. The ♦A is cashed for the setting trick.

Unfortunately, as with all conventions, the high-low signal

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

is often applied promiscuously or misapplied, sometimes being given merely because it is the "orthodox" thing to do. One sometimes forgets that the signal is given to get partner to continue the suit only if it will attain an objective for the defenders. Here is an example of the misuse of the high-low signal.

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

West opened the ♦K against South's 4♠ contract, and East mechanically played the 8-spot. West then continued with the ace, East dropping the 2, after which a third diamond was led, East ruffing. Declarer had no problem from that point. He drew trumps and discarded his ♣J on dummy's high ♦Q.

On the opening lead of the ♦K, East should have played the discouraging 2, not the 8. What did East have to gain by ruffing the third round of diamonds? Not a thing – he had a natural trump trick that could never be taken away. Had he played the ♦2, West, at trick two, would unquestionably have shifted to a club. East would then have made his ♣K, and declarer would have lost his contract.

There is a conventional situation in which a high-low signal is given not to denote an interest in the suit, but to indicate an even number of cards in that suit. This convention is discussed and illustrated in the entry Count Signal, but an illustration at this point would not be out of order.


It is a rather simple convention, and is most useful when a defensive holdup play must be employed. The setup to which it is applicable is the following:

When it is obvious that declarer is trying to establish a long suit in dummy (which has no outside entries), and that second hand's partner (or second hand himself) is going to have a problem as to when he should take his ace, second hand (or his partner) gives a high-low signal when holding two or four cards of that suit; where second hand has three cards of that suit (say, 7-4-2), he plays his lowest card (the 2) on the first lead, and

then follows up by playing the next highest (the 4).

In this latter case, partner will know that the signaler has exactly three cards in that suit. With two or four he would have given a high-low signal.

Here is a practical application of this high-low convention:

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

Against South's 3NT contract, West opened the ♠6, East's king falling to declarer's ace. South then led the ♦10, West played the 7-spot, and North and East followed with low diamonds. Declarer then led the ♦4, West played the 6-spot, and dummy's 9 captured the trick when East properly declined to take his ace. Declarer now went down a trick, being unable to establish and cash dummy's diamonds.

The high-low signal (7, 6) told East that West had two or four diamonds. Four became an impossibility when South led a second diamond. Therefore East knew that West originally held precisely two diamonds, and that declarer still had a diamond left after the second diamond lead.

The best policy for the declarer is to "signal" as if he were a defender: Play high to encourage, low to discourage if your opponents play normal signals. This maximizes the chance to scramble the signals and cause the signaler's partner to misread the situation. In the example deal, if West had the doubleton 6-4, declarer must lead the 3 to the king, and continue with the queen from dummy, leaving East with the dilemma of having to decide if West had 10-7-6 or his actual holding. By contrast, if West has A-8-2 and East has 6-4, declarer must lead to dummy, come back to hand with a club, and lead towards dummy so that West must commit without having seen a second card from East. Related: Odd-Even Discards and Upside-Down Signal.

JACK, 10 OR 9 SHOWING ZERO OR TWO HIGHER.

Related: Zero Or Two Higher Lead.

JOURNALIST LEADS. A method of opening leads advocated by *The Bridge Journal* in 1964-1965. The details are as follows:

Against notrump contracts

Ace (usually) from A-K-J-x-(x-x) or A-K-10-x-(x-x). Third hand is requested to unblock a high honor if he can afford it, otherwise to give a length signal (high with an even number, low with an odd number of cards in the suit).

King from A-K or K-Q (assuming a high honor should be led).

Queen from Q-J (or K-Q-10-9: third hand is requested to play the jack if he has it or give count).

Jack from J-10. The jack denies a higher honor.

10 from A-10-9, K-10-9, Q-10-9, A-J-10, K-J-10. The 10 guarantees a higher honor (queen, king or ace).

9 from 10-9. The 9 promises the 10 and no higher honor.

Second highest or highest from lower spot cards to discourage suit continuation, similar to the Attitude Lead, and note next entry.

Usually the lowest card from a long suit headed by one or two honors to encourage suit continuation. The purpose of these leads is to make it easier for third hand to know whether to continue the attack on the suit led or to shift. The following deal shows what can happen when journalist leads are not used.

Dir: North ♠ A J 10 6 3
 Vul: Both ♥ 5
 IMPs ♦ 7 4
 ♣ A K 10 7 2

		♠ Q 9 5 2	
		♥ Q J 10 4	
		♦ A 6 3	
		♣ Q 5	
West	North	East	South
	1♣	Pass	1♥
Pass	1♠	Pass	3NT
All Pass			

Using standard leads, West led the ♦10 to East's ace, South playing the 2. Now if South started with a hand such as

♠K 7 ♥A K 9 7 3 ♦Q J 2 ♣9 8 6,

East must continue diamonds. But if the 10 was West's highest diamond, a heart shift is called for.

East actually continued diamonds and found South with

♠K 4 ♥K 7 6 4 ♦K Q J 2 ♣J 8 3.

Declarer won the diamond, cashed ♣A-K (because he could hardly afford to lose a finesse to East and get a heart through) and made 10 tricks.

Using journalist leads, West would have led the ♦9, and East would have shifted to a heart, defeating the contract.

Against suit contracts, journalist leads follow a different pattern. From two touching honors, the second highest is led. From spot cards, the highest card below the 9 may be led to indicate a weak holding. Otherwise, the third highest is led from an even number of cards or the lowest from an odd number of cards.

KING LEAD. Discussion can be found in Journalist Leads, Opening Leads and Rusinow Leads.

LAVINTHAL SIGNAL. Special carding focusing on Suit Preference. Related: Odd-Even Discards.

LEADS. There are many conventional approaches to leads – opening leads and leads by defenders during play. Most are contained in this chapter or in Conventions.

LENGTH SIGNALS. Another way to describe the method of signaling count.

McKENNEY SIGNAL. Standard term in Great Britain for the suit preference signal, named for William E. McKenney of the ACBL, who helped popularize the signal.

MUD. A lead convention in which the original lead from three low cards is the middle one, followed in play by the higher. The name is the acronym of middle, up, down, the order in which the cards are played. Related: Three Low Cards, Lead From and Roman MUD and Opening Lead.

NEUTRAL CARD. Discussed in the item Cards, Neutral and Positive.

OBVIOUS SHIFT. The obvious shift principle was refined and published under that name by Matthew Granovetter. The basic principle had probably been understood by most experts, Granovetter was the first to codify the idea that attitude signals should not be used in vacuo but should relate to the whole deal rather than the suit led.

The Obvious Shift Principle

On defense, at trick one, third hand gives an attitude signal (if possible), based not only on the suit led but whether he can stand a shift to dummy's "weakest" suit, otherwise known as the "obvious shift." An unusual signal (such as a jack) calls for an unusual shift. Related: Oddball.

Following are rules for identifying the obvious shift in order of priority (opening leader eliminates the suits defined as "negatives" or works his way through the "positives")

Negatives

The obvious shift is not the suit led, trumps, a very strong suit visible in dummy, a void or a singleton in dummy except against a slam. Nor is it a natural (3+) suit bid by declarer, except in notrump when the defenders are likely to hold a combined seven or more cards in the suit.

Positives

The opening leader's bid suit is the most likely obvious shift, followed by leader's partner's bid suit. If both defenders have bid suits and the opening leader starts with an unbid suit, look at the suits and choose one of them by applying the following rules.

Against a suit contract, a three-card suit headed by at most one honor (A, K, Q, J, 10) is the obvious shift. Against notrump, dummy's shortest suit is the obvious shift (even a strong holding such as ace-king doubleton). When there is no weak three-card suit, the shortest suit is the obvious shift. But remember, against a suit contract, this cannot be a singleton or void (except versus a slam). When there are two equal-length suits, either of which might be the obvious shift, look at the number of honors. The suit with fewer honors (or fewer points) is the obvious shift. If still in doubt, choose the lower-ranking suit.

Exceptions


Versus suits, on the lead of the A-K, if dummy holds four or more cards to an honor (queen, jack or 10), give simple attitude. Versus notrump, if dummy wins the trick holding Q-J-x or J-10-x, give count, followed by suit preference when declarer plays to trick two. The Q-10-x may also be included, provided declarer wins the 10. Versus a slam, on the lead of

an A-K, give count. At the five level, when third seat is known to hold five cards or more in the suit led, add to the attitude/obvious shift signal a count card by playing an odd card for an odd number or an even card for an even number. For example, odd-high = odd number, encouraging. On the lead of a trump, give suit preference.

ODDBALL OR WAKE-UP SIGNAL. Also known as Alarm Clock. One of the most difficult aspects of standard signaling is that if attitude signals are in use, an encouraging signal will persuade opening leader to continue the suit led, a discouraging card will get a shift to the likely weak suit in declarer's or dummy's hand. Occasionally, third hand will want his partner to shift to the third suit; in such an instance, an unusual card may accomplish the successful sending of that message.

Dlr: North ♠ K 10
 Vul: E-W ♥ A J 8 6
 ♦ A Q J 9 8
 ♣ J 6

♠ 9
 ♥ K 10 4 3
 ♦ 6 5 4 3
 ♣ A K 5 4



♠ A 7 6
 ♥ Q 9 7 5
 ♦ 10
 ♣ Q 10 9 7 2


♠ Q J 8 5 4 3 2
 ♥ 2
 ♦ K 7 2
 ♣ 8 3

Bruce Rogoff, West, was on lead against 4♠. Rogoff led the ♣K, and Barry Rigal produced the queen. A discouraging club would have produced a heart shift, so Rogoff shifted to a diamond. Declarer won the ace and led a trump, but East won the ♠A and led the ♣2 to East's ace for a diamond ruff.

ODD-EVEN DISCARDS. A signaling method that assigns different meanings to odd- and even-numbered spot cards. The discard of an odd-numbered card (3, 5, etc.) encourages in that suit. The discard of an even-numbered card (2, 4, etc.) discourages and often doubles as a suit-preference signal. In ACBL-sponsored events, odd-even signaling while following suit is not permitted, and odd-even is permitted only on the first discard.

♠ J 10 4 3
 ♥ K 7
 ♦ K 6
 ♣ J 10 8 4 2

♠ 8 6
 ♥ J 9 8 5
 ♦ 10 8 5 4 3
 ♣ A 6



♠ 9
 ♥ A Q 4 3 2
 ♦ Q J 9 7
 ♣ 9 5 3

♠ A K Q 7 5 2
 ♥ 10 6
 ♦ A 2
 ♣ K Q 7

At matchpoints, South plays 4♠. West leads a trump. South wins and plays a second round of trumps. On the second trump, East discards the ♥3 to encourage, and West will shift to a heart when he takes the ♣A.

Players using odd-even discards and signals hit a snag

when no card is available to give the appropriate signal. The problem may be partially overcome by treating some even cards as more discouraging than others and some odd cards as more encouraging than others. A 3, for example, may be a more encouraging signal than a 9. A 2 may be more discouraging than a 10. An immediate echo of odd cards in the same suit can be used to cancel the encouraging signal.

OVERLEADS. In Australia, where everything is upside-down, overleads and underleads are the words used for leading top of a sequence and second from an honor sequence (a la Rusinow) respectively.

QUEEN LEAD. Traditionally, the lead of the queen from a long suit promises the jack and often the 10 or 9 as well. In alternative methods, the lead of the queen promises the king or the ace and king. The Journalist system of leads against notrump promises either the traditional holding headed by Q-J-10 or a holding of K-Q-10-9. The latter asks the partner of the opening leader to play the jack if he has it, enabling the opening leader to continue without fear of a Bath Coup by declarer. Related: Rusinow leads, opening lead.

QUEEN FROM KING-QUEEN. One aspect of Rusinow Leads.

REMAINING COUNT SIGNALS. One aspect of reverse signals that requires discussion is how third hand is supposed to follow in a suit where his first play was third-hand high, meaning count has not been given yet. This is primarily a matter of partnership agreement (any theoretical edge is far outweighed by the need for the partnership to have an agreement) but a simple rule is to signal remaining count in standard or reverse fashion. If third hand wins the opening lead and continues the suit, his play from his remaining holding is what it would have been had he started with those cards.

Thus with K-6-4, if he wins the first trick and continues the suit, he leads the 6. With K-6-4-2 he wins the king and leads the 2. Say instead that the king lost to declarer's ace. Now when following suit at his second turn – his partner or declarer leading the queen – he plays the card from that remaining holding that he would have played if he were signaling count from that remaining holding. Thus, having started with K-6-4, he plays the 6 (as he would have done had he been signaling from 6-4), and from a remaining 6-4-2, he signals with the 2.

REVERSE COUNT. A method of giving count by playing low-high to indicate an even number of cards and playing high-low to indicate an odd number of cards. This was first adopted in Sweden and eventually spread. It avoids the disadvantage of the standard signal, which forces a defender to waste a high card, as with the 10 from 10-2, that he may not wish to give up. Related: Signals, Signaling.


REVERSE DISCARD. Another way of referring to upside-down signals.

REVOLVING DISCARD. A method of discarding that

assigns a suit-preference meaning to the first discard on any deal. There are two possible procedures that are similar in effect but vary slightly in execution.

(1) A low card calls for the suit below the suit in which the signal is given, and a high card for the suit above. The suits are considered in a circle with spades below clubs. Thus a low club discard on a heart lead would call for a spade, and a high club would call for a diamond. This version was developed in England, primarily for notrump defense, and is credited to J. Attwood.

(2) A low card calls for the lower-ranking of the other two suits, and a high card for the higher-ranking. This was advocated by Hy Lavinthal, the inventor of suit preference by signaling, who gave this example:

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

South plays in 3NT after opening 1NT. West leads the ♥3, and East correctly plays the queen (if East plays the ace, there is no way to defeat the contract. South takes the ♥Q with the king, and leads diamonds. West holds up the ace until the third round in order to get a signal from East. Normal signals would not help, because East cannot spare a heart, and a black-suit discard would be unenlightening. Using the Lavinthal discard signal, the ♣4 asks for a heart and the ♠10 would carry the same message. Using the revolving method given in (1), the ♠3 or the ♣J would be appropriate. Related: Signals, Signaling.

ROMAN DISCARDS, SIGNALS. Odd-numbered spot cards (3, 5, 7, 9) are encouraging. Even-numbered spot cards (2, 4, 6, 8) are discouraging, with a suit-preference message. This was originated as part of the Roman System. Usually called Odd-Even Discards.

ROMAN MUD. A method of leading from four low cards. The opening leader leads the second highest from his four low cards, then he follows with the highest (if he can afford it), then with the third highest and finally the lowest.

RUSINOW LEADS. The principle of leading the second-ranking of touching honors, devised by Sydney Rusinow and used by him, Philip Abramsohn and Simon Rossant in the Thirties. Sometimes referred to as Reverse Sequence Leads, the leads were barred in ACBL tournaments until 1964.

Ever since whist was *the* game, the standard lead from either A-K or K-Q has been the king. This ambiguity often gives third hand an unsolvable problem. Here is one example of many:

♠ K ♠ 6 5 2
 ♠ ? ♠ J 10 4

Against a suit contract by South, West leads the ♠K. If he has K-Q, East wants to play the jack to encourage him to continue. But if West is leading from the A-K, East wants to play low to get him to shift. (If East plays the jack, West may try to give East a ruff, and even if he shifts, a trick will be lost if South has Q-9-x.) Some players favor the lead of the ace from A-K. Unfortunately, this practice substitutes one problem for another. Often an ace should be led against a suit contract without the king. But if this lead convention is used, a guessing situation is created – so much so that one is reluctant to lead an unsupported ace even when it might be right to do so.

A sound solution was proposed about 40 years ago by Rusinow – the lead of the second highest from touching honors (king from A-K, queen from K-Q, etc.). Though endorsed by Ely Culbertson, the leads soon fell out of favor in America. They were adopted by many Europeans, however, notably the users of the Roman Club bidding system. Today, many of America's better players have adopted Rusinow leads. The details are:

Ace denies the king (except with A-K doubleton – see next column).

King from A-K. Third hand should encourage with the queen or a doubleton.

Queen from K-Q. Third hand should signal with the ace or jack, but not with a doubleton if dummy has three or four low cards (declarer may duck, and partner may continue into his A-J).

Jack from Q-J-x; 10 from J-10-x, 9 from 10-9-x. Note that this blends nicely into MUD leads of second highest from three spot cards.

With more than two honors in sequence, the second highest is still led (queen from K-Q-J, etc.), followed by a lower one in most cases. The Romans lead second highest from an interior sequence also (10 from K-J-10, 9 from K-10-9 or Q-10-9).

Rusinow leads are used only on the first trick against a suit contract in a suit that partner has not bid. Note, however, that some expert players employ Rusinow leads only against notrump. When you are leading partner's suit, make the standard lead: queen from Q-J, jack from J-10, etc.

Later in the play, the highest card should be led from touching honors.

If the touching honors to be led are doubleton, the top card should be led. Then when you play the second honor, partner will know you have no more of the suit. On the following deal, this special feature of the Rusinow leads was crucial. The form of scoring was matchpoints.

(See next column)

Playing Rusinow leads, West opened the ♠K, which East instantly identified as a doubleton (if it is a singleton, South has a hidden five-card suit). East encouraged with the 8, then overtook the queen, and returned a spade for West to ruff. The trump ace was the setting trick.

Playing standard leads, East has to guess. He cannot be sure that West would have led low to the second trick holding

Dir: North ♠ 9 5 2
 Vul: E-W ♥ K J 5
 ♦ A K J 9 4
 ♣ Q 3

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

♠ J 10 7 3
 ♥ Q 10 9 7 3 2
 ♦ Q 6
 ♣ A

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	Pass	1♥
Pass	2♥	Pass	4♥
All Pass			

K-Q-x, for West might have been afraid East would shift to a club. Nor would it have helped West to have opened the queen, for East would surely have overtaken and tried for a club trick.

If Rusinow leads work so well against suit contracts, should they be used against notrump also? Many think not despite the trend toward using Rusinow versus notrump, because the purpose of a lead against notrump is entirely different.

Against a suit contract, third hand has to know what specific honors the leader has, so the A-K ambiguity must be resolved. Against notrump, third hand has to know whether partner has led his side's best suit – that is, whether he has honors in the suit led, not which honors he has. Having said that, using the ace to show a weak ace-king holding, the king as a card requesting unblock or count and the queen as a weak king-queen holding or any queen-jack combination, works at least as well as standard methods. Related: Journalist Leads.

SCANIAN SIGNALS. A combination of standard and upside-down signals in an attempt to get the best of both worlds. Devised by Anders Wirgren.

Use normal signals unless:

(a) Dummy has a finessible card:

J 7 4 2 Q 8 3
 A K 10 5 9 6

After the lead of the ace or king, according to method, East signals upside-down with the 3 and West can lead the 10.

(b) The opener is known to be short or the signaler is known to be long:

A J K Q 10 4
 8 7 3 9 6 5 2

The 8 is led, top of nothing, and dummy plays the ace. Signal upside-down with the 4.

SEQUENCE RE-ENTRY. A type of suit-preference signal. After leading a king against notrump from a combination headed by K-Q-J, the defender can follow with the queen or the jack at choice in order to suggest a re-entry in a high- or low-ranking suit. Related: Suit-Preference Signal.

SIGNAL, SIGNALING. The language of defensive play by which defenders can legitimately exchange information about the makeup of their hands.

SLAWINSKI LEADS. Also known as Combine Leads. Invented by Lukasz Slawinski and most well-known for their use by Italian champions Claudio Nunes and Fulvio Fantoni. This method of leading is employed when the first player to lead has one or more honors in a suit and the lead specifies direct counting. A low card is led with an odd number of cards. A high card is led with an even number of cards. When the suit has no honors, the lead is based on the concept of reverse count, so one leads low from an even number of cards and high from an odd number of cards.

For example:

<i> Holding </i>	<i> Lead </i>
K 6 5 3 2	2
K 6 5 3	6
9 8 3 2	2
9 8 3	9
9 2	2

Logical exceptions

10 6 2	6
10 9 6 2	10 against a suit contract
10 9 6 2	2 against a notrump contract
10 6 5 4	4
K J 9 2	2

In this method, the 10 is not considered an honor, but the general consensus is that holding 10-x, the lead is the 10.

SMITH ECHO. An attitude signal given at the first opportunity by the partner of the opening leader against a notrump contract to indicate the degree of enthusiasm for the opening leader's suit. If a defender's first spot card in the suit declarer plays on first is low, this indicates he has no extra high card or unexpected length that would strongly request a continuation in the opening leader's suit should opening leader regain the lead. Conversely, following with a high spot card pinpoints the desirability of a second lead in the original suit led. The opening leader can give the same kind of signal. A high spot card indicates a desire to have the opening suit continued should partner gain the lead. A low spot card suggests trying something else. The signal is sometimes attributed to T.R.H. Lyons of Great Britain, but I.G. Smith of Great Britain suggested virtually the same signal as early as the December 1963 issue of *British Bridge World*. Smith suggested what is in fact the theoretically better approach of having opening leader's signal (in theory the unusual message) as requesting a shift, with continuation of the suit led the default position.

Here is how the signal works:

♠ 9 7
 ♥ Q 10 2
 ♦ 7 6 5 4
 ♣ A K Q J

♠ A 10 8 4 2
 ♥ 9 5 3
 ♦ K 3
 ♣ 9 7 3

♠ K 6 3
 ♥ K 8 7
 ♦ A Q J 2
 ♣ 6 5 2

♠ Q J 5
 ♥ A J 6 4
 ♦ 10 9 8
 ♣ 10 8 4

South
 1♦
 2NT

North
 2♣
 3NT

West leads the ♠4 against 3NT. Declarer wins East's jack with the king and leads a club to dummy. East should play the ♣10 on this trick, meaning please continue spades when you get in. Declarer takes the diamond finesse, and when West wins the king, he cashes four spade tricks for one down. Now suppose the East and South cards had been slightly different:

♠ 9 7
 ♥ Q 10 2
 ♦ 7 6 5 4
 ♣ A K Q J

♠ A 10 8 4 2
 ♥ 9 5 3
 ♦ K 3
 ♣ 9 7 3

♠ K Q 3
 ♥ K 8 7
 ♦ A Q J 2
 ♣ 6 5 4

♠ J 6 5
 ♥ A J 6 4
 ♦ 10 9 8
 ♣ 10 8 2

The bidding is the same and West, who has the same hand as before, makes the same opening lead and sees the same dummy. Again declarer wins the ♠J with the king and leads a club. This time, however, East cannot demand a spade continuation from partner, so he contributes the ♣2. Declarer takes a diamond finesse, losing to the king. West now knows he cannot afford to continue spades from his side of the table, and he exits with the ♥9. East grabs the trick, returns the ♠6, and the contract fails by two tricks. Related: Signals and Signaling.

SPLITTING HONORS IN SECOND SEAT. All partnerships should have an agreement (any agreement is better than none) as to how to split honors from two- or three-card holdings. A simple and reasonably effective agreement is to play that from touching honors such as K-Q, one follows first with the lower card. From a three-card sequence such as Q-J-10 one follows first with the highest, *i.e.*, the queen from Q-J-10.

SPOT CARD LEAD. Covered in Opening Lead, Journalist Leads and Three Low Cards, Lead From.

STRONG KINGS AND TENS. A British system of honor leads against a notrump contract whereby the lead of a king or

10 suggests a strong holding and the lead of any other high card suggests a relatively weak holding. Therefore:

- Ace from: A K x.
- King from: A K Q, A K J, A K 10, K Q J, K Q 10.
- Queen from: K Q 2, K Q 9, Q J 10.
- Jack from: J 10 2.
- Ten from: A J 10, A 10 9, K J 10, K 10 9, Q 10 9.
- Nine from: 10 9 2.

SUIT-PREFERENCE SIGNAL. A device whereby a defender may direct his partner to lead a specific suit. This method, devised by Hy Lavinthal in 1934, had a greater effect on defensive play than any other development of the 20th Century and ranks with the distributional echo and high-low signal of the 19th Century. In various countries, the suit-preference signal is known by the names of bridge writers, especially William E. McKenney, who adopted and publicized it but did not otherwise contribute to it.

The signal never applies to the suit led, and almost never to the trump suit. The essence of the suit-preference signal is this: When a player has the lead and seems likely to switch suits, or when he may have a choice of suits when he next obtains the lead, the play of a conspicuously high card calls for a lead in the higher-ranking suit in question; the play of a conspicuously low card calls for a lead of the lower-ranking suit.

Properly used, the suit-preference signal does not interfere with signals that show attitude and length.

A common suit-preference application is seen in this deal:

	♠ K 9 6				
	♥ 8 7				
	♦ K 4 3 2				
	♣ K 4 3 2				
♠ 3					
♥ 5 4 3 2					
♦ J 10 9 8					
♣ J 10 9 8					
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		
			1♥		
Pass	1NT	Pass	3♥		
Pass	4♥	All Pass			

West leads the ♠3. East wins the ace and returns a spade. Which suit does West lead after he ruffs?

To help West, East signals with the rank of the spade he leads at the second trick. If East holds:

- ♠ A 10 7 4 2
- ♥ 9
- ♦ Q 7 6 5
- ♣ A Q 7

he returns the ♠2, his lowest, showing a desire for clubs, the lower ranking side suit. But if East holds:

- ♠ A 10 7 4 2
- ♥ 9
- ♦ A Q 7
- ♣ Q 7 6 5

he returns the ♠10, suggesting strength in diamonds, the higher-ranking suit.

Suit preference can also indicate the location of an entry.

	♠ J 5				
	♥ 6 5 3				
	♦ A Q 10 7 6				
	♣ J 6 5				
♠ A 4					
♥ Q 10 8 7 4 2					
♦ 5 3					
♣ 8 7 4					

West leads the ♥7 against South's 3NT. East plays the king, ducked by South, and returns the ♥J to South's ace.

On the second heart West should follow with the queen. If East gets in with, say, the ♦K, he may be unsure which black suit to lead. A spade may look risky if he has the queen. West's striking play of the ♥Q must suggest an entry in the highest-ranking suit.

Suit preference is sometimes available on the opening lead:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
3♦	Dbl	4♦	4♠

All Pass

West holds:

- ♠ 5 3
- ♥ J 8 4 2
- ♦ K J 10 8 7 4 2
- ♣ —

West would like East to win the first trick and return a club. East's most likely fast entry is the ♦A, but if West leads normally, he cannot expect East to shift to clubs. West should lead the ♦2. On the bidding, this lead cannot be fourth highest, so East should get the message.

Dlr: West

Vul: N-S

- ♠ K
- ♥ A J 7 6
- ♦ Q 10 6 4
- ♣ K Q 7 6

		♠ Q 9 5 2			
		♥ 4			
		♦ A 7 5 3			
		♣ J 9 4 2			
♠ 3					
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		
3♠	Dbl	5♠	6♥		

All Pass

West leads the ♠A; East should wake up his partner by dropping the queen.

Suit preference is often abused and overused. Most authorities agree that attitude and length signals take priority over suit preference. A defender must not interpret a signal as suit preference if his partner might have sent a simpler message. A suit-preference signal is an unusual play of unmistakable significance.

- ♠ K 4
- ♥ Q 8 5 3
- ♦ 7 4 2
- ♣ A K Q 4

		♠ J 9 5 2			
		♥ 7 4			
		♦ A Q 6			
		♣ 10 7 5 3			
♠ 1					
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		
1♠	Dbl	3♠	4♥		

All Pass

West leads the ♠A. East's play should show attitude

as long as that is a conceivable message to send. East can get a shift (to diamonds) simply by following with the ♠2. West can look at dummy and see that diamonds is the logical switch. This is, in a way, an extension of the Obvious Shift principle. With only one possible shift in this case – a club play makes no sense – third hand can avoid a potentially harmful diamond shift by encouraging the opening lead. So long as East might merely want to signal for a spade continuation or a switch to just one side suit, West must interpret his play as attitude.

♠ K 4
♥ Q 8 5 3
♦ 7 4 2
♣ A K Q 4

♠ J 9 5 2
♥ A 4
♦ 9 5 3
♣ 10 7 5 3

The bidding and opening lead are the same. This time East should play the 9 to ask West to continue spades. There is nothing illogical about a spade continuation even though dummy can win the trick and the defenders cannot develop another trick in that suit. East may prefer a passive defense. If East plays the ♠2, West will shift to a diamond, which may cost a trick.

♠ K 5 3
♥ 8 6 5 3
♦ Q 3 2
♣ Q 3 2

♠ J 9 4 2
♥ Q 4
♦ K J 10
♣ 8 6 5 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	2♥	2♠	1♥
			4♥

All Pass

West leads the ♠A, and East should play the jack. This should be interpreted as suit preference for several reasons. First, the jack is an unusually high spade when East clearly has a choice of plays. Also, a suit-preference signal is needed – South is about to take a discard on the ♠K, so the defenders need to cash out. But West has no obvious shift (as he would if dummy held good clubs and weak diamonds). An attitude signal is not enough.

♠ A K
♥ A 9 6 5 3
♦ 9
♣ A K J 8 3

♠ 7
♥ J 10 4
♦ A K 10 4 2
♣ 7 6 5 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♥	Pass	1♠
Pass	3♣	Pass	3♠
Pass	4♠	Pass	5♥
Pass	6♠	All Pass	

West leads the ♦A. East plays the 8, South the 3. West should continue with the ♦K. This is not a suit-preference situation because there is no suit East can want led. A diamond continuation is possible, and East might want to use attitude to ask for it. Maybe East has ♠J 10 5 and can develop a trump trick for himself when dummy must ruff the second diamond.

Here are other applications of the suit-preference signal:

♠ A K Q 5
♥ Q 10 6 5
♦ 5 4
♣ 6 5 4

♠ J 10 7 4 2
♥ 4 3
♦ A 9 3
♣ J 3 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2♣	Pass	1NT
Pass	4♥	All Pass	2♥

West leads the ♠3, won in dummy. East should follow with the jack. West has led an obvious singleton and may have control of the trump suit. The ♠J suggests an entry in diamonds. If East had an entry in clubs, he should play his lowest spade.

Dlr: West
Vul: None

♠ Q J 7 5
♥ A 8 5 2
♦ A 7 3
♣ J 4

♠ A K 2
♥ K J 9 3
♦ Q 6
♣ A Q 10 6

♠ 9 6 4 3
♥ Q 6
♦ 10 5 4
♣ 7 5 3 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♣	Dbl	Pass	1♦
Dbl	Pass	1♠	2♦
All Pass			

West leads the ♠A, and East plays the 9. This can't be attitude or length – West cannot be eager to cash his second spade. West should interpret East's play as suit preference and shift to a low heart.

Dlr: East
Vul: N-S

♠ 6 5
♥ K J 9 5
♦ 10 6 5
♣ K 10 9 5

♠ Q 9 3
♥ 10 6 4 2
♦ K J
♣ J 8 6 2

♠ J 8
♥ A 8 7
♦ A Q 8 7 3 2
♣ Q 4


<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	♠ A K 10 7 4 2		
	♥ Q 3		
	♦ 9 4		
	♣ A 7 3		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1♦	1♠
Dbl	Pass	2♦	2♠
3♦	3♠	All Pass	

West leads the ♦K and continues with the ♦J. East wins the ace and leads the ♦Q, ruffed low by South and overruffed. East had no chance for a suit-preference signal on the third diamond; he had to lead the queen to beat dummy's ten. However, East's play at the second trick was meaningful; when he won the ♦A instead of the queen, he suggested heart strength. West should lead a heart at the fourth trick, and East will win and lead another diamond, promoting a second trump trick for the defense.

In an expert partnership, suit-preference signals extend to many subtle situations. For example, a defender may signal as he discards in a side suit.

Dlr: East	♠ K J 5 3
Vul: Both	♥ J 7 3
	♦ A 7 4
	♣ A 8 3

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♥	Dbl	2♥	4♠
All Pass			


West leads the ♥K, and East signals with the 8 (length). South wins the ace, leads a trump to the king and another trump. East would prefer not to discard a high diamond or low club, either of which could be costly; he can discard the ♥10 to suggest diamond strength.

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

South opens 1NT, raised to 3NT. West leads the ♠J, and East plays the 2, discouraging. South wins the queen and leads a diamond to the king. East follows with the 2, length. South comes back to the ♠K and leads a second diamond. West's ace wins and East plays the 10 (suit preference), suggesting a preference for hearts over clubs.

(See next column)

West leads the ♣7: 2, jack, ace. South draws trumps, and West follows with the 5, 4, 3 and 2. South then leads a club. When East takes the king, he should shift to a low heart. West's trump plays can have no significance other than suit preference.

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	Pass	2♠
Pass	2NT	Pass	4♠

Ed Manfield and Kit Woolsey contributed the following idea when leading through declarer:

Say partner leads a singleton (or what might be a singleton), dummy has three low cards, and you have various holdings including the ace. You want to give partner a ruff, take out a high card from declarer and give a suit-preference signal all at once.

1) A-Q-J-x-x. Obviously, for suit-preference high you lead back the queen. To give suit-preference low you must lead back the jack. You can't afford to lead low and let declarer stick in the 10.

2) A-J-10-9-x. Say you want to give suit-preference high. You can't lead the jack because partner can't tell if you have your actual holding or A-Q-J-x-x. Thus, the jack must mean suit-preference low even if it is your highest card in the suit. Hence, the 10 is suit-preference high.

3) A-Q-10-9-x. Suppose you want to give suit-preference high, but don't want to give the show away by leading back the queen (maybe declarer doesn't know the lead is a stiff). You lead back the 10, which from the A-J-10-9-x example must be suit-preference high. You don't want to lead back low and let declarer stick in the 8, so for suit-preference low you must lead the 9.

4) A-J-9-8-x. To give suit-preference high you must lead the 8 because the jack and 9 will be read as suit-preference low. Basically, when potentially ruffing out an honor in declarer's hand the first, third and fifth remaining highest cards are suit-preference high, second and fourth suit-preference low.

Suit preference at trick one

Suit preference is often used by partnerships when continuation of the suit led appears illogical, but some expert partnerships – notably David Berkowitz–Larry Cohen (now Berkowitz–Alan Sontag) and Bobby Levin–Steve Weinstein – use SP as the default signal at the first trick. This is a controversial topic because some think of it as a “dual-message” signal, but it is no more vulnerable to abuse than any other signaling system.

The basic guideline is to treat trick one for *all* tricks the same way you would in “standard” carding when dummy has a void in the suit led. For example, the opponents are in 4♠ and partner leads a heart, of which dummy is void. How would you signal?

Hearts are presumably not in the picture, so you play a low heart as suit preference for clubs and a high heart as SP for diamonds. If you play a medium heart, you indicate no preference for clubs or diamonds. By default, your card could mean hearts are preferred. This is commonly also used in “standard” if dummy wins, say, a singleton ace. The same principle applies for these pairs, whatever dummy’s holding. So if (for example) clubs are led, *low* card is for low side suit, *high* card for high suit. The same applies if any other suit is led. Low never means clubs if clubs are led.


The best you can do if you want a continuation with a doubleton is to play a middle-ish card first and hope for the best. For this reason, Levin–Weinstein don’t use the method on an obvious ace from ace–king lead.

This system is not good for getting ruffs or when third hand has shortness. It is most effective when third hand has length and a choice of cards. When you have a doubleton, signaling for an impossible suit sometimes works out as encouragement, or at least prevents partner from making a fatal “obvious shift.”

At notrump, Levin–Weinstein also use count in unbid suits rather than attitude or SP, with Smith Echo to provide an attitude message later on.

As with any tempo-sensitive situation, the method can be abused (third hand fumbles for a minute because he has no “right” cards), but then such breaks in tempo should be treated the same way as any other unauthorized information situation.

The following example, provided by Larry Cohen, shows why SP at trick one has practical advantages when a defender has length..

<p>♠ 8 5 ♥ A K 4 ♦ K J 10 5 2 ♣ K 6 4</p>	<p>♠ J 7 4 ♥ 7 6 ♦ A 7 4 ♣ Q J 10 7 2</p>		<p>♠ 10 9 2 ♥ 9 8 5 2 ♦ 9 8 6 3 ♣ A 5</p>
<p>♠ A K Q 6 3 ♥ Q J 10 3 ♦ Q ♣ 9 8 3</p>			

South declares 3♠ and West leads the ♥A (ace from ace-king). This might be a situation where the “rest of the world” has to decide how East should signal. Should it be count? Should low suggest the obvious shift (diamonds)? These situations are routine playing suit preference. More often than not, third hand has a choice of spots to play. Sure, every now and then third hand doesn’t have the right card – and in that case we just do the best we can – and *in tempo*. In this case, East plays the 2 and West’s club shift beats the contract. The ability to find this kind of shift through trick-one suit preference comes up with great frequency.

Suit preference in trumps

The traditional meaning for an echo in trumps was the desire to obtain a ruff. This is a binary signal – meaning that you can use it only to signal one thing ... or not. Far better is to

use an echo in trumps as suit preference amongst the obvious suits; you can still signal for your ruff if appropriate by using suit preference to call for that suit, but you also get to indicate amongst the other suits what it is that you want partner to play.

SUIT SIGNAL. Another way of describing a count signal.

THIRD AND FIFTH LEADS. During the Seventies and Eighties, a majority of North American experts, and many in other parts of the world, abandoned the traditional fourth-best lead and adopted “third and fifth” leads. The idea is to lead the third card from a three- or four-card suit, and fifth from suit of five cards or longer. However, there has been a trend toward third from even, low from odd. This helps distinguish a six-card suit from a five- or seven-card suit.

If your partner leads, for example, the 2 from a presumed long suit, he is known to have three or five. This is easier for partner to judge than when using normal fourth-best leads when the 2 could be from a three-card or a four-card length. There is a corresponding disadvantage, however: The third-best card from a four-card suit may mean the wasting of a significant spot card. The lead of the 9 from K J 9 2 may work out badly. The fifth-best lead is often less clear to partner than a fourth-best lead from a five-card holding. Related: Third-Hand Play.

If the lead is third-best, the Rule of Twelve applies instead of the Rule of Eleven (Rules). If the lead is fifth-best, the Rule of Ten applies.

Partnerships should discuss what to lead from interior sequences if using third and fifth leads; as usual, having an agreement is more important than what you agree. For example, from K-10-9 or Q-10-9 do you lead the 9 or 10? From K-J-10 do you lead the jack or 10?

THIRD-HIGHEST LEAD. The lead of the highest card but two. This is standard when holding three cards headed by an honor. When the suit is longer, the third highest is led as a matter of system by some players. In fact, many players are using Third and Fifth Leads. This type also may be used as a deceptive lead. A player who holds 10-5-4-2 and a weak hand may choose to lead the 4 followed by the 2. His purpose is to suggest a five-card suit in the hope that declarer will make losing avoidance plays that are unnecessary and that he would not have made if he had known that the opening leader’s suit was a four-carder. Related: Rule of Twelve and Journalist Leads.

THREE LOW CARDS, LEAD FROM. There are three distinct schools of thought.

(1) Top of nothing. The traditional lead of the 8, for example, from 8-5-2 is advocated in many textbooks. This has the advantage of informing partner immediately that no high honor is held, but it has some disadvantages. It clarifies the suit distribution for the declarer also, and it leads to ambiguity on the second round because partner cannot be sure whether the lead was from three cards or two, and it may waste a significant card, especially if the lead is an unsupported 9.

Partners using this treatment must agree which card should be played on the second round of the suit. Most experts believe

in following with the middle card, whether leading or following suit. This identifies a doubleton with certainty if the second card is the lowest possible. There is no technical objection to the alternative of following with the lowest card, in which case a doubleton is identified if the second card played is the highest possible. Whether or not there is partnership agreement, it is important to play in tempo. Hesitation clearly shows the three-card holding and is unethical.

(2) Low lead. Most American experts now favor this, in line with third and fifth leads. This avoids the disadvantages of the top of nothing lead, but leaves partner in doubt whether the lead is from an honor. An obvious exception occurs when the highest card is led in the suit that has been bid by partner and raised by the opening leader.

(3) MUD. The lead of the middle card, usually to be followed by the top card. The term is derived from the initial letters of middle-up-down. This lead is used by fewer and fewer pairs. Ambiguity is possible on the second round. Partner may be unsure whether the leader has an honor.

A few expert partnerships have no clear-cut agreement, but use the method that seems best adapted to the particular situation. The top card is led if partner is likely to need to know about honors rather than length. The bottom card is led if length is the vital factor. And the middle card is chosen if the defender wants to keep declarer in doubt. Related: Opening Lead.

TRELDE LEAD. Developed by John Trelde of the Netherlands. A method of leading from honor sequences to distinguish between a sequence of three touching honors and a sequence of only two touching honors. The principle is that from a three-card sequence, the highest card is led. From a two-card sequence, the second-highest card is led. Partner should be able to determine which combination the lead is from by his and dummy's holding in the suit. Leads from A-K doubleton, a suit headed by A-K-Q and internal sequences follow accepted practices. Related: Opening Lead.

UNDERLEAD. In Australia the term "underlead" is used to describe the Rusinow style of leading second from honor sequences. In other parts of the world, an underlead means to lead a low card from a holding that includes a high card such as the ace, king or an honor sequence.

UPSIDE-DOWN SIGNAL. The use of a low card in defense to encourage a continuation of a suit, or a shift to a suit, and a high card to discourage. The method is credited to Karl Schneider, but seems to have been first published by E.K. O'Brien in a *Bridge World* article in 1937.

The chief theoretical advantage of this procedure is the preservation of high cards in strong holdings, for example:

♠ 10 7 6 3
 ♠ J 5 ♠ K Q 9 2
 ♠ A 8 4

West leads the ♠J against 3NT because his own suit has been bid by declarer. East has to drop the 2 because he cannot spare the 9. Using normal methods, it is now difficult for West to continue the suit when he gains the lead. But he continues happily using upside-down signals.

Other advantages claimed for this method are that it is harder for declarer to falsecard effectively, and that a single discard signal during the defense may be clearer than with normal methods.

As with standard signals, the appropriate counter for the declarer is to signal as if he were a defender: Play low to encourage, high to discourage. This gives the best chance to scramble the signals and confuse the signaler's partner. Related: Count Signals, Scanian Signals.

VINJE SIGNAL. A method of signaling devised by Helge Vinje of Norway that pinpoints many distributions and situations that are ambiguous in standard signaling. A full explanation of the method is contained in Vinje's 1989 book, *New Ideas in Defensive Play in Bridge*.

Distribution Signal: The length of a suit is shown by leading (counting lead) or by following suit or by discarding (counting signal) in this manner:

2-card suit:	high-low	shows an even number
4-card suit:	next lowest – lowest	shows an even number
6-card suit:	third lowest – lowest	shows an even number
3-card suit:	lowest – next lowest	shows an odd number
5-card suit:	lowest – next lowest	shows an odd number
7-card suit:	lowest – third lowest	shows an odd number

The New Third-Hand Rule: On a counting lead from a long suit against a notrump contract, third hand should play high except in the following case: If dummy and third hand hold only spot cards in the suit, and the sum of leader's, dummy's and third hand's cards totals 11, third hand should play his lowest card.

The New Trump Signal: The new trump signal indicates the distribution type. High-low shows the hand has the distribution pattern of one suit with an even number of cards, three odd. Low-high shows the hand has the distribution pattern of one suit with an odd number of cards, three even.

Positive and Negative Signal: Positive or negative signals to show strength or weakness should be used generally on ace leads in situations where the defenders are obviously compelled to take their quick tricks immediately.

They should be used particularly on ace leads against slam contracts. The lead denies the king and asks primarily for the king in partner's hand. They should also be used on honor leads, in accordance with the rules for signaling on sequence leads against notrump contracts and against trump contracts. A positive signal is given by playing the lowest card in the suit. A negative signal is given by playing the third lowest card in the suit but the next lowest if the third lowest is an active card.

Suit Preference Signal: The suit-preference signal should be used in situations where the defender in the lead is obviously compelled to switch to a suit other than the one played, and needs guidance from his partner. When partner plays an unusually high card, he wants the higher ranking of the possible suits in return. When partner plays a low card he wants the lower ranking of the possible suits in return.

Combined Signaling: The use of a positive or a negative

or a suit preference signal should be combined with a delayed distributional signal according to the following rules: The first signaling card indicates a positive or a negative or a suit preference signal, according to the respective rules. The second signaling card in the same suit is a delayed distributional signal indicating the remaining length in that suit.

ZERO OR TWO HIGHER LEAD. An opening lead convention designed to eliminate the ambiguity of standard honor leads. The lead of the 10 or 9 promises either zero or two higher honors in the suit. The lead of the jack denies a higher

honor. Leads of the ace, king and queen retain their standard meanings. These leads may be used against any contract or only against notrump, and may also be used throughout the deal. Proponents claim that the opening leader's partner usually has no trouble deducing the true situation, and that it keeps declarer in the dark better than do Journalist Leads or Rusinow Leads. Detractors consider that they give too much away to the declarer.

As play progresses in a contract, defenders' use of the zero or two higher agreement has considerable technical merit because the defenders can work out who needs to know what is going on in the suit, and lead honestly, or not, as the case may be.



Sydney Rusinow came up with a new system of honor leads.



A defensive shift might not be obvious to everyone, but it is to Matt Granovetter.



William McKenney didn't invent suit-preference signals, but he helped promote the idea.



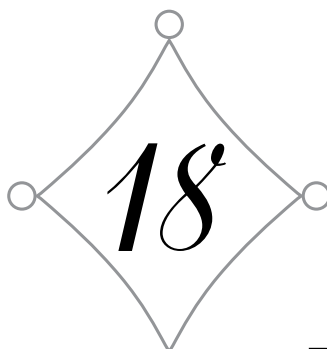
Scanian signals as described by Anders Wirgren combine standard and upside-down methods.



Kit Woolsey (along with Ed Manfield) had some interesting suit-preference ideas.



Many tournament players use discards as described by Hy Lavinthal.



ADVANCED PLAYS

Most players know how to take a simple finesse. It's one of the first plays learned after instructions about drawing trumps. More advanced plays, covered in this chapter, require some study for recognition, the first step toward pulling off the kinds of maneuvers that attract the notice of other good players. This is a chapter for re-reading from time to time as a refresher. Some of the entries in this chapter are taken from the French classic, *Larousse du Bridge*.

BACKWARD FINESSE. An unnatural finessing maneuver that may sometimes be made for special reasons.

- (a)
- | | | |
|---------|---------|------------|
| ♠ Q 5 4 | ♠ A 3 2 | ♠ 10 8 7 6 |
| | ♠ K J 9 | |
- (b)
- | | | |
|---------|----------|-----------|
| ♠ A J 4 | ♠ K 3 2 | ♠ 9 7 6 5 |
| | ♠ Q 10 8 | |

In (a), the normal play is to finesse the jack, which is an even chance. As the cards lie, it is easy to see that the winning play is to lead the jack. If this is covered, South finesses the 9 on the way back.

Similarly, in (b), the normal play is to finesse the 10 after leading to the king, but the lead of the 10 is essential in the position given, with a finesse of the 8 to follow. The position of the ace is irrelevant.

There are three possible reasons for selecting the backward finesse. First, there may be a good reason to believe that the natural finesse will fail, based on an inference from an opening bid, for example, or a failure to open the bidding.

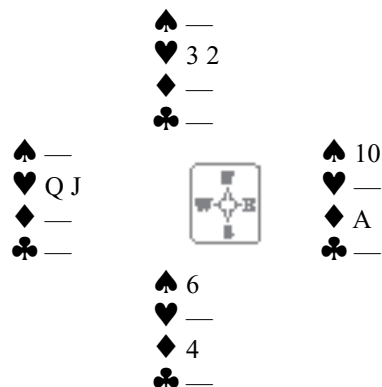
Second, the backward finesse may be an avoidance play. Suppose that in both of the above cases the declarer has an extra low card in his own hand and in the dummy, and needs three tricks without allowing West to gain the lead. His best play is the jack in (a) and the 10 in (b). It is doubtful whether this should be classified as a backward finesse, because South may well reject the finesse on the way back.

Third, the play may be selected when shooting for a top in a pairs event or playing for a swing in a team-of-four match.

In defense, the backward finesse can be a natural play dictated by cards visible in dummy. Related: Surrounding Play.

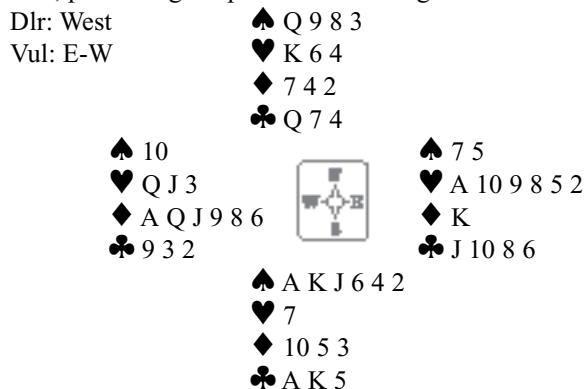
COUP EN PASSANT. The lead of a plain suit card to promote a low trump behind a higher trump. The term is taken from chess.

In the following position, spades are trump. The lead is in the North hand.



Declarer (South) holds no more winning cards, but when a heart is led from the North hand, South makes a trick with the ♠6. If East discards, South ruffs the heart. If East ruffs with his master trump, the ♠6 wins the final trick. In the above example, if East held ♠10-5, South would score the ♠6 en passant in a similar manner, overruffing if East ruffed low, and discarding if East ruffed high. Related: Elopement.

CROCODILE COUP. A defensive maneuver to foil an impending endplay. Like a crocodile opening his jaws, a defender in second seat wins a trick with an unnecessarily high card, preventing his partner from being thrown in.



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♦	Pass	Pass	3♠
Pass	4♠	All Pass	

West leads the ♥Q and ♥J. South ruffs, draws trumps, ruffs dummy's last heart and cashes his club tricks. He then leads a low diamond from his hand. If West plays the 9, East must win and concede a ruff-and-discard. West must count declarer's distribution, realize that the defense needs three diamond tricks to defeat the contract and rise with the ♦A – a Crocodile Coup.

DENTIST'S COUP. The removal of a safe exit card from an opponent's hand. In the 2001 Cavendish, Italy's Giorgio Duboin landed this slam in a pretty way thanks to a Dentist's Coup.

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

West opened 1♠ and was raised to 4♠ by East after North made a takeout double. The final contract was 6♥.

West led the ♠Q against 6♥. Duboin thought it likely West held ♥A J x (x) as he had opened and East-West held only 12 high-card points between them and East had raised on a mere four-card suit, so he was almost certain to have a singleton or void, and it was most probably in hearts. Thus the plan was to finesse the ♥J.

Some declarers, who had reached the same conclusion, played a heart from dummy to South's queen. West won with the ace and switched to a diamond. Now declarer could not enter his hand for the finesse because West also held a doubleton in diamonds.

Duboin foresaw this problem. Before touching trumps, he cashed two top diamonds. Only then did he play a heart to the queen. West could win with the ace but had to let South in by playing a club or a spade or by playing a third diamond (if he had one) which declarer would ruff.

In practice, West played a club. Duboin won with the queen, finessed the jack of hearts and made the remainder of the tricks.

Why Dentist's Coup? South extracts West's exit cards as if he were a dentist removing teeth.

DEVIL'S COUP. Often called the disappearing trump trick. The defenders' seemingly sure trump trick vanishes thanks to a certain lie of the cards. Two examples:

1.

♠ A K Q 2
♥ K 7 3
♦ A
♣ 10 9 7 5 4
♠ 5
♥ A 10 9 4 2
♦ K Q J 9
♣ A 3 2

Contract 7♥. Opening lead ♠J.

a. In the Devil's Coup line, declarer cashes three spades, discarding clubs, ruffs a spade, cashes the minor-suit aces, ruffs a club, cashes two diamonds, ruffs the last diamond, and leads a club from dummy, hoping for this position:

♠ —		♠ —
♥ K 7		♥ Q 8 5
♦ —		♦ —
♣ 10		♣ —
♠ —		♠ —
♥ J 6		♥ A 10 9
♦ —		♦ —
♣ J		♣ —

If East ruffs low, declarer overruffs. In the two-card ending, dummy has ♥K 7 and declarer holds ♥A 10. If East ruffs with the queen, South overruffs and runs the ♥10 through West.

This is very low percentage play, however. Playing for a Devil's Coup succeeds when West is 4=2=4=3 with honor-low in hearts, about 2.8%. It also succeeds when West is 4=3=4=2 with three low hearts, another .5%, for a total of about 3.3%.

It is difficult to formulate a general rule as to whether it is better or worse than the straightforward method of drawing trumps. The best play depends upon several factors. If you start by trying for the coup, there's often a chance of recovery when you see the coup cannot succeed. The straightforward line is playing for ♥Q J doubleton or a singleton honor with West – about 9%.

If you try for the coup and East shows out on the fourth round of spades, you can still try for Q-J tight in East or honor singleton in West. If either hand ruffs earlier, or West ruffs on the fourth round, you are down. The straightforward line is better.

2.

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

With this deal, there is work to be done besides picking up trumps. You need two diamonds ruffs in dummy or one ruff and a club split or a squeeze. That extra work reduces the percentages of the straightforward line to a bit over 4%. Here, it may well be worth starting with the Devil's Coup line and switching if it cannot work. The pure coup line is again 3.3%. The combined line may well be better. These factors are involved:

a. The trump spots. In the first deal, if West ruffs with the 8 from 8-x-x on the fourth round of diamonds, you can no longer pick up Q J tight in East. In the second, where dummy and declarer each have a high spot, that is not possible:

K 10 7

A 9 5 4 3

If West ruffs from 8-x-x or Q J, you can overruff in North and still pick up trumps. Similarly, can you pick up stiff honor opposite honor-fourth? In deal one, you can. In the second, you can't. In a *Bridge World* deal, the trumps were:

K 10


A 8 5 4 3 2

Now there is no straightforward play, only a possible coup, and the only chance is to play for West to hold honor-9 doubleton.

b. What else is to be done? If trumps are the only problem, as in the first deal, the straightforward line may well be better.

c. Card-reading. The lead may make it more or less likely that the distribution needed for the Devil's Coup exists. In the first hand, West's spade lead might suggest that West isn't short in spades, so there's less chance he will ruff. In grand slam contracts, West's failure to lead a trump might make the x x x - Q J distribution in trumps less likely. Related: Smother Play.

DESCHAPELLES COUP. The lead of an unsupported high honor to establish an entry to partner's hand. This sacrificial play was invented by Alexandre Louis Honoré Lebreton Deschappelles.

<p>♠ 3 2 ♥ Q 8 6 ♦ K Q J 9 6 3 ♣ 7 5</p>		<p>♠ 9 8 7 6 5 ♥ K 9 7 5 ♦ A ♣ A 4 2</p>
<p>♠ A Q 10 4 ♥ A J ♦ 8 7 5 4 ♣ 8 6 3</p>		<p>♠ K J ♥ 10 4 3 2 ♦ 10 2 ♣ K Q J 10 9</p>

The blocked diamond position makes it very difficult to defeat South's highly optimistic 3NT contract. East overtakes the ♦K lead with his ace perforce, and must hope that his partner has a queen outside diamonds. If West has the ♣Q, the contract will be defeated automatically, so East assumes that his partner holds the ♥Q. The return of the ♥K is the key play. East can switch to a spade at trick two to threaten communication between the North and South hands, but after East ducks two rounds of clubs, he must switch to the ♥K to defeat the contract. Otherwise, declarer can win a spade switch in hand, cash the

clubs and get to dummy's two high spades with the ♥A. A simpler play is to put the ♥K on the table at trick two.

Whether or not South ducks, West's ♥Q is established as an entry, and South can be held to five tricks. Note that the play of the ♥K cannot give South his contract if West has the ♣Q: South's maximum would then be eight tricks. Related: Merrimac Coup.

DESPERATION LEAD OR PLAY. A lead or play made in defiance of the dictates of safety when defensive prospects seem poor, a tactic usually reserved for rubber bridge, not duplicate. For example, after this bidding:

West	North	East	South
	Pass	1♠	Pass
3♠	Pass	4♠	All Pass

South has to lead from:

♠ 8 7
♥ K 4
♦ J 8 5 4 2
♣ 9 7 4 3

The lead of the ♥K is a desperation lead trying to promote a heart ruff for South. North may hold the ♥A or the ♥Q and ♠A.

DISCOVERY. The process of maneuvering the play in order to learn vital information about the hidden hands. Terence Reese gives this example in *The Expert Game*.

♠ 10 8 4 2
♥ K 9 8 3
♦ A Q 4 3
♣ Q

♣9 led

♠ A Q J 9 7 5
♥ —
♦ 6 5 2
♣ A K 7 4

With neither side vulnerable, South opens 1♠ in fourth seat. North raises to 4♠, and South bids 6♠.

South will look first to see if there is any reason for cashing the ♠A, playing for some elimination position if the king doesn't drop. The chances of this are obscure, so he may judge that the contract depends on one of two finesses and lead a spade for a finesse of the queen.

It is possible to improve on that play. At the second trick, declarer should lead the ♥K from dummy. If East covers with the ace, South ruffs and finesses the ♦Q. East wins with the king and leads the ♠6. Now South has discovered for sure that East holds the ♥A and ♦K. West led the ♣9, so it is probable also that East holds the ♣J-10. If South wants to look further, he can place East with intermediate cards in hearts and diamonds, for had West held a solid sequence in either suit, he would presumably have led it.

In short, South has built up for East a hand on which, if it contained the ♠K as well, he might well have opened the bidding third hand. Having reached this point, South may decline the spade finesse and play for the drop of the singleton king.

A different type of discovery play can be aimed at determining a suit division.

♠ Q 8 3
 ♥ 8 4
 ♦ 8 7 2
 ♣ K Q 8 4 3
 ♥3 led ♥10 played
 ♠ A K 5
 ♥ K 9 6
 ♦ K Q J 10 5
 ♣ A 6

South opens 2NT and is raised to 3NT. He wins the first trick with the ♥K, and has to choose between playing diamonds and clubs. The diamond play wins if the heart suit is split 4-4; the club play wins if the clubs split 3-3.

The even club split is slightly more likely mathematically, and the heart lead increases the chance that West has a five-card suit. But instead of plunging on clubs, South can give himself both chances if the defenders are good players. At the second trick he leads the ♣6 to dummy's king, followed by a low club to the ace. West is likely to signal his club length by playing low from a three-card holding or high from two or four. If West's club plays indicate that the suit will not break, South abandons clubs and tries diamonds. This preserves the chance of making the contract if the hearts are split evenly and avoids a possible two-trick defeat. Related: Count Signal.

Discovery plays by the defenders are very rare. The following example is from the 1961 British International Trials.

Dlr: East
 Vul: Both

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

West	North	East	South
		Pass	Pass
1♥	Pass	2♥	2♠
Dbl	2NT	Pass	3♦
Dbl	All Pass		

West led the ♥K, captured by dummy's ace. South led a spade to his jack, and West won with the queen. It was clearly necessary for the defenders to lead trumps, but the lead of the queen would have blocked the suit and prevented the defenders from playing three rounds advantageously. West judged that his partner must have a high diamond honor or the ♣Q. To learn which, he led the ♣A to get an attitude signal. When East dropped the ♣3 it was clear that he did not hold the ♣Q, so West shifted to the ♦3. South was held to six tricks, losing 800.

Another discovery play occurs when a defender is in third seat after the opening lead against a suit contract and dummy is weak. When third hand has K-J-x (x), he will usually play the jack. This may force the ace and indicate the location of the queen.

DOUBLE COUP. A trump coup in which two ruffs are necessary to achieve the required end position.

DOUBLE GRAND COUP. A play by which declarer twice ruffs winning cards in order to reduce the hand that is long in trumps to the same length as that of an opponent, in preparation for a coup.

DUMMY REVERSAL. A procedure by which the dummy is made the master hand while the short hand is used for drawing trumps, as in the following. Generally speaking, it is advantageous to ruff only in the hand that contains shorter trumps, but in a dummy reversal, extra tricks may sometimes be developed by ruffing in the long hand and later using dummy's trumps to extract those of the opponents.

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

South plays in 4♠, and the defense cash their three heart tricks. A spade switch defeats the contract, but West continues with a diamond. Can declarer take advantage of the defensive slip?

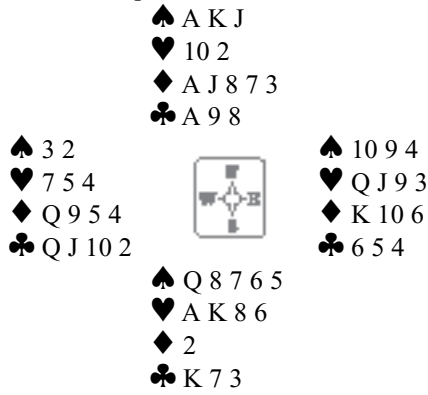
Superficially, it seems that declarer must bank on an even division in clubs or alternatively draw two rounds of trumps and then attempt to ruff the fourth club in dummy in case they divide unevenly. Both lines are inferior to the dummy reversal, which requires only a 3-2 break in trumps. Dummy wins the diamond, and a low diamond is ruffed with the ♠A. Dummy is re-entered twice in spades – declarer conserving his low trumps for that purpose – to ruff the remaining diamonds with the king and queen, leaving this position:

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

Declarer now crosses to dummy's ♣Q, and leads the ♠J, simultaneously extracting the last trump and discarding his losing club. Declarer takes the last two tricks with the ♣A-K. Note that declarer can switch plans after drawing two spades if they are 4-1.

Sometimes the decision to “reverse,” or establish the

dummy in preference to his hand, is forced upon declarer by the character of his trump suit.

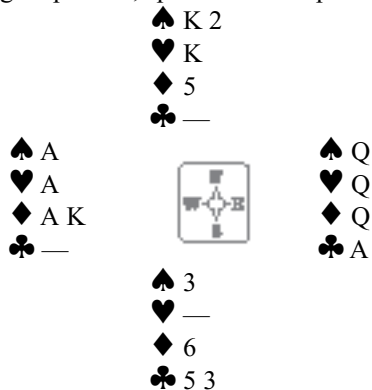


The contract is 6♠, and West leads the ♣Q. If declarer attempts to ruff his losing hearts in dummy, he will promote a trump trick for East. Together with the club loser, that will spell defeat. However, by ruffing three of dummy's diamonds in his hand – establishing the fifth diamond in the process – he can utilize dummy's trumps for drawing purposes. That way he makes his slam, losing only a club trick.

The play goes as follows: ♣K, diamond to the ace, diamond ruff, spade to the ace, diamond ruff, spade to the king, diamond ruff with the ♠Q. Now a club to the ace allows declarer to discard his losing hearts on the ♠J and long diamond. He will concede a club at trick 13.

ELIMINATION. Part of the preparation for an endplay in which (1) neutral suits are all played from declarer's and dummy's hands, (2) the last of such plays saddling a defender with the lead in order to force the defender to make a lead desired by the declarer. The play of the neutral cards is referred to as a strip play, the saddling of a defender with the lead as a throw-in play. Related: Partial Elimination.

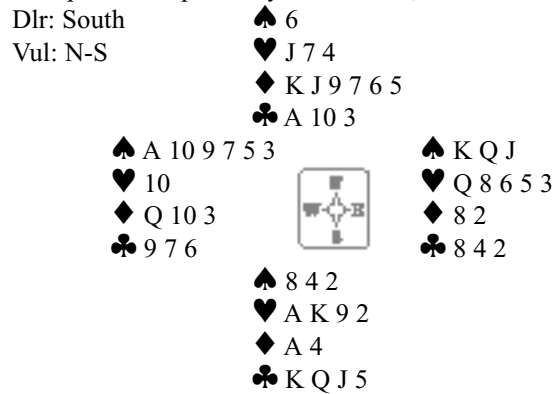
ELOPEMENT. A term coined by Geza Ottlik of Budapest, Hungary, in a series of *Bridge World* articles to describe coups by which a player scores a trick or tricks with trumps that would not ordinarily have sufficient rank to take a trick. The simplest type of elopement is a Coup en Passant. In the following elopement, spades are trump:



South leads a club and, remarkably, takes three tricks. If West ruffs, a diamond is discarded from dummy. If West throws a diamond, the club is ruffed in dummy and a heart is ruffed in the South hand, and the lead of South's last club is a coup en passant. If West instead throws the ♥A, the club is ruffed and

the ♥K provides a discard for South's losing diamond while West ruffs with his master trump.

The following example is taken from the Daily Bulletin at the 2005 Summer NABC in Atlanta. It was played by Mary Oshlag of Memphis and reported by her husband, Richard Oshlag.

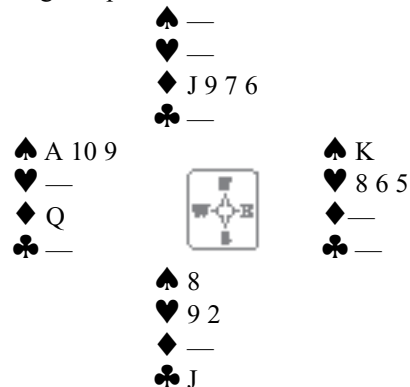


West	North	East	South
			1NT
2♣ (1)	3♠ (2)	Pass	4♥
All Pass			

(1) Single-suited hand.

(2) Splinter: singleton or void in spades.

With no spade stopper, Mary opted for the 10-trick game in hearts. West got the defense off to the best start, leading the ♥10, covered all around. Mary won the ♥K and got out of her hand with a low spade. East won and continued with a low heart. Mary won with the ace, ruffed a spade, then cashed three rounds of clubs. She then played the ♦A and a diamond to the king, leaving this position:



Mary had eight tricks in and a master trump, but she needed one more trick. When she led the ♦6 from dummy, she put herself in position to elope with her low trump. Just check out what happens to East. If he discarded the ♠K, Mary would make her ♥2 immediately with a diamond ruff. East therefore ruffed in with the ♥5. Instead of overruffing, Mary discarded her losing spade. Now East again faced a Hobson's Choice – let Mary use her ♥2 to ruff a spade, or exit with a heart, at which point Mary would win with the 9 and play the good ♣J, forcing East to use his last trump. She would get the ♥2 by ruffing a spade at the end for the game-going trick.

Note: Hobson's Choice is not strictly a bridge term but refers to what is a free choice with only one option. Named after a 16th-Century livery stable owner, Thomas Hobson of Cambridge, England. Hobson offered customers the choice of the horse nearest the stable door – or none at all.

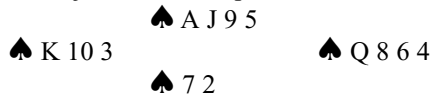
ENDPLAY. A play taking place usually toward the end of the deal, though sometimes earlier. The preparation for an endplay may begin as early as the first or second trick, the object being to win at least one additional trick. Endplays are essentially of three types: the forced lead or throw-in play; the coup or trump-reducing play, and the squeeze play. Many variations of each type occur. Endplay is often given a restricted meaning as a synonym for throw-in: "East was endplayed." Related: Trump Coup, Smother Play, Throw-in and Underruff.

ENTRY-KILLING PLAY. A play made with the object of cutting the opponents' entry to a particular hand. Special varieties of this are discussed under Merrimac Coup (by the defense) and Scissors Coup (by the declarer).

The following are typical maneuvers by second hand when dummy is entryless:



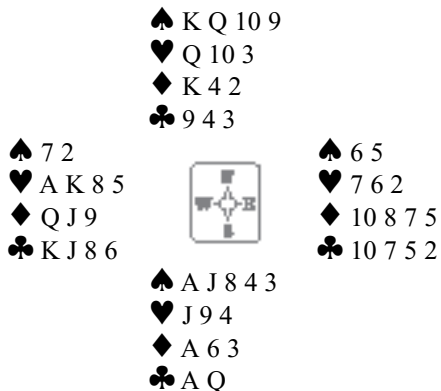
When South leads the suit, West must play the queen to hold South to one trick in the suit. If he plays low, East must allow the 10 or jack to hold to prevent South making four tricks.



When South leads, West must again play high. If he plays low, South can make a second trick in the suit by finessing the 9.

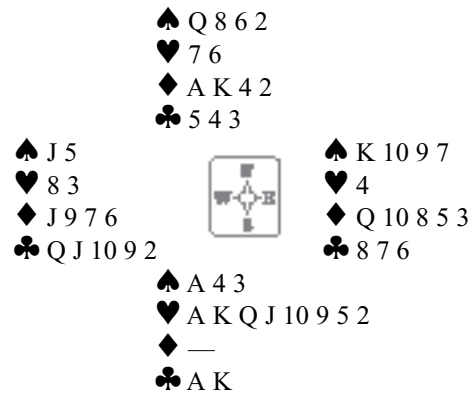
Similarly, plays can be made by the declarer. If East were declarer in these two cases, he would play high from dummy on a lead from South if he could judge the situation accurately.

EXIT PLAY. A defensive unblocking maneuver executed in order to avoid a throw-in.



South is in 4♠ after an opening bid on his left, and West leads three rounds of hearts. Declarer wins, draws trumps, and plays the ♦A, ♦K and another diamond, hoping to throw West in for a favorable club lead. West, however, makes an exit play, unblocking the queen and jack on the first two diamond leads, and retaining the 9, which his partner overtakes on the third round to play a club, defeating the contract.

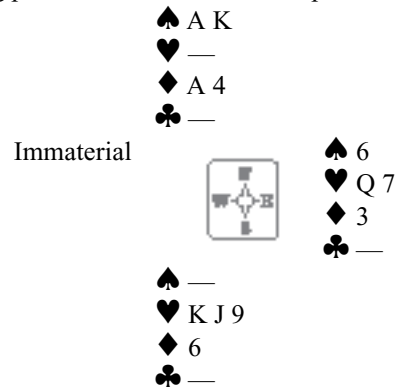
GAMBIT. A deliberate sacrifice of a trick in order to gain additional tricks. The term is borrowed from chess.



West leads the ♣Q against South's contract of 6♥.

Declarer, at trick two, must play one of his two low trumps and concede an otherwise unnecessary trick to the 8. This forces a trump entry to the dummy, and permits South to discard his two spade losers on dummy's diamond winners. A spade lead would have defeated the contract. Related: Greek Gift.

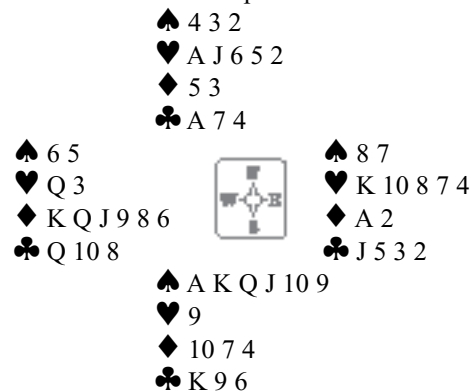
GRAND COUP. A play by which declarer deliberately shortens his trump holding by ruffing a winner in order to achieve a finessing position over an adverse trump holding in an end position.



Declarer, in a heart contract, has discovered West to be void of hearts. With the lead in the dummy, declarer leads the ♠A and ruffs it. He re-enters dummy with the ♦A to lead any card at trick 12. East must ruff and declarer overruffs.

LOSER ON LOSER. The act of playing a card that must be lost on a losing trick in some other suit. This technique can be valuable in many situations, the most common of which follow.



(1) To allow a safe ruff to produce a trick.



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♦	Pass	3♦	3♠
Pass	4♠	All Pass	



West leads the \spadesuit K. East overtakes with the ace and continues the suit. West wins and plays a third diamond. South realizes that East will be able to overruff dummy. He therefore plays a loser on a loser by discarding a club from dummy. Declarer can later ruff a club in dummy safely.

(2) To allow a safe re-entry.

\spadesuit 5 4 3 2 \heartsuit A 3 \diamondsuit 6 5 \clubsuit A 7 6 4 2		\spadesuit Q J 9 6 \heartsuit J 8 6 \diamondsuit J 9 8 \clubsuit Q 5 3																	
\spadesuit A K 10 \heartsuit Q 5 \diamondsuit Q 10 7 4 2 \clubsuit K J 10		\spadesuit 8 7 \heartsuit K 10 9 7 4 2 \diamondsuit A K 3 \clubsuit 9 8																	
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;"><i>West</i></td> <td style="width: 25%;"><i>North</i></td> <td style="width: 25%;"><i>East</i></td> <td style="width: 25%;"><i>South</i></td> </tr> <tr> <td>1NT</td> <td>Pass</td> <td>Pass</td> <td>2♥</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>2♠</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>3♥</td> <td>All Pass</td> <td></td> </tr> </table>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1NT	Pass	Pass	2♥	Pass	Pass	2♠	Pass	Pass	3♥	All Pass				
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																
1NT	Pass	Pass	2♥																
Pass	Pass	2♠	Pass																
Pass	3♥	All Pass																	

West leads three rounds of spades against 3♥, and declarer ruffs. Two rounds of diamonds are cashed and the third round is ruffed in the North hand. After cashing the ♥A, declarer must now re-enter his hand to continue drawing trump. If he leads ace and another club, East will win and his spade continuation will create two trump tricks for the defense. Instead, declarer cashes dummy's ♣A and then leads a fourth round of spades, playing a loser on a loser by discarding his remaining club. The defense is now helpless. Declarer is somewhat fortunate in the distribution of the East-West minor-suit cards but has nothing to lose by attempting this play.


(3) To prevent a later overruff threat.

\spadesuit — \heartsuit A K Q 7 \diamondsuit 10 7 6 5 3 \clubsuit J 7 4 3		\spadesuit A 5 3 2 \heartsuit 10 8 6 5 \diamondsuit 9 8 \clubsuit A 9 5	
\spadesuit J 4 \heartsuit J 9 4 \diamondsuit K Q J 4 \clubsuit K 10 8 2		\spadesuit K Q 10 9 8 7 6 \heartsuit 3 2 \diamondsuit A 2 \clubsuit Q 6	

With East-West vulnerable, South opens 4♠ and buys the contract. West leads the \diamondsuit K, which declarer wins. An immediate discard is necessary, so South takes three rounds of hearts, discarding his losing diamond. If South now fails to play dummy's last heart, careful defense will obtain two club tricks and two trump tricks. East will lead his last heart at a later stage, promoting West's trump jack. Related: Trump Promotion.

Instead, South uses the loser-on-loser technique. He leads dummy's remaining heart, discarding a club loser. East wins this trick, but the contract cannot be defeated.

(4) To prevent a particular opponent from gaining the lead.

\spadesuit A 6 4 2 \heartsuit — \diamondsuit J 10 9 5 \clubsuit A K Q 8 3		\spadesuit K J \heartsuit A K 4 \diamondsuit A 7 4 3 2 \clubsuit J 10 6	\spadesuit 7 \heartsuit J 10 9 8 7 6 5 \diamondsuit K Q \clubsuit 5 4 2												
\spadesuit Q 10 9 8 5 3 \heartsuit Q 3 2 \diamondsuit 8 6 \clubsuit 9 7															
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;"><i>West</i></td> <td style="width: 25%;"><i>North</i></td> <td style="width: 25%;"><i>East</i></td> <td style="width: 25%;"><i>South</i></td> </tr> <tr> <td>Pass</td> <td>2NT</td> <td>2♥</td> <td>Pass</td> </tr> <tr> <td>All Pass</td> <td></td> <td>Pass</td> <td>3♠</td> </tr> </table>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	Pass	2NT	2♥	Pass	All Pass		Pass	3♠			
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>												
Pass	2NT	2♥	Pass												
All Pass		Pass	3♠												


West leads the ♣K and (erroneously) continues with the ace then the queen. South observes that the bidding suggests West is void of hearts. He therefore plays a loser on a loser by discarding a diamond on the third club. If South ruffs the third club, West will shift to a diamond after winning the second round of spades. South will then be unable to enter his hand without surrendering a heart ruff. After South's discard on the third trick, his contract is safe as the cards lie. Related: Avoidance.

(5) To establish one or more tricks in the suit played.

<i>West</i> \spadesuit A K J \heartsuit — \diamondsuit A 3 \clubsuit A K J 10 9 8 7 3	<i>East</i> \spadesuit 5 4 3 \heartsuit K Q 4 \diamondsuit 10 7 6 5 \clubsuit Q 6 2
---	---

Against West's contract of 6♣, North leads the \diamondsuit K. West wins and draws two trumps ending in the East hand. He should now lead the ♥K from dummy, throwing a loser on a loser by discarding his diamond if South does not cover. If North wins the ♥A, the ♥Q will provide a discard for the ♠J. (Naturally, West retained an entry to the East hand in clubs by cashing the ace and playing the jack to the queen, retaining the 3.) If South has the ace, either the ♥K will win or the ace will be ruffed out. Declarer can then try the spade finesse for an overtrick.

(6) To help establish a side suit. Related: Avoidance.

\spadesuit K Q 3 \heartsuit J 9 7 \diamondsuit A 7 6 3 2 \clubsuit 6 4		\spadesuit 10 \heartsuit A K 10 8 5 \diamondsuit 10 5 \clubsuit A Q 10 9 2	\spadesuit J 9 \heartsuit Q 6 4 3 \diamondsuit Q J 9 \clubsuit J 8 7 3																
\spadesuit A 8 7 6 5 4 2 \heartsuit 2 \diamondsuit K 8 4 \clubsuit K 5																			
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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																
1♥	Pass	2♥	2♠																
3♣	3♥	Pass	4♠																
All Pass																			

West leads the ♥K, and all follow. West realizes that if he leads the ♥A, declarer will play a loser on a loser by

discarding a diamond. This will allow the diamond suit to be established by ruffing and prevent East from gaining the lead to annihilate the ♣K.


West therefore shifts to a trump (a diamond has the same effect). Declarer wins in dummy, playing the four from his own hand. Anxious to execute the loser-on-loser play, he leads the ♥9 from dummy. East shakes off a yawn and rises with the queen to prevent the diamond discard. Declarer ruffs with the ♠5, returns to dummy by leading the ♠6 to the remaining honor in dummy. The ♥J is led from dummy. East cannot cover, and declarer sheds a low diamond. West wins and grudgingly cashes the ♣A to prevent an overtrick. Despite the best defense after the opening lead, declarer triumphs by continuing after his loser-on-loser play and careful unblocking in the spade suit. Related: Unblocking.

(7) To avoid a force.

<i>West</i>	<i>East</i>
♠ A K Q J	♠ 10 8 5
♥ 3	♥ 9 8 7
♦ A 4 3	♦ 10 7 5
♣ A K J 9 5	♣ Q 10 8 2

Against West's 4♠ contract, the defense begins with two rounds of hearts. To avoid weakening his trump holding, West should discard losing diamonds on the next two rounds of hearts. A fourth round of hearts can be ruffed in the East hand. If the trumps break 3-3 or 4-2, declarer romps home. If declarer ruffs a heart too early, a 4-2 trump break may defeat him.

(8) To execute an endplay by creating a throw-in card:

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


Against South's 4♠ contract, West leads the ♥K. Declarer wins with the ace, ruffs a heart, and leads a trump. West cautiously rises with the ♠A and exits with a spade. Declarer wins and tries to drop the ♦J 10. On the third diamond, a club is discarded from dummy. South then leads the fourth round of diamonds. When West covers, declarer makes use of loser-on-loser technique by discarding another club from dummy. West is in, and must give away a trick.

(9) To execute an endplay by forcing an opponent to remain on lead. Related: Ruff and Discard.

(See next column)


West leads the ♠4, which is won by North's ace. Declarer draws three rounds of trumps and, placing West with seven hearts, cashes the two top diamonds and plays the ♥A and ♥J.

West is stuck on lead with only hearts remaining and must give up a ruff-and-discard. When he leads a heart, a diamond is thrown from dummy. South tosses a loser on a loser by discarding a spade from his own hand. West is forced to

	♠ A 3 2		
	♥ A J		
	♦ A 7 6		
	♣ 10 9 6 4 3		
♠ 4		♠ K Q J 9 8 7	
♥ K Q 10 8 7 3 2		♥ 9 6	
♦ J 10		♦ Q 9 5 3 2	
♣ J 8 2		♣ —	
	♠ 10 6 5		
	♥ 5 4		
	♦ K 8 4		
	♣ A K Q 7 5		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♥	3♥	4♠	1♣
Pass	5♣	All Pass	Pass

remain on lead. On the next heart, declarer ruffs in dummy and discards his last spade. He then crossruffs the balance of the tricks, having turned four losers into only two. West could counter brilliantly by permitting dummy's ♥J to win, after which declarer would have no recourse.

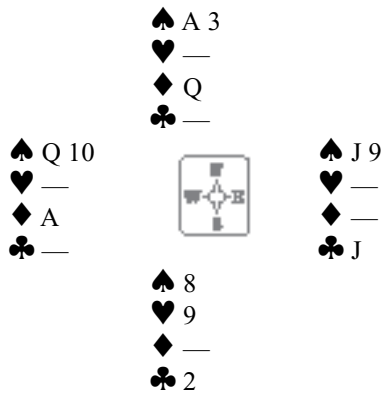
(10) To rectify the count for a squeeze. This use of the loser-on-loser technique has many variations. The following deal illustrates the method in a fairly complex setting.

	♠ A K 3		
	♥ 8 4 3 2		
	♦ Q 4 2		
	♣ 6 5 3		
♠ Q 10 7 2		♠ J 9 5	
♥ 6		♥ 7	
♦ A K 10 8 7 6 3		♦ J 9 5	
♣ 7		♣ Q J 10 9 8 4	
	♠ 8 6 4		
	♥ A K Q J 10 9 5		
	♦ —		
	♣ A K 2		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
5♦	5♥	3♣	4♥
All Pass		Pass	6♥

West leads the ♦K, and South surveys the situation. He realizes that if neither opponent is short of spades (a reasonable assumption on the bidding), an elimination will fail, and the only chance for the contract is a double squeeze. The ♦Q is a menace against West, and declarer's third club threatens East. But the count is wrong. Declarer must lose a trick before the squeeze will operate.

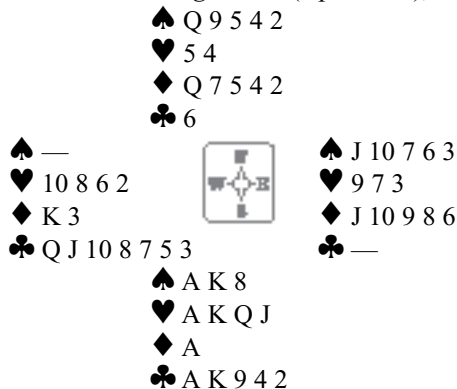
Where can this trick be lost? Certainly not in spades or clubs, for the loss of a trick in either of these suits will destroy the essential menace cards. Therefore, a trick must be lost in diamonds. Furthermore, this trick must be lost at once. If declarer attempts to give up a diamond trick later on, the defense will play a third diamond, quashing the diamond menace. Therefore, declarer must throw a loser on a loser on the first trick. He discards a spade.

West has no effective defense. His best play is a spade. Declarer wins and runs winners until this ending is reached.



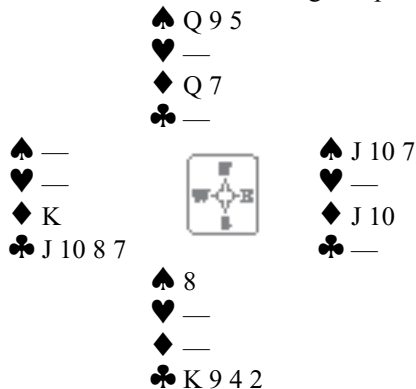
When South leads the ♥9, West must surrender a spade. Dummy discards the ♦Q and East is squeezed in spades and clubs.

MACGUFFIN. A card that is dangerous to possess but too valuable to discard. The term, coined by Don Kersey, derives from Alfred Hitchcock's word for such an item, perhaps a piece of microfilm or a list of names, that is a key plot element in a movie. Most examples involve elopement, but the following, from Kersey's article in *The Bridge World* (April 2000), is in notrump:



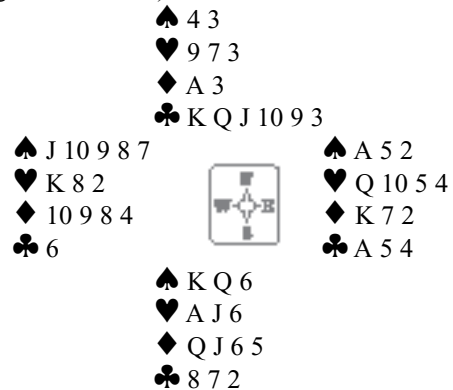
West	North	East	South
3♣	Pass	Pass	Dbl
Pass	3♠	Pass	4♣
Pass	4♦	Pass	5♣
Pass	5♦	Pass	5NT
All Pass			

The normal contract of 6♠ would be defeated by the terrible trump split. However, South lands in the weird contract of 5NT and the ♣Q is led. He wins with the ace and cashes the ♠A. When West discards a club, it seems there are only 10 tricks. But West's doubleton ♦K is a MacGuffin. South cashes the ♠K and red-suit winners reaching this position:



When the ♠8 is led, West will be endplayed if he keeps the ♦K. He will be given the lead in diamonds and allowed to win a club honor. So West throws his MacGuffin and South ducks in dummy. If East wins, he leads a diamond to dummy's queen, and another diamond puts him back in to be endplayed in spades. If he ducks, a low club lead endplays West after all.

MERRIMAC COUP. The deliberate sacrifice of a high card with the object of knocking out a vital entry in an opponent's hand, usually the dummy. Named after the *Merrimac*, an American coal-carrying ship sunk in 1898 in Santiago de Cuba Harbor in an attempt to bottle up the Spanish fleet (often misspelled Merrimack, in confusion with the Civil War ironclad that fought the *Monitor*).



South is the declarer at a contract of 3NT. A diamond lead defeats the contract trivially, taking the entry to the clubs out of dummy at trick one or two. West makes the more normal lead of the ♠J, which East wins with the ace. East can see that the ♦A is dummy's only entry after the ♣A is knocked out. Realizing that this entry must be taken out immediately, East plays the ♦K at trick two. It is the only play at that point with a chance to defeat the contract. Playing the ♦K at trick two holds declarer to eight tricks. Occasionally called Hobson's Coup.

MORTON'S FORK COUP. A maneuver by which declarer presents a defender with a choice of taking a trick cheaply or ducking to preserve an honor combination, except both decisions cost the defense a trick. If the defender wins the trick, he sets up another high card in the suit for declarer, while if he ducks, his winner disappears because declarer has a discard possibility.

The name is derived from an episode in English history. Cardinal Morton, chancellor under King Henry VII, habitually extracted money from wealthy London merchants for the royal treasury. His approach was that if the merchants lived ostentatiously, it was obvious that they had sufficient income to spare some for the king. Alternatively, if they lived frugally, they must be saving substantially and could therefore afford to contribute to the king's coffers. In either case, they were impaled on Morton's Fork.

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

South plays 6♠ after West has opened the bidding with 1♥ and receives the lead of the ♣K. South cannot profitably discard on the ♣A, so he ruffs the first round, draws the outstanding trump and leads a low diamond toward the queen. If West goes up with the ace, declarer subsequently discards two hearts on the ♦Q and ♣A, while if West withholds the ♦A, declarer discards his losing diamond on the ♣A and loses only one heart trick. Alternatively, had declarer judged that East held the ♦A, he could have couped that defender by leading a low diamond toward his king.

OBLIGATORY FINESSE. The play of a low card on the second lead of a suit in the hope that the adversary yet to play holds only the commanding card of the suit. The object of the play is to limit the number of losers in the suit when only two of the five honors are held. It is usually made when the position of the master card is marked and the adversaries originally held five cards of the suit. Thus, in the following situation:

♠ A 5 ♠ Q 7 4 2 ♠ J 10 9
 ♠ K 8 6 3

If South leads toward the North hand and the ace is not played by West, South puts up the queen and wins the first spade trick. South then leads a low spade from dummy. East plays one of his equals, and South must play a low card in the hope that West originally held only one guard to the ace. This play can lose nothing because if the cards are otherwise distributed, at least two tricks must be lost in spades in any event. Hence, an “obligatory” finesse is a play that cannot lose but may gain a trick.

PARTIAL ELIMINATION. A throw-in play depending on ruff-and-discard possibilities in which the stripping process is incomplete. In a perfect elimination, the declarer eliminates all the suits that a defender may safely lead and saddles him with the choice of conceding a ruff and sluff or leading into a tenace. A partial elimination, on the other hand, is so called because the declarer only partially eliminates the suits a defender may safely lead. Whether the defender will have to lead to the declarer’s advantage will depend on distributional hazards.

(See next column)

Playing in 6♠, South wins the heart lead and tests trumps. When West fails on the second round, South attempts an endplay to avoid taking the diamond finesse. He plays the second top heart, ruffs the third round in his hand, and takes his three top clubs before throwing the lead to East’s master trump. East has no hearts or clubs left, so he must lead away from the ♦K.

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

South’s maneuver is a partial elimination because he could only partially eliminate hearts. He did not have the entries to eliminate the hearts completely. This play had the added advantage that if East did have the 13th club as an exit card, he might have been unwilling to give declarer a ruff and sluff and led a diamond anyway. The ruff and sluff could not possibly help South because he had only one trump left and could not ruff both the club return and dummy’s last heart.

In the above example, the critical suit – hearts – was eliminated from two of the four hands. When the distribution is favorable, a partial elimination may succeed even though the critical suit has been eliminated from only one hand:

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

South is in 6♥. Declarer can make 12 tricks by means of partial elimination. He wins the spade lead, plays off the trump ace and eliminates the black suits. He cashes the ♦A and ♦K and exits with a trump. West wins, but he is the only player without a diamond in his hand. He has to return a black suit, and South ruffs on the table, discarding his losing diamond from the closed hand.


A partial elimination can also operate when one of the defenders still has a trump:

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

West opens 1♥, and South reaches a contract of 4♠ instead of 3NT. After a heart lead, prospects are poor, but a partial elimination offers the best chance. However, it is essential to keep at least one trump in each hand to profit from a possible ruff and sluff. This means that South can afford to draw only two rounds of trumps, and must therefore rely on West's having no more than two trumps.

South wins the heart lead, plays off the ace and queen of trumps, and continues with a second and third round of hearts, ruffing. He then plays the ♦A, ♦K and another diamond, throwing West into the lead. As expected, West has the outstanding high cards and has to offer a ruff and discard or concede a trick to the ♣Q.

PITT COUP. A play by which the declarer places himself in a position to lead through his left-hand adversary in a suit in which dummy holds a major tenace over the left-hand adversary's minor tenace. It frequently involves the unblocking of a trump suit in dummy and also may include a deliberate higher-than-necessary ruff with an honor in the closed hand so as to be able to lead low through West.

	♠ J 9 8 6		
	♥ 8 6 3		
	♦ 8 6 5 4 3 2		
	♣ —		
♠ 10 4 3 2		♠ Q	
♥ 9 5		♥ A Q J 10 7 2	
♦ K Q		♦ 10 7	
♣ Q 9 8 5 2		♣ A J 7 4	
	♠ A K 7 5		
	♥ K 4		
	♦ A J 9		
	♣ K 10 6 3		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♠
Pass	2♠	3♥	3NT
Pass	4♠	All Pass	

West led the ♥9. East took the ace and returned the suit. South won with the king. The ♠A was led, on which declarer called for the 8 from dummy (maintaining a two-way finesse situation against the 10). East's queen marked West with four spades to the 10. Declarer led the ♦A and another diamond, hoping for and getting the 2-2 split in the suit. West won the second diamond and returned a club, dummy discarding and East winning the ace. East returned the high heart, which declarer ruffed with the king. The lead of the ♠7 permitted South to take a finesse, playing dummy's 6. A further spade lead through West enabled declarer to unblock the high diamond from his hand on the fourth spade lead and win the balance of the tricks in dummy. The name of the play is arbitrary, resulting from the use of Pitt, Chatham, etc., in whist literature to designate particular players.

RESTRICTED CHOICE. The play of a card that may have been selected as a choice of equal plays increases the chance that the player started with a holding in which his choice was restricted.

The Rule of Restricted Choice is a rule of card play that

can enable the declarer to take the correct action in situations that used to be thought of as guesswork.

The underlying principles were first discussed by Alan Truscott in the *Contract Bridge Journal*. Later, these principles were unified by Terence Reese in his book *Master Play*.

The Basic Principle

Following is the sort of card combination that can call the Rule of Restricted Choice into operation:

Example 1:

North
♠ Q J 9

South
♠ 4 3 2

South has to develop a trick in this suit. He leads low to dummy's queen and East wins with the king. Upon regaining the lead, South again leads toward the North hand. Should South play the jack or 9 from dummy? Is one play superior or is South faced with a guess? If either East or West now holds both the ace and 10, South's play is immaterial. The jack will score if West holds the ace and East holds the 10. The 9 is winning play if West holds the 10 and East holds the ace.

It is important to notice that this summary is sufficient, for when it comes time for South to make the final decision, he already knows that East held the king. Thus, South can exclude from the reckoning all distributions in which East does not hold the king.

The two possible distributions of the East-West honors given above are equally likely to occur, but the two plays are not of equal merit. To the statement, "the two crucial defensive holdings are equally likely," should be added, "provided there is no information regarding the distribution of honor cards in the suit."

In fact, there is such information. There is a direct inference to be drawn from the fact that East won the first trick with the king. Consider the first possible honor holding mentioned. If this is the actual distribution of East-West honor cards, East was forced to play his ♠K on the first round; his choice was restricted. This is not true in the second case, where East had the option of winning the first trick with the ace instead of the king. His choice was not restricted.

It can be presumed that if East started with A-K, he would play the ace some percentage of the time. When East actually plays the king on the first round, the probability that he started with the A-K is diminished because with both honors he might have played the other one.

For the sake of argument, assume that East would play his equal honors with equal frequency, winning with the king 50% of the time and winning with the ace 50% of the time. It can be demonstrated that this is, in fact, East's best strategy.

Under this assumption, imagine that declarer is playing the Example 1 combination 200 times. On 100 of these deals, East starts with the K-10. On the other 100 deals, East starts with the A-K. On the second 100 deals, East wins with the king only 50 times, so certain things become clear.

East wins the king from an honor holding of K-10 on 100 occasions. But East wins the king from an honor holding of A-K on only 50 occasions. On the other 50 deals on which East

holds A-K, he wins with the ace! From this, one may conclude that the jack is the superior play on the second round of spades. In fact, it is exactly twice as good a play as the 9. The position is exactly the same if East wins the first trick with the ace and not the king.

The above conclusions may be checked by examining all possible honor distributions. If either defender holds all three honors, declarer will succeed or fail regardless of his plays, so these combinations can be omitted. This leaves the following possibilities, all equally probable before the suit is played for the first time:

	<i>West holds</i>	<i>East holds</i>
(a)	A K	10
(b)	A 10	K
(c)	K 10	A
(d)	A	K 10
(e)	K	A 10
(f)	10	A K

Each of the above situations is equally probable. Assume that each case occurs 100 times, 600 deals in all. East will (it is assumed) play equal honors with equal frequency, so he wins a high honor on the first round on the following occasions:

	<i>East wins with ♠A</i>	<i>East wins with ♠K</i>
(a)	0	0
(b)	0	100
(c)	100	0
(d)	0	100
(e)	100	0
(f)	50	50
TOTAL	250	250

Thus, East will win with a specified honor 250 times. Of these 250 times, declarer triumphs automatically in cases (b) or (c); a total of 100. Of the remaining 150, the jack is the winning play 100 times in case (d) or (e), but the 9 is right only 50 times in case (f).

Thus declarer's play of a card combination such as Example 1, far from being a blind guess, is subject to very definite analysis.

The logic behind the rule is simple. If the player in question had a choice of plays, he might have elected the other option. Therefore, there is a presumption that he did not have the option. Thus, in Example 1, when East wins with the ♠K, the chances favor the play of the jack on the second round. The jack play caters to the situation in which East started with K-10, where he had no choice of plays on the first round, rather than the situation in which East had a choice of plays from A-K.

Other Card Combinations. The Rule of Restricted Choice can be applied to many more combinations:

Example 2:

North
♠ J 9 4

South
♠ Q 3 2

South needs one trick, and is forced to attack the suit himself. With the lead in dummy, South leads low to the queen, and West wins with a high honor. Later, South leads again

toward the North hand. If West follows low, what should South do?

Applying the Rule of Restricted Choice, South should reason that if West held both high honors, he might have chosen the other one to capture the queen. But if West started with the high honor and the 10, his choice was restricted. The percentage play is the 9.

Example 3:

North
♠ K 10 9

South
♠ 4 3 2

South leads toward the North hand and finesses the 9, losing to a middle honor. On the next lead, South should finesse the 10.

A Mistake to Avoid. Care must be taken to avoid mistaken applications of the Rule of Restricted Choice.

Example 4:

North
♠ K J 9

South
♠ 4 3 2

South requires one trick here. He leads up to the North hand and plays the jack. East wins with the queen. Declarer has gained no information whatsoever concerning the distribution of the outstanding honors. East would win the jack with the queen whenever he held that card. The Rule of Restricted Choice does not apply.

Example 5:

North
♠ A Q 10 7 6 5

South
♠ 4 3 2

South hopes to take six tricks here, and leads a spade to North's queen, which East wins with the king. Later, South wants to pick up the remainder of the suit. Once again, the Rule of Restricted Choice does not apply.

Lower Odds. In examples 1-3 of the Rule of Restricted Choice, declarer was faced with a choice of plays, one of which was exactly twice as good as the other. Restricted Choice situations do not always give such good odds.

There is a large class of card combinations in which declarer's correct play under the Rule of Restricted Choice gives him less than two-to-one odds.

Example 6:

North
K 10 9 8 7 6

South
A 3 2

South leads the ace from his hand, West follows with the 4 and East drops the queen or jack.

South leads toward the dummy, and West follows with the 5. Assuming (as always) no important inferences are available from the play of other suits, how should South play? To answer

that question, consider the following distributions of East-West cards

(a) *West* *East*
 5 4 Q J

is slightly more probable (before the suit is played) than the following distribution:

(b) *West* *East*
 Q 5 4 J

Also, the chance of East holding Q-J is slightly more probable than the following distribution:

(c) *West* *East*
 J 5 4 Q

But East is less likely to have Q-J doubleton than he is to have a singleton queen or jack. In other words, (b) and (c) together are greater than (a).

Thus, the correct play on the second round is to finesse. The odds favoring this play as opposed to the drop are slightly less than two to one.

Example 7:

North
A J 10 9 8 7

South
4 3 2

South wishes to take five tricks. The best play is to take two finesses. This fails to bring in the suit (if such was possible) only when East holds K-Q. It is easily seen that all other plays are inferior.

A common argument given about this combination is the following: It is best to take two finesses because it gains against more distributions than any other play. Once you have finessed the first time, you must follow through and finesse the second time.

This is an unfortunate way to arrive at the right answer. If you finesse the jack and it loses to the king or queen, you have two possible combinations to consider when you lead up to the dummy the second time.

	<i>West holds</i>	<i>East holds</i>
Case 1	6 5	K Q
Case 2	(a) K 6 5	Q
	(b) Q 6 5	K

After the first trick, either Case 2 (a) or Case 2 (b) disappears, so only two relevant combinations remain, and the first is (initially) more probable. Therefore, the argument indicates playing for the drop on the second round.

The correct argument for the second finesse is that if East started with a singleton honor, his choice was restricted on the first round. Thus, the odds on the second finesse are almost two to one.

Another Mistake to Avoid. Some combinations are superficially similar to those in the last section, but the Rule of Restricted Choice does not apply.

Example 8:

North
A 2

South
K Q 9 8 7 6

Declarer leads the 6 to the ace in dummy, and West plays the 10 or jack. According to the principles developed in the previous section, although an original West holding of doubleton J-10 is more likely than the holding of a particular singleton honor, it is now more likely that West had a singleton honor.

That is true as far as it goes, but declarer should not finesse on the second round. West may well have J-10-3!

Example 9:

North
A 2

South
K 9 8 7 6

South needs three tricks before the defense makes two. He leads the 6 to the ace, and West plays the jack. If West has the singleton jack, South must finesse coming back. Declarer must avoid a mistaken application of the Rule of Restricted Choice. It is true that a singleton jack is more likely than either Q-J or J-10 doubleton. But the king is the right play if West has either of the two doubleton honor combinations, and these two together exceed the probability of a singleton jack.

Higher Odds. Other types of suit combinations admit application of the Rule of Restricted Choice. Sometimes declarer can obtain even higher odds than 2-1 in favor of the correct play. The odds mount appreciably in the following three examples:

Example 10:

North
A K Q 10

South
4 3 2

Declarer plays off the A-K, and the jack fails to drop. He later leads toward the tenace in the North hand. If West follows with a low card, the percentage play is the queen. Assuming no relevant information about the side suits, East is a slight favorite to hold the jack.

Example 11:

North
A K Q 9

South
4 3 2

Dummy's holding is slightly weaker than in the previous example. Declarer cashes the A-K. West follows with two low cards, but East drops an honor. Best play is to enter the South hand and finesse. If West follows to the third round with a low card, it is slightly less than two to one that he holds the missing honor.

Example 12:

North
A K Q 8

South
4 3 2

Dummy's holding has been further debilitated, but the Rule of Restricted Choice is even more rewarding. When

the ace and king are cashed, East drops two of the missing honors. Declarer's best play is to enter the South hand and finesse the 8.

The odds in favor of this play can be computed as follows: If East held J-10-9 originally, there were six ways in which he could have played two honors to the first two tricks. Only one of these ways was chosen; therefore the weight of this combination is only one-sixth its original chance. But if East held two blank honors originally, he still had two ways to play them and chose one of them. Therefore this combination carries only half its original weight. J-10-9 is slightly more likely than any particular doubleton (before any cards are played), but the finesse still has odds of almost three to one in its favor.

Following is an example of such a situation from actual play in a pair tournament:

Example 13:

North
2

South
Q J 8 7 6 5 4

Declarer entered the North hand, and led the singleton deuce. East followed with the 9. South contributed the jack, and West won with the king. South later regained the lead, and was forced to lead a trump from his own hand. Should he play the queen or the 8?

If the suit originally split 4-1, the card played at this stage is of no significance. Thus a 3-2 division can be assumed. If the doubleton was in the East hand, the 9 could have come from A-9 or 10-9 holdings, which initially were equally likely. But if East had 10-9, he would presumably have played the 10 half the time. Furthermore, if East held 10-9, West must have started with A-K-3 and he might have won with the ace instead of the king. The Rule of Restricted Choice can be applied against both opponents in the same suit! Furthermore, the 9 could have come from 10-9-3.

The play of a low card on the second round caters to both applications of the Rule of Restricted Choice and guards against the falsecard, so it is clearly the superior play.

The odds in favor of this play as opposed to the play of the queen can be computed as follows: Disregarding the falsecard, the odds in favor of the play of a low card are 4-1. If East held A-9, the play of both opponents was restricted. There was only one way in which they could have played their cards. If East held 10-9, however, each opponent had a choice of two plays, giving them four different ways in which their cards could have been played.

Now consider the case in which East may have falsecarded from 10-9-3. This is another specific distribution of cards divided three and two, so it was originally equally likely as all the others. However, the weight of this double application of the Rule of Restricted Choice still applies. Thus, the correct odds are five to one.

Applications. An application of the Rule of Restricted Choice would have saved the United States team several IMPs on this deal from the 1958 Bermuda Bowl match against Italy.

Example 14:

♠ K 4 2
♥ 8 3
♦ K 9 3 2
♣ A K 8 7

♠ A 5
♥ Q 10 9
♦ A Q J 7 6 5
♣ 10 4

South	North
1♦	2♣
2♦	2♠
2NT	3NT
Pass	

West led the ♥5, which East won with the king. A low heart was returned and South was faced with a guess. After consideration, he played the queen. This proved to be the wrong move as West had led from A-x-x. The consensus of expert opinion was that South's play was correct. *The Bridge World* commentator wrote: "... South's play is correct. If the hearts are 4-4, South's play makes relatively little difference. Only if the lead was from three is it crucial. And a lead from three to the jack seems a little more attractive than from three to an ace."

This point – and psychological considerations – are important factors in deciding which card to play. But such factors have a lot of ground to make up. On the auction, a heart lead might be expected from any holding of three to an honor. And according to the Rule of Restricted Choice, the 10 is a 2-1 percentage favorite, for if East had started with five hearts to the A-K, he might have played the ace on the first round. With five hearts to the K-J, his choice was restricted to the play of the king. Another way of looking at it is that the combination of A-x-x and K-x-x in West's hand are together twice as likely as J-x-x.

Here is another situation in which the Rule of Restricted Choice should be applied when the defenders attack a suit.

Example 15:

♠ A K J 3
♥ Q
♦ 10 8 4
♣ A K J 10 5

♠ Q 10 9 8 6
♥ J 10 5
♦ K 3 2
♣ Q 9

At rubber bridge, South is declarer at 4♠ with no East-West bidding. West leads a low heart and East wins with the ace. It is apparent that the contract will be made unless the defense takes three diamond tricks. East shifts to the ♦Q or ♦J.

South knows that East is a good enough player to have shifted to diamonds from any of these holdings:

- (1) ace, queen or jack and low card(s).
- (2) queen, jack and low card(s)
- (3) queen or jack and low card(s)

Even with restricted choice considerations put aside, which makes (2) less probable, playing low caters only to case (2) so South goes up with the king.

Naturally, West takes the \spadesuit A and continues with a low diamond. Now the 9 becomes important. The only relevant holdings now are:

(4) East started with Q-J and low card(s) but not the 9 (if East led from Q-J-9, the game is over).

(5) East started with the queen or jack and possibly low card(s).

(4) and (5) seem to be equally likely possibilities but, as usual, the Rule of Restricted Choice tells us that with (4) East might have selected the other honor to lead. So the correct play is the 10.

Similar considerations can arise when the declarer attacks a suit.

Example 16:

\spadesuit Q 10 9 7 6
 \heartsuit 4 2
 \diamondsuit 5 3
 \clubsuit K 6 5 4

\spadesuit A K J 8
 \heartsuit A K 3
 \diamondsuit K 4 2
 \clubsuit 10 9 7

South plays in $4\spadesuit$ at rubber bridge. West leads the \diamondsuit Q, East takes the ace, and returns the suit. South wins, ruffs his last diamond in dummy (East discarding a heart), plays a trump to the ace, and plays three rounds of hearts. West discards a diamond on the third round of hearts, which is ruffed in dummy. Now a spade to the king extracts both remaining trumps. Both defenders have shown with two spades and 6-2 in the red suits, so it is clear that both have three clubs, and the position is:

Example 17: North

\spadesuit 10
 \heartsuit —
 \diamondsuit —
 \clubsuit K 6 5 4

South

\spadesuit J 8
 \heartsuit —
 \diamondsuit —
 \clubsuit 10 9 7

South needs one club trick (or a ruff and sluff) to make his contract. He leads the 9 (superior to leading the 7), and West plays the queen.

This play would be made from any of the holdings of A-Q-x, Q-J-x, or Q-x-x. Even with Restricted Choice set aside, the king is the best play. But East wins and returns a low club.

South must rely on the Rule of Restricted Choice and play the 10.

A little-known safety play shows that the Rule of Restricted Choice can be applied to spot cards as well as honors.

Example 18:

North
 J 7 6 5

South
 A Q 9 8

South has adequate entries to both hands and needs three tricks in this suit. The correct play is to lead low from the North hand and finesse the queen. If this loses to the king, South next plays the ace. This play will produce three tricks except when West holds the blank king.

Why, after West wins the king, should declarer play West for the remaining cards rather than East?

Suppose East played the 3 on the first round of the suit. If East started with 10-4-3-2, he had a choice of three low spots to play on the first round. He might equally well have played any of the low cards, therefore this holding can be counted only with a weight of one third. On the other hand, if East started with the singleton 3, his choice was restricted.

To check this computation, notice that if declarer goes after the suit with the intention of playing the ace on the second round, he loses only when West starts with the singleton king (one distribution) but if he intends to play to the jack on the second round, he loses when East starts with the singleton 4, 3, or 2 (three distributions).

The Rule of Restricted Choice may even be applied to the opening lead.

Example 19:

\spadesuit A 4 3 2
 \heartsuit A K 4 3 2
 \diamondsuit J 10
 \clubsuit J 2

\spadesuit K Q J 10 9 8
 \heartsuit 6 5
 \diamondsuit K Q
 \clubsuit A Q 10

South

1 \spadesuit
 3 \spadesuit
 5 \heartsuit

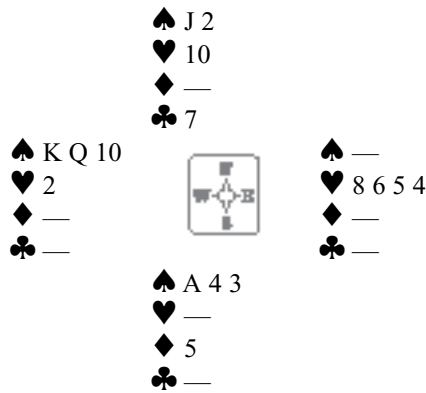
North

2 \heartsuit
 4NT
 6 \spadesuit

Against South's $6\spadesuit$, West leads the \diamondsuit 7 and East wins with the ace. East shifts to a low club. Should South finesse? There are two plays open to declarer. First, he can duck the club lead, hoping that East has the king. Second, he can rise with the ace, draw trump, and try to ruff out the heart suit. This play depends on a 3-3 heart split.

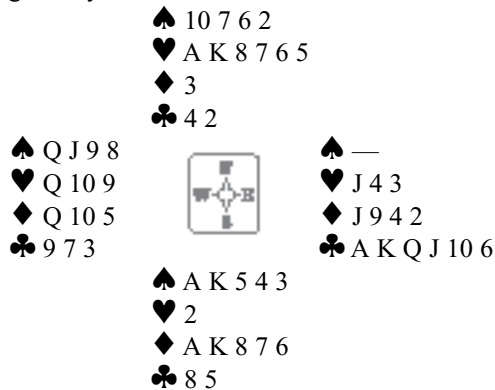
The chance of an even split in hearts is about 36%. The club finesse appears to offer a 50% chance and therefore seems the better play. However, South must consider West's choice of opening leads. If East holds the \clubsuit K, West started with a collection of low cards in each minor suit. If this was the case, he would have led a club about half the time. West did not lead a club, so there is some presumption that his club-diamond holdings were not equivalent. If we assume West would lead a club half the time with equal minor suit holdings, the club finesse is only a 33% chance and should therefore be rejected in favor of the attempt to split the hearts 3-3 (36%).

ROBERT COUP. The unnecessary expenditure of a trump in order to preserve a plain suit card to lead later in the play (analyzed and named by Robert Darvas of Hungary).

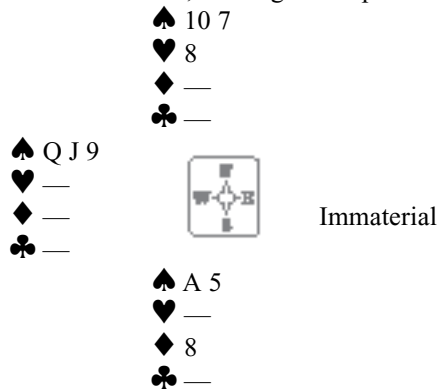


Spades are trump and East leads the ♥4. If South discards his diamond, his only other trick will be the ♠A. But if South ruffs and leads the ♦5, West will be limited to one trump trick.

The coup may be executed early in the play as in this example given by Jeff Rubens.

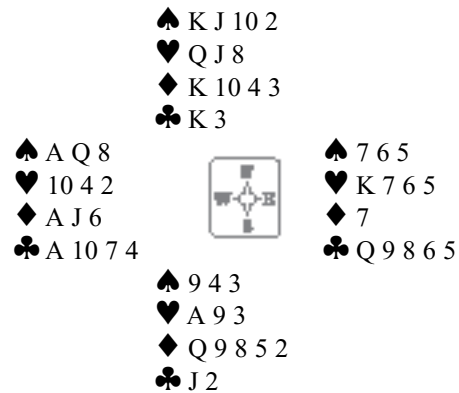


Against South's 4♠ contract, West leads the ♣9. East overtakes with the ♣10, cashes the ace and, unwisely, continues with a third round. South ruffs in the closed hand and plays the ♠K. When the trump situation is revealed, declarer is obliged to play West for completely balanced distribution. South cashes the top diamonds and ruffs a diamond in dummy, followed by the top hearts and a heart ruff, arriving at this position:

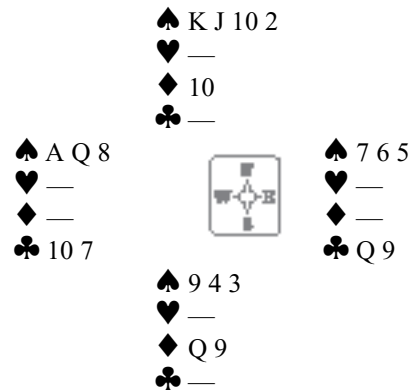


South produces his last diamond and West has no reply. The essential feature of the play was for South to reduce his trump holding by accepting the ruff and sluff in the long hand. The fifth spade could not be of use against any distribution but might get in the way if trumps broke badly. Related: Underruff.

RUFF AND RUFF. A rare endgame situation described by Jean Besse, Switzerland, in which the declarer is offered a ruff and discard, and the only winning play is to ruff in both hands.

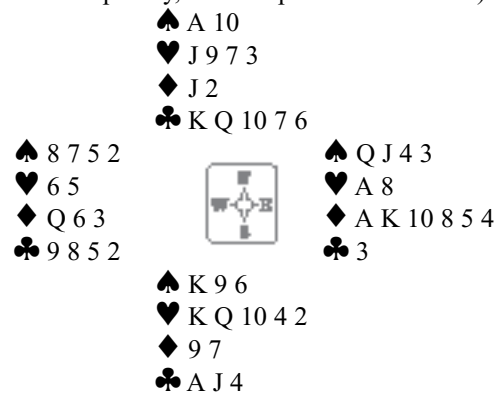


South plays in 3♦ after West has opened the bidding with 1♣, and the opening lead is the ♥2. Declarer ducks in dummy, and when East does not cover, declarer overtakes with the 9. A diamond is led to dummy's king, and the declarer takes a successful heart finesse, then cashes the third heart. He continues with a trump, and West takes two trump tricks. When West shifts to a low club, South guesses right, putting up dummy's king. He returns a club, and West wins with the ace in this position:



West returns a club, the best defense, and the only winning play for South is to ruff in dummy and overruff with his queen. He continues with the ♠9. If dummy discards any spade on the club lead, West can defend the position. If declarer pitches a low spade from dummy, West plays low and declarer is pinned in dummy. If declarer discards the jack or 10, West covers the 9 with the queen, and declarer again is beaten. Related: One-Suit Squeeze.

SCISSORS COUP. A play aimed at cutting the opponents' communications, usually in order to prevent a ruff (in the past called, less descriptively, "the coup without a name").

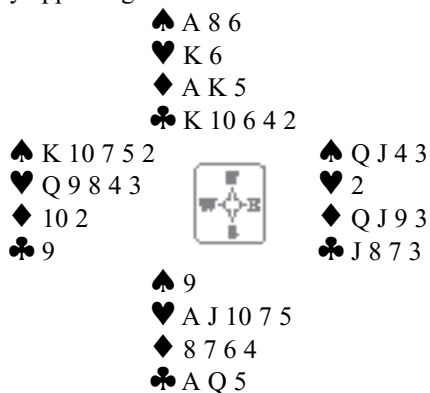


South plays in 4♥ after East has opened the bidding with

1♦. South feels happy when it appears that there are only three losers, but feels much less happy when East wins the opening diamond lead with the king, and shifts to the ♣3. It is obvious that this is a singleton and that West has a diamond entry to give his partner a ruff.

South must try to cut the diamond communication, so he cashes the ♠A and ♠K then leads the ♠9. Dummy's diamond is discarded, allowing East to win, and the defense can make only one more trick. South's play succeeds whenever East has both missing spade honors or if East has a tripleton queen and fails to unblock.

SERPENT'S COUP. When the serpent tempted Eve, she gave in and tried the forbidden fruit and then got Adam to do the same. This coup is similar – it tempts a defender – and the fruit looks very appealing.



Against 4♥, West leads the ♣9, won with the ace. A heart to the king is followed by a second heart. East shows out, playing the ♠3 and the 10 loses to West's queen. West returns the ♦2, taken by dummy's king.

At this point, declarer does not know whether the diamond suit is divided 5-1, 4-2 or 3-3. A club to the queen will lead to defeat if diamonds are 3-3 and East has a diamond entry: Ace, king and another diamond will lead to immediate defeat if East has four diamonds.

The low diamond play at this point makes the contract legitimately if diamonds are 3-3 and gives far greater temptation to East to give his partner a diamond ruff if they are 4-2 or 5-1. East would be loathe to give West a club ruff because that play establishes the club suit while there are still entries to dummy.

Alternatively, if diamonds are 4-2 with East having four, declarer has two heart losers and two diamond losers. Declarer cannot play the ♦A and ruff a spade. West will have more trumps and be able to force declarer.

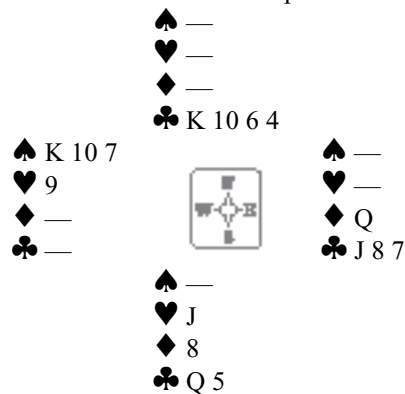
One play offers a better chance. At trick five, declarer leads a low diamond from the table. East wins the jack and West follows with the 10.

East might hesitate to return a club because that would establish dummy's club suit and leave entries to it as well. But why not return a diamond? The worst that could happen is that West would ruff the now – bare ♦A.

East bites the apple and returns a diamond and West does ruff it. The Serpent's Coup has worked.

West's spade return is won by the ace in dummy. Declarer ruffs a spade back to his hand. The ♥A pulls one of West's

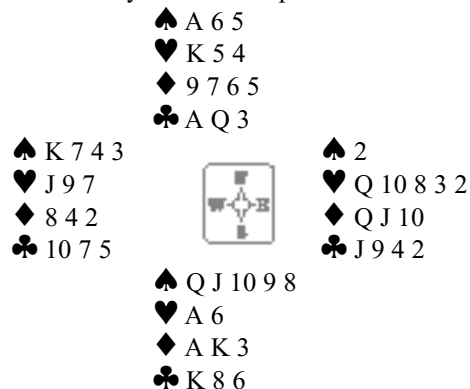
trumps and the ♥J follows in this position:



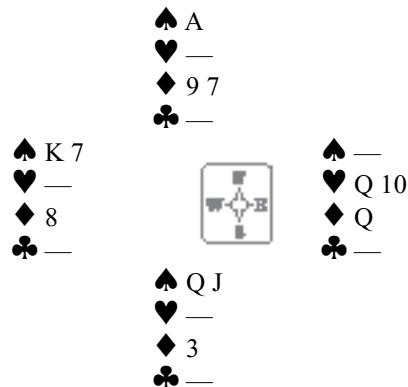
The Serpent's Coup ends with a two-suit squeeze.

SINGLE GRAND COUP. A grand coup in which the declarer shortens his hand once in trumps, to reduce his holding to the same number as held by his right-hand opponent, by ruffing one winner from the dummy.

SMOTHER PLAY. A rare end position that permits capture of a defender's virtually certain trump winner.



South plays 6♠. The contract appears doomed, for declarer must lose a diamond trick and West's trump king is sufficiently protected to elude capture by normal finessing. However, the opening lead of a diamond is won, and the ♠10 and ♠9 are finessed, West declining to cover. South continues with three rounds of clubs, and follows with the ace, king, and a heart ruff in his own hand. The ♦A is taken, leaving the following ending:



East is thrown in with a diamond and has nothing but hearts to return. South ruffs with the queen, and West is helpless. Also known as the "disappearing trump trick." Note that it does not help for East to discard a diamond on the

second round of trumps. In that case, declarer would have no diamond losers and could simply concede a spade. East's discard of a diamond would succeed only in avoiding the smother play. Related: Devil's Coup.

SQUEEZE. A play with many variations, all of which hold mystery and fascination for players at all levels. This book contains a full chapter on the topic of squeezes.

STRIP PLAY. A method of play by which a chosen opponent is stripped of his cards in a certain suit with the purpose of later throwing the lead to that player and thus compelling him to lead a suit desired by the declarer. The term is also used for a method of play by which declarer exhausts the cards in a suit or suits in both his and the dummy's hands so that a later lead by a defender will give him a ruff and sluff. Often combined with endplay as in "strip and endplay." Related: Elimination, Endplay and Throw-in.

SURROUNDING PLAY. Also called a surrounding defense. A group of defensive suit combination plays calling for the play of the second-highest card from particular broken holdings.

North
J 4 3
East
A Q 10

North
10 4 3
East
A J 9 or K J 9

North
9 4 3
East
K 10 8 or Q 10 8

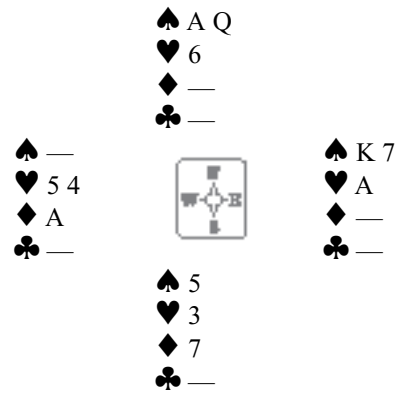
In each case, dummy's highest card is "sandwiched" by the second and third cards held by East. East must lead his second card, the top of the sandwich, to neutralize dummy's card. The importance of the play can be seen by putting appropriate combinations in declarer's hand: in (1) K-6-5; in (2) Q-6-5 (or A-Q-6), in (3) A-J-6.

The same plays must be made if these positions are turned 180 degrees, with the lead in the West hand and the card to be sandwiched hidden. In such cases the play is less obvious.

When declarer makes a similar play, it is known as a backward finesse.

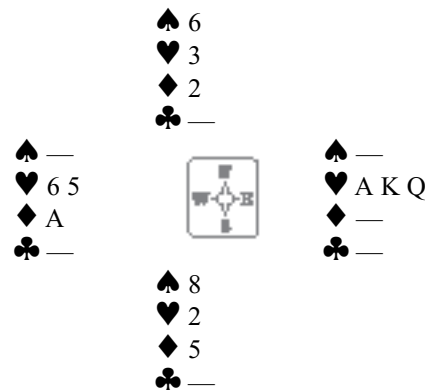
THROW-IN PLAY. When an opponent is given the trick and gaining the lead costs him a trick or more. There are three types of throw-in plays, based on the way the throw-in costs the defender his tricks.

(1) Tenace throw-in (usually shortened to throw-in). An opponent is thrown in and forced to lead from a broken honor holding at the cost of a trick.



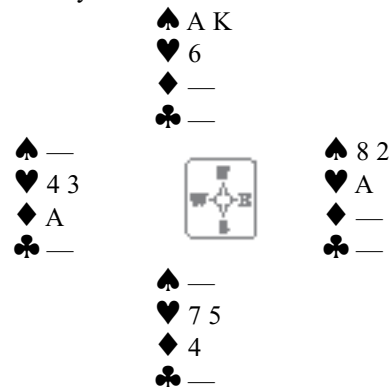
South has placed East with the ♠K. In order to avoid a losing finesse, a heart is led and East is forced into the lead. He must lead into North's spade tenace.

(2) Trump throw-in (also known as an elimination play). An opponent is thrown in and forced to concede a ruff and discard.



Spades are trumps, and South apparently has unavoidable losers in hearts and diamonds. When South leads a heart, however, East is forced into the lead. East must continue a heart, permitting South to discard the losing diamond while ruffing the heart in dummy. The distinction between these two types of throw-in does not rest on the contract, trump or notrump, but on the mechanism involved. Both types may occur at a trump contract. At a trump contract, the opponent who is thrown in may be faced with a choice of plays, each of which costs a trick, thus the various categories of throw-in may overlap.

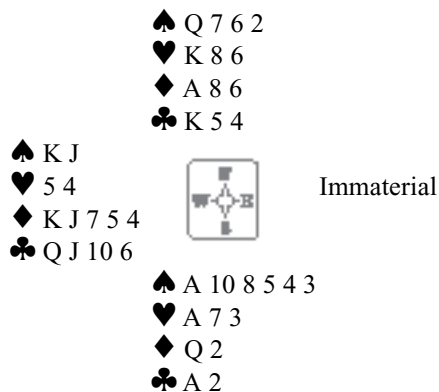
(3) Entry throw-in. The opponent who gains the lead must play a suit in which declarer has established tricks to which there is no entry.



South has the lead in a notrump contract. North's two spade tricks are inaccessible. However, a heart lead saddles

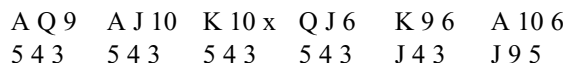
East with the necessity of leading a spade to the next trick, providing the entry to dummy's hand.

Proper execution of a throw-in play requires declarer to consider two factors: (a) the stripping (elimination) process: this means that declarer must assure himself that, once thrown in, the defender has no safe leads and (b) the throw-in card: at the judicious moment, declarer must be able to lose the lead to that opponent whose hand has been stripped of safe exit cards. Declarer may strip an opponent's hand by plain suit leads, by ruffing or by a preliminary squeeze (or secondary squeeze). Sometimes a perfect elimination is not possible, and declarer must hope for favorable distribution. Related: Secondary Squeeze

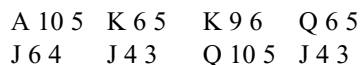


South has become declarer at a 5♠ contract reached by trying for a slam. West leads the ♣Q, won by the ace. The ♠A is cashed, followed by a club to the king and a club ruff, (stripping both hands of clubs). Declarer played two top hearts, hoping to strip West of exit cards in that suit, followed by a spade, throwing West into the lead. West has no more hearts, so he must lead a club or a diamond, either of which forfeits a trick.

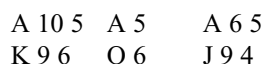
Certain suit combinations lend themselves to a throw-in. In the following combinations, the throw-in card is in the critical suit, which the defenders must return at the cost of a trick:



In each case, South leads low and covers the card played by West. Provided East has been stripped of all other exit cards, he will have to return the suit or offer a ruff and sluff. In this way, declarer can hold his losses in the suit to a minimum. There are other combinations in which an extra trick is guaranteed, provided the opponents must open the suit. The throw-in card must be in some other suit.

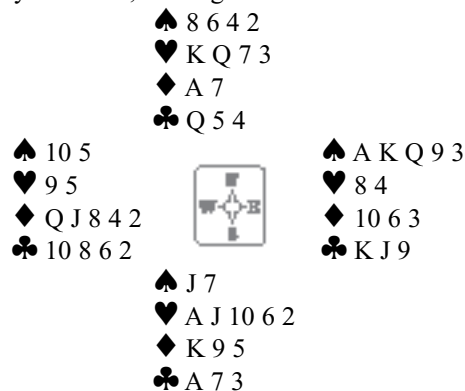


There are certain combinations in which declarer's prospects are improved if the opponents can be forced to lead the suit. The throw-in card must be in some other suit:



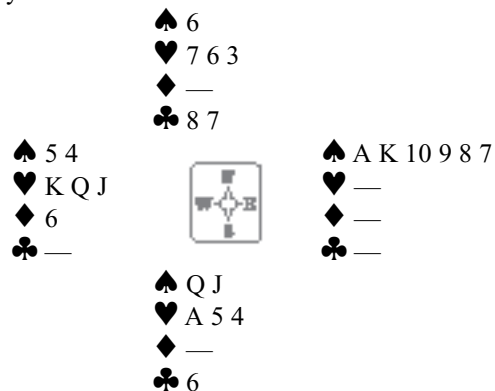
There are many suit combinations that can provide the means for a throw-in play. The most common is an eight-card holding, missing the king and queen, A-x-x opposite J-x-x-x-x. Declarer leads the ace, and then plays a low card in the suit after the elimination is complete. If either player holds K-Q, he can be thrown in. Even if he holds K-x or Q-x, he may neglect to unblock – or it may cost him a trick to do so. Many

throw-in plays are named after the means employed to strip the hand or throw in the opponents. One such would be a crossruff strip, and another a loser-on-loser elimination. The latter is commonly available, although often missed.



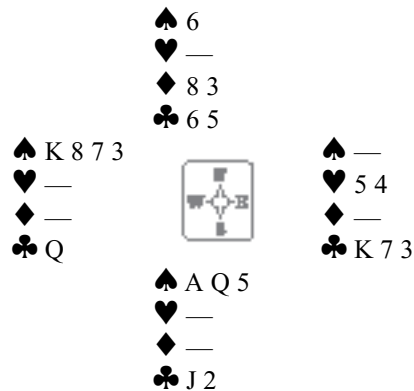
After East opens the bidding with 1♠, South becomes declarer at 4♥. Spades are led and declarer ruffs high on the third round. Placing East with the ♣K for his opening bid, South draws trumps in two rounds, plays the ♦A and ♦K, followed by a diamond ruff, ending in dummy. Dummy's last spade is led, on which South discards a losing club, throwing East into the lead. East must concede a ruff and sluff or lead from his club tenace.

The throw-in usually follows the elimination, but this is not invariably the case.

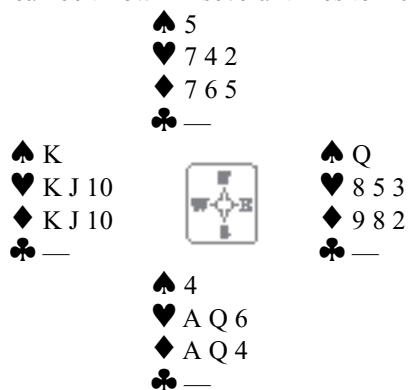


Clubs are trumps and South requires four of the remaining tricks, with only three in sight. A spade is led, won by East. On the spade continuation, North discards a heart. On the next spade, South ruffs and North discards another heart. South can now lead the ♥A and win both of dummy's trumps for three more tricks. In a double elimination, either opponent may win the throw-in card, but the declarer gains a trick in either case.

(4) Double Elimination.

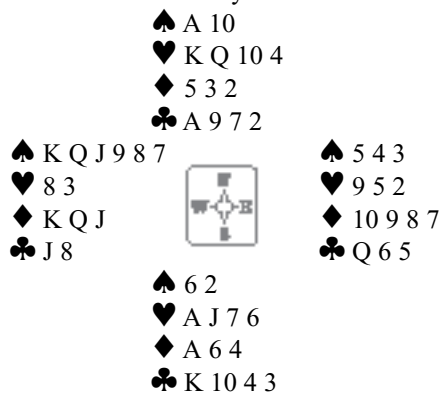


Diamonds are trumps, and South requires four of the remaining tricks. Declarer leads a club, which may be won by either opponent. If West's queen holds, he must lead into South's spade tenace. If East overtakes with the ♣K, South's jack is established. There are certain rare positions in which the declarer can bring off a repeating elimination. The same defender can be thrown in several times to make a losing lead.



Spades are trump. South leads a spade and West is thrown in. Whatever card he returns, South wins two tricks in that suit and throws West in again with the third round of the suit. West must now give declarer two tricks in the second suit. South, starting with two tricks, ends up with four.

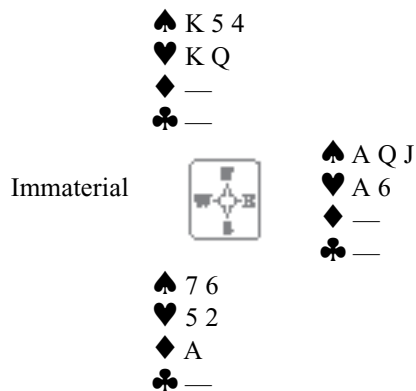
(5) Pseudo elimination. A defender may believe that he has been thrown in and must concede a trick, although this may not be the case. Usually this occurs when the defender fears giving declarer a ruff and sluff. This may not benefit declarer for either of two reasons: He may have concealed another card of that suit in his hand, or the ruff and discard permits declarer to discard a card that was not a loser in any case.



South is declarer at 4♥. The ♠K is led, won by the ace. Trumps are drawn, the ♦A is taken, and the suit continued. West wins two diamonds and a spade. The only correct defense is a spade continuation, although South can discard a club in one hand while ruffing the spade in the other. South still has a club loser. If, however, West is reluctant to give the ruff and sluff, he will lead a club, permitting South to avoid a loser in that suit.

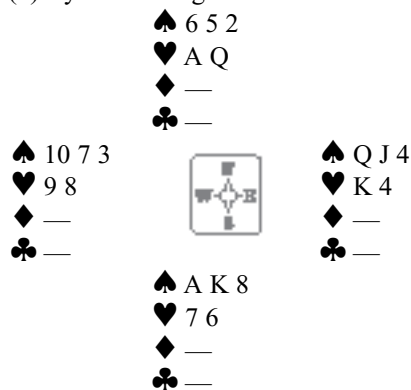
(6) Defense against a throw-in. Often the defenders can foresee an impending throw-in. They have several ways of escaping the endplay.

(a) By retaining an Exit Card.



At notrump, South leads the ♦A, throwing a spade from dummy. East must discard a spade, not the low heart. If he discards the heart, South can throw him in the lead with a heart, and East is forced to lead the spade. If he holds the low heart, he can exit with it after winning the ♥A, forcing the spade lead to come to him from North.

(b) By unblocking.



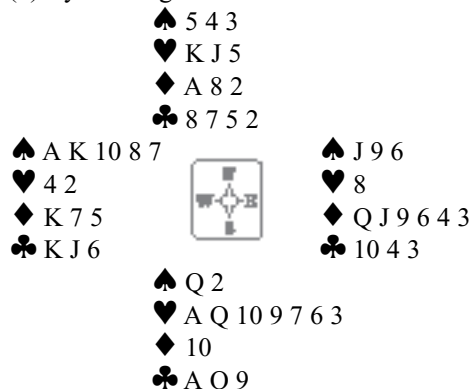
South cashes the ♠A and ♠K, on which East must unblock by playing his queen and jack, so that West can win the third round of spades with the 10, returning a heart, to ensure a trick for East's king.

(c) By playing second hand high.



South leads low, intending to insert the 8. East can win with the 9, but then must lead into North's tenace. When South plays low, West must rise with the 10 to protect his partner from the endplay.

(d) By refusing to assist in the elimination.



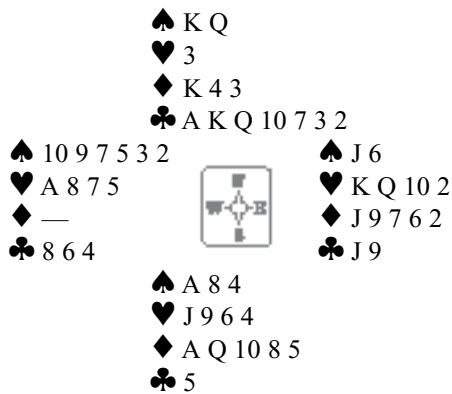
After West opened 1♠, South becomes declarer at 4♥. West takes the two top spades, but must switch to hearts or

diamonds. South does not have enough entries to dummy to ruff out spades and diamonds to strip the West hand before leading a club. Related: Endplay and partial elimination.

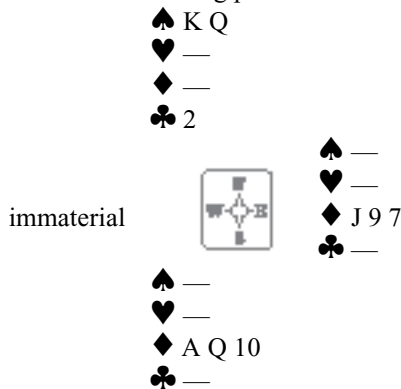
TRIPLE COUP. A series of plays by the declarer in which he ruffs three cards from dummy in order to shorten his own trump suit to the number held by his right-hand opponent. The purpose is to lead a card from dummy at the 11th or 12th trick that the right-hand opponent must ruff (being void of all other suits), thus permitting declarer to win the last two or three tricks by virtue of his own trumps being over those of his opponent. If the cards deliberately ruffed by declarer are side-suit winners in their own right, the sequence of plays is termed a grand coup.

TRIPLE GRAND COUP. A grand coup in which declarer shortens his hand three times in trumps to reduce his holding to the same number as held by his right-hand opponent by ruffing three winners from dummy.

TRUMP PICK-UP. A play that reduces trump loss by plain suit leads. It usually involves the lead of a side suit through an opponent in order to pick up his seemingly impregnable trump holding.



Against South's 6♦ contract, West leads the ♥A and continues the suit when partner signals encouragement. Dummy ruffs and leads the ♦K, revealing the trump break. Declarer would have had no difficulty in finessing East out of his jack of trumps if dummy had not been forced to ruff. The slam is not lost, however. Declarer can use the club suit to maintain control. At trick three, declarer leads a diamond to his 8 and then starts the clubs. If East ruffs, declarer overruffs, draws trumps, and enters dummy with a spade to make the good clubs. If East refuses to ruff, South discards his spades and hearts until the following position is reached:



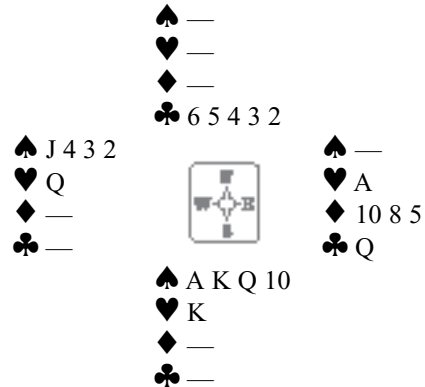
Dummy is on lead, and East is helpless to prevent declarer from taking the balance.

TRUMP-REDUCING PLAY. A play designed to reduce the number of trumps in a hand, usually as a preparation for the trump pick-up. The principal trump-reducing plays are the simple and grand coup, the preliminary throw-in to force the lead of a ruffable suit, and the play of a trump on a trick taken by a higher trump.

UNDERRUFF. To play a low trump when a trick has already been ruffed with a higher trump. It can be the right play whether the previous ruff was by an opponent or by partner.

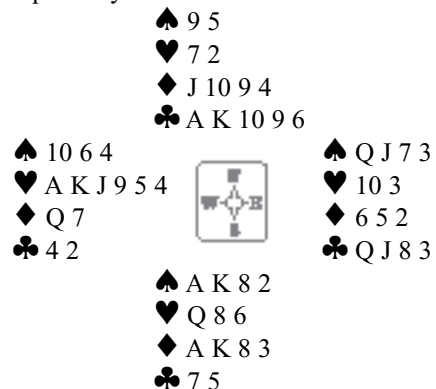
The underruff, though unusual, is necessary in many situations.

(1) To avoid a trump surplus (simple Trump Coup). It is on occasion a disadvantage to hold too many trumps. When reduced to only trump cards you may be forced to ruff a trick belonging to your partner, and then lead away from or into a tenace position.



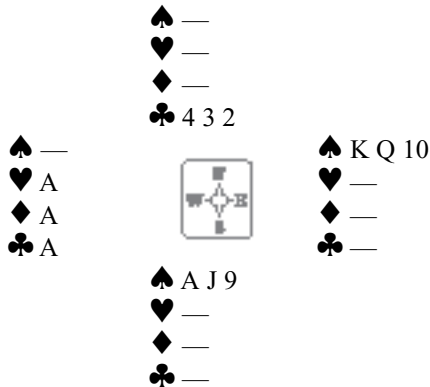
South is declarer at a spade contract and needs four tricks to make it. The lead is in North's hand. A club is led and East covers. South, knowing the trump position, realizes his only chance is to ruff high. West must underruff to avoid a trump endplay. If West discards, South will lead his losing heart. West must ruff and lead into a spade tenace. When West underruffs, declarer is helpless. If he leads a heart, East will win and play a diamond through South's trump holding. If South ruffs this high, West must underruff to perform.

(2) To avoid a fatal discard in a plain suit. In the following deal, an underruff was necessary at the third trick because East could not spare any cards in the side suits.



South played in 5♦, and West led two high hearts. East played high-low, perhaps wrongly, and when the ♦J could not

be overruffed at the third trick, West was marked with the $\spadesuit Q$. East had a discard problem, which he solved by underruffing with the $\spadesuit 2$. Any black-suit discard would have made the play easy for South. The contract failed, although South could have succeeded by very accurate play. Two high spades, a spade ruff and four rounds of trumps would have squeezed East in the black suits.

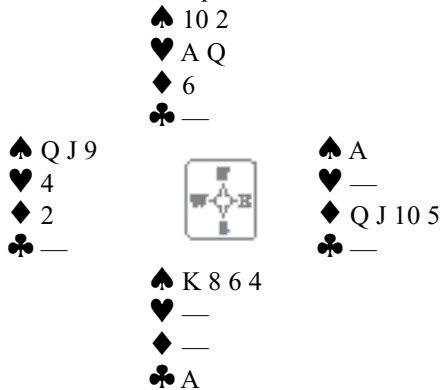


Again, North is on lead with South the declarer at a spade contract. South needs two more tricks for the contract. When a club is led from dummy, East must ruff high to prevent South from scoring the $\spadesuit J$.

When East ruffs with the $\spadesuit Q$, South underruffs with the $\spadesuit 9$, leaving East to lead into an established tenace. If South overruffs, he must concede two spade tricks to East.

(3) To be able to lead a plain suit card at a later time.

In certain positions, it is profitable to be able to lead a plain suit card rather than a trump.

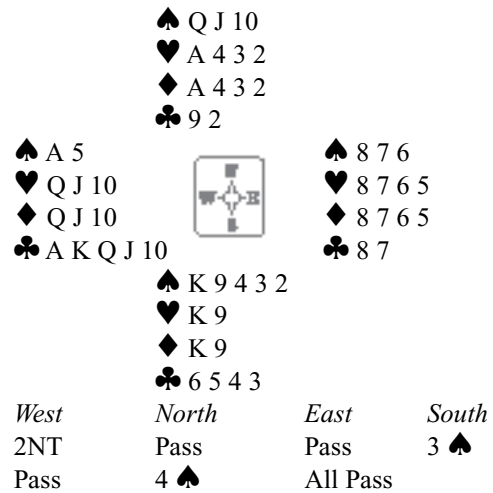


West leads against South's spade contract. South needs three tricks to make the contract.

West leads the $\heartsuit 4$, which East ruffs with the $\spadesuit A$. This appears to give West two natural trump tricks, but South underruffs! East returns a diamond and South ruffs again. South now leads the $\clubsuit A$. West must ruff with a high honor to prevent dummy's $\spadesuit 10$ from winning this trick. Dummy discards and West must now lead away from his remaining spade honor.

If South does not preserve the $\clubsuit A$ to lead toward dummy, he will be defeated. When a low trump is led from the South hand, West wins with the jack and dummy must follow suit. West can now lead the $\spadesuit Q$, smothering North's 10 and setting up the $\spadesuit 9$ for the setting trick.

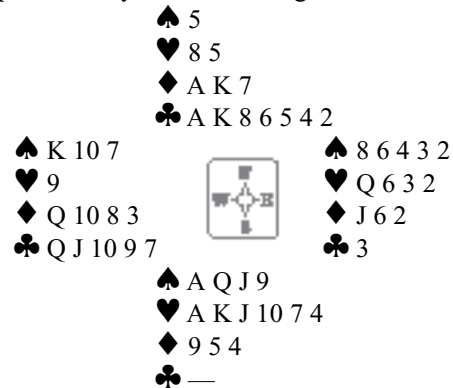
(4) To avoid a premature squeeze (anti-positional squeeze). It is sometimes possible to avoid making a premature discard by underruffing.



South's 3 \spadesuit bid had nothing to recommend it, but it happened that the contract was difficult to defeat. East had a poor hand but he played the star role. West led the $\clubsuit K$ and promptly shifted to the $\spadesuit A$ and another trump. Dummy won, and another club was won by West, who then shifted to the $\heartsuit Q$. Declarer won with the $\heartsuit K$.

When declarer ruffed a club in dummy, East had to underruff to defeat the contract. If he discarded from a red suit, South would have been able to establish a trick in that suit in dummy by ruffing, and the contract would have been made. After East underruffed, declarer was helpless. Related: Robert Coup.

VANIVA PROBLEM. One of the most famous of all double-dummy problems – composed by Sidney Lenz in 1928 in a contest promoted by Vaniva Shaving Cream.



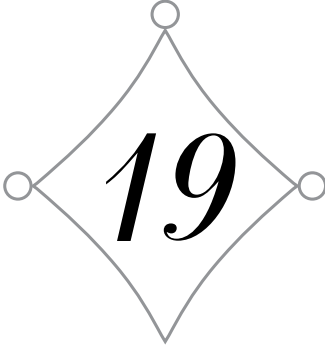
South must take 13 tricks in hearts (grand slam). West leads the $\clubsuit Q$.

North wins the club opening, South discarding a diamond, and leads the other top club. Now:

(1) If East ruffs, South overruffs and takes a ruffing finesse in spades to kill West's king. A trump finesse gives South the balance.

(2) If East sheds a spade, South ruffs in hand and ruffs out the king of spades as before. He takes a trump finesse, cashes his spades, crosses to a diamond and ruffs a club. Then he crosses to another diamond and takes the last three tricks with the A-K-J of trumps over the queen.

(3) If East throws a diamond, South throws a spade and finesses in trumps. He crosses to a diamond, repeats the trump finesse, and runs all the trumps for a repeating squeeze against West in three suits.



SQUEEZES

Few plays have the level of magic and mystery that is attached to the squeeze, which many players regard as the exclusive province of the expert. In fact, the most exotic squeezes come up so rarely that they are seen mostly in literature rather than at the table. Still, even the simple variety can be exciting for a player the first time the task is accomplished on purpose – and the squeeze does seem to conjure up tricks from nowhere. In sum, squeezes are for everyone. All you need is some study and a few lucky layouts.

Squeeze basics

SQUEEZE. A play that forces an opponent to discard at a time when he would prefer not to. The forced discard will cost the opponent at least one trick sooner or later. In most cases, a squeeze compels an opponent to discard a winner, a potential winner or a guard to a winner. The most familiar squeezes have the following requirements:

- a. Two threat (or menace) cards, at least one of which is accompanied by a winner in that suit. A threat card is any card that will take a trick provided the opponents unguard that suit. When a threat card is accompanied by a winner in that suit, it is called a two-card threat.
- b. The hand opposite at least one of the two-card threats contains a card in the suit of the threat card. This card provides a means of reaching the two-card threat in the opposite hand.
- c. The opponent to be squeezed holds no idle cards. This usually requires that the squeeze player can win all but one of the remaining tricks. To get to that point you sometimes have to rectify the count.

When these conditions have been satisfied, the card played to the next trick forces an unwanted discard from at least one opponent. This card is called the squeeze card. It is usually a winner played from the hand opposite the two-card threat. If both menaces are in the same hand, only the opponent who is to the left of the squeeze card is affected. These are called positional (or one-way) squeezes. In an automatic squeeze, either opponent can be subjected to pressure. This occurs when the squeeze card is accompanied by a menace card, so that the hand opposite has one card that is immaterial and furnishes an automatic discard.

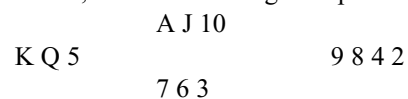
The term “squeeze” was coined by Sidney Lenz well after the operation of a squeeze had been recognized and analyzed. Originally, a squeeze was simply called a coup. In the heyday of American whist, it was known as “putting the opponent to the discard.” Circa 1910, J. B. Elwell called squeeze play “forcing discards,” and this term was in general use until Lenz in the middle Twenties, inspired by a squeeze play in a professional baseball game, introduced his new term.

SQUEEZE CARD. The card that, when played, forces an opponent to give up a key card.

BUSY CARD and IDLE CARD. These terms were originated by Ely Culbertson and used in his *Red Book on Play*. His definitions:

A busy card is one that will have a definite duty in the play of the hand, either as a trick winner or as a guard to a card that will or may eventually win a trick. The idle cards have no such function. They serve the holder only in that he may discard them and save his busy cards for a better purpose.

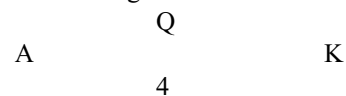
If a suit is distributed as shown in the diagram, then West’s low card is idle, but both the king and queen are busy.



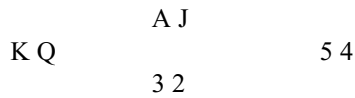
The terms arise in connection with squeeze play, whose object is to force the discard of a busy card by an opponent.

THREAT CARD (or menace). A threat card is a potential winner. It will take a trick provided that the opponent’s holding in that suit can be weakened sufficiently. The term “menace” (or “threat card”) may be used in one of the following specialized senses:

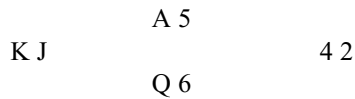
- (1) Isolated menace: A menace consisting of one card, as the queen in the diagram.



- (2) Two-card menace: A two-card holding, consisting of a winner in the suit accompanied by a menace, as in the diagram.

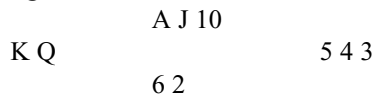


(3) Split two-card menace: A two-card menace in which the winner and the threat card are in opposite hands, as in this diagram:



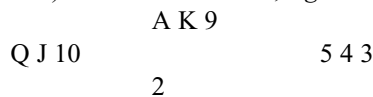
(4) Double menace: A threat card against both opponents (the diagram for a one-card menace, preceding, shows a double menace).

(5) Extended two-card menace: A two-card menace accompanied by one or more cards in that suit with the property that if the two-card menace is established, then the whole suit will run, e.g.:



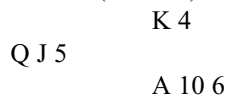
In this diagram, if West discards the queen (or king) he permits South to cash two additional tricks in the suit.

(6) Recessed menace: A menace card is accompanied by two (or more) winners in that suit, e.g.:



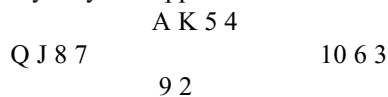
North's holding is a recessed menace against West.

(7) Twin entry menace: One hand contains a winner and one (or more) low card(s) while the opposite hands holds a winner, a menace, and one (or more) low card(s) in that suit, e.g.:



This suit is a twin-entry menace against West.

ISOLATING THE MENACE. A maneuver in squeeze-play technique. A menace may be controlled by both opponents, in which case it is usually advantageous to have the full burden of guarding that suit imposed on one opponent. The term "isolating the menace" refers to declarer's efforts in that direction: He seeks to have the menace isolated so that it is protected by only one opponent.



If the diagram illustrates the distribution of a side suit at a trump contract, North's menace can be isolated by playing off the ace and king followed by a ruff on the third round. At any contract, a first-round duck would ensure that the menace was isolated.

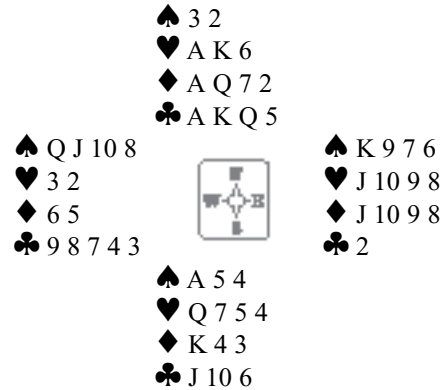
RULE OF N-MINUS-ONE. A rule for squeezes published in the *Red Book on Play* by Ely Culbertson. This is his definition:

Count the number of busy cards in plain suits held by one adversary. This number is represented by the symbol N. N-minus-one equals the number of uninterrupted winners the declarer needs for a squeeze.

This rule is applied at a time when the opponent to be squeezed has been stripped of all idle cards. At that point, in

most cases declarer must be capable of taking all but one of the remaining tricks. Related: Squeeze Without the Count, Secondary Squeeze and Triple Squeeze.

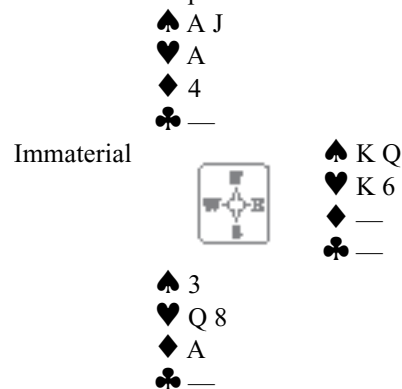
RECTIFYING THE COUNT (sometimes expressed as "correcting the count"). The process of losing a trick or tricks in order to reach a certain number of remaining losers, thus enabling the desired ending. The most common use of the play is to reduce the number of losers to one, enabling a simple squeeze to be executed.



West leads the ♠Q against South's 6NT contract. South has 11 winners. The contract will succeed if hearts or diamonds are favorably divided.

Another chance is a squeeze against an opponent holding guards in both red suits. This squeeze will operate only if South has but one loser remaining. If South wins the first trick, he can no longer make his contract. Instead, he must rectify the count by allowing West to hold the first spade. South wins any continuation and runs his black winners, squeezing East between the red suits.

VIENNA COUP. An unblocking play made in preparation for a squeeze. Declarer plays off a master card, establishing a high card for an opponent. This clears the way for an automatic squeeze. Here is an example:



The menaces are correctly positioned for an automatic squeeze against East. Hearts should be a one-card menace, and spades the two-card menace. Therefore the ♥A should be played before the squeeze card, which is the ♦A.

If the ♦A is played prematurely in the diagrammed position, East can discard a heart with impunity. Declarer can establish the ♥Q by crossing to the ace, but he cannot return to his hand to cash the queen.

SQUEEZE MNEMONICS. An acronym or other set of initials used as a reminder of the ingredients necessary for the operation of a squeeze. Among the more well-known mnemonics are:

- (1) Clyde Love's BLUE:
 - B = Busy (one defender *busy* in two suits)
 - L = Loser (one *loser* remaining)
 - U = Upper (at least one threat in *upper* hand)
 - E = Entry (to the threat card)
- (2) George Coffin's EFG (to Enter freedom, Force the Guards):
 - E = Entry (to the threat card)
 - F = Forcing card
 - G = Guards (in one defender's hand)
- (3) John Brown's STEM:
 - S = Share-out or Substance
 - T = Timing (count has been rectified)
 - E = Entries (to the threat card)
 - M = Menaces

Squeeze varieties

ALTERNATIVE SQUEEZE (either-or squeeze). A simple squeeze played as a double squeeze.

♠ A K Q 4
 ♥ 2
 ♦ —
 ♣ —
 ♠ 3 2
 ♥ K
 ♦ K
 ♣ A

Suppose West has the ♥A, and East has the ♦A. Spades cannot be guarded by both opponents, so North's low spade technically cannot be a double menace because it is not possible for opponents to hold four spades each. However, when South leads the ♣A, whichever opponent is actually guarding spades must unguard that suit in order to keep his ace. If West keeps his ♥A, North discards the ♥2. If West started with four or more spades the squeeze has worked on him. Alternatively, if West started with fewer than four spades, East is now squeezed.

AUTOMATIC SQUEEZE. A simple squeeze that will operate against either opponent.

♠ 3
 ♥ A J
 ♦ —
 ♣ —
 ♠ any
 ♥ —
 ♦ —
 ♣ —
 ♠ K
 ♥ 2
 ♦ A
 ♣ —
 ♠ A
 ♥ K Q
 ♦ —
 ♣ —

The lead of South's ♦A squeezes East, and would also squeeze West if the defenders' hands were exchanged. Whatever West discards, the ♠3 is thrown from dummy.

This situation contrasts with a positional squeeze, when only the player who plays immediately after the squeeze card is under pressure, and the declarer's discard from the third hand varies with the defender's discard.

BACKWASH SQUEEZE. A unique type of trump squeeze in which both menaces are in the same hand and the player sitting behind the hand with the menaces holds both guards plus a losing trump, and is caught in the backwash of a squeeze by means of a ruff taken in the hand holding the menaces. The play achieved some fame upon publication in 2007 of *The Backwash Squeeze and Other Improbable Feats*, a memoir by Edward McPherson about his introduction to the game.

The exotic-sounding squeeze, analyzed and described by Geza Ottlik in the February 1974 issue of *The Bridge World*, can have any of a number of other end-game characteristics. Three of his examples are used by permission of *The Bridge World*.

Occasionally the backwash squeeze can be used as a discovery play. The following example requires a Vienna Coup for the execution of the squeeze.

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

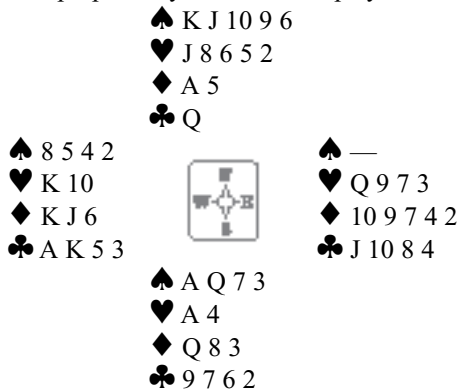
South plays in 4♥ after East doubled 3NT for a spade lead. West leads a heart and East plays low. South wins with the 8 and leads a club to the jack, which holds. So far, so good. Declarer leads a diamond to the king, which wins, a club to the king and another diamond. East plays the ♦A and leads a trump. West plays the ♥A and another trump while East throws a spade. The lead is in the South hand, and declarer needs five of the last six tricks, in this position:

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

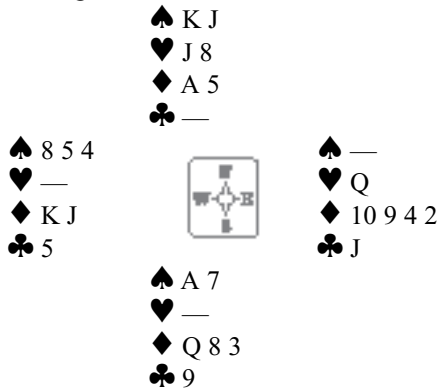
If either minor-suit honor were unguarded, the contract could be made by guessing which, dropping it and drawing the

last trump. But the bidding suggests that West has the hand shown. The solution is to lead a spade to the ace, and ruff a losing spade with the master trump, setting up an unnecessary trump trick for West (Vienna Coup), but squeezing him in the process. When the spade is ruffed, West is backwash-squeezed. South may, of course, misguess the position – he still has to read West's holding correctly. But he is no worse off than before. Also, he will have seen another card played before making the decision and will have confirmed the exact spade count. No other play will work in the above ending.

The backwash squeeze can be used to strip a defender of his exit cards preparatory to a throw-in play.



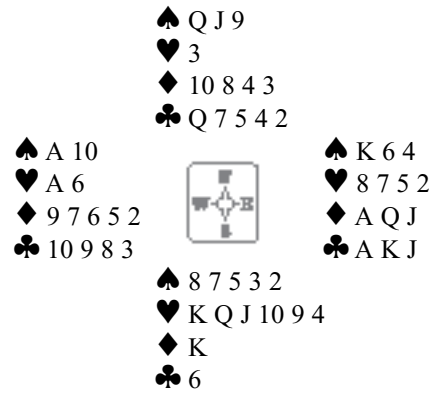
South has arrived in 4♠ after a 13–15 1NT opening by West and an Astro 2♦ bid by North, showing spades and another suit. West led the ♣K and forced dummy with a second club. Planning to set up dummy, declarer led the ♥A and another heart. West won and forced dummy again in clubs. Declarer ruffed a heart high, then led a low spade to dummy and discovered the unfortunate spade division. Suddenly, a simple hand had become complicated. North was on lead, with declarer needing five of the last six tricks:



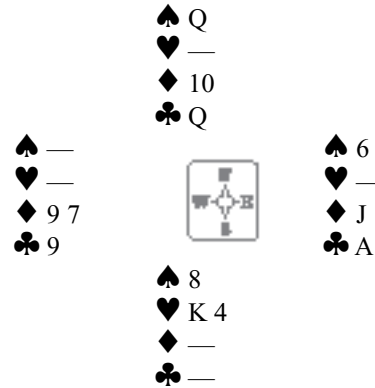
Declarer ruffed a heart with the ♠A – and the backwash caught West in its undertow. An undertruff would let declarer draw trumps, and a diamond pitch would allow South to cash the ♦A and then lead the ♥J, throwing a club. West therefore had to part with his club – his only exit card. South cashed the ♠K and ♠J and led the last heart. West ruffed, but was endplayed.

(See next column)

South arrived in 2♠ doubled after a strong 1♣ opening by East showing 17 or more points, and a card-showing double by West promising 6-8 points. Clubs were led and continued, South ruffing the second round. South tried to slip the ♥9 through, but West took his ace and shifted to the ♠A and

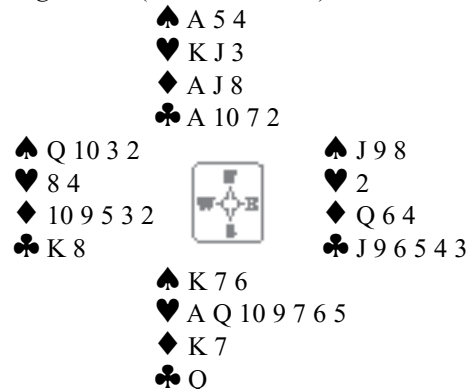


another spade. When East won his trump king, he cashed the ♦A and continued with the queen. Declarer had lost five tricks and apparently had one more to lose – if he drew the last trump, he could not return to the closed hand to run the hearts. Because of the blockage in the North–South spades, East's ♠6 prevented straightforward suit establishment. However, South ruffed the ♦Q and cashed three top hearts, East being forced to follow suit, leaving this position:

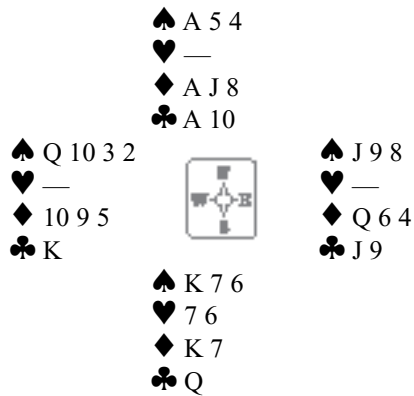


South led a heart, ruffed it with dummy's ♠Q and East was squeezed. If he undertruffed, the South hand would be high. If he discarded a plain suit, he would promote one of dummy's cards, which would then be led, forcing East to ruff and allowing South to overtruff.

BARCO SQUEEZE. A triple-double squeeze, exerting pressure on both opponents in three suits. The most famous example was played by Edward T. Barco, and described by him in *The Bridge World* (December 1935).

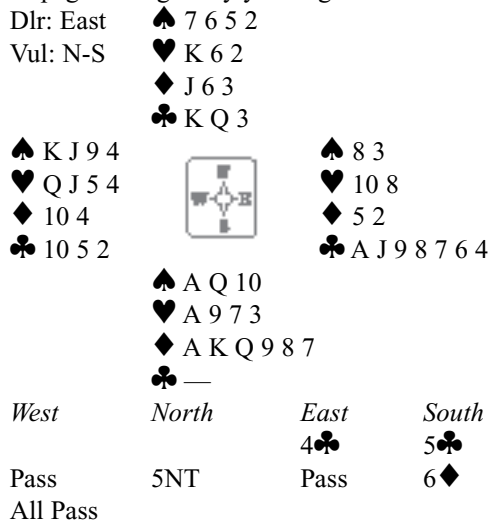


West led a trump against South's contract of 7♥, and declarer ran five trump tricks to reach this ending:



South led another heart, on which West and North discarded a spade. East was squeezed, and had to discard a spade also. The last trump squeezed West in three suits. However, if he had discarded a diamond, declarer would have had to make the double-dummy play of entering dummy and leading the ♦J. Related: Hexagon Squeeze and Octagonal Two-Trick Squeeze.

BELLADONNA STRIP SQUEEZE. The underlying techniques for using this class of squeeze to produce two tricks is well catalogued, but that is not true for those squeezes that manufacture two tricks when only two suits are involved. The best known example of the latter is the great Giorgio Belladonna's performance on a deal played in a team game on a bleak Winnipeg evening many years ago:

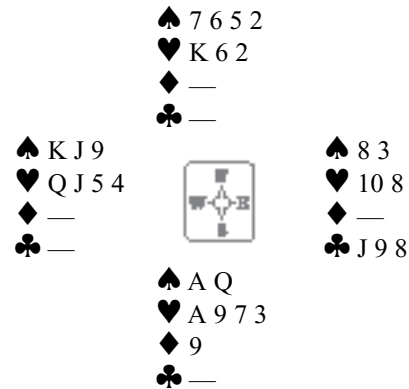


At both tables, West led a club and declarer called for dummy's queen. After ruffing East's ♣A, both declarers counted 10 tricks. They began by cashing ace and king of trumps and finding them 2-2.

After that, most declarers would proceed as Jim Jacoby did. He pinned his hopes on East having a doubleton spade honor, which would give him 11 tricks, or even an unlikely ♠J-x-x, which would result in 12. If the former was the case, he would still need to rely on squeezing West in the majors for his 12th trick.

Consequently, he crossed to dummy with the jack of trumps and discarded a heart on the ♣K. Next he finessed the ♠10. As the cards lay, West won the trick with the ♠J and exited in clubs. East began with two low spades, so there was no chance of recovery and Jacoby failed in this ambitious slam.

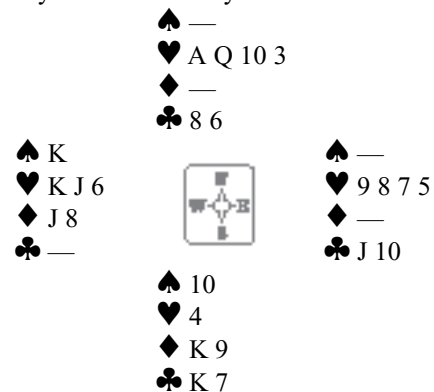
When Belladonna played the slam, he crossed to dummy with the jack of trumps and threw ♠10 on the ♣K. After Belladonna ruffed a club and cashed another trump, these cards remained:



Needing six of the last seven tricks, Belladonna had only four winners, but when he led his last trump, what could West do? If he threw a spade, dummy would discard a heart and then Belladonna would play the ♠A followed by the queen, setting up two spade tricks in dummy. He would make three spades, two hearts and a trump.

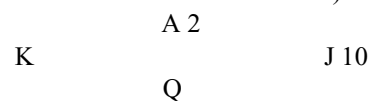
West would fare no better discarding a heart, for then Belladonna would discard a spade from table and continue with ace, king and another heart, setting up a long heart trick. Then West, with only spades remaining, would have to lead into declarer's spade tenace. Belladonna would make two spades, three hearts and a diamond.

BONNEY'S SQUEEZE. A triple squeeze against one opponent combined with a simple squeeze against the other. Analyzed by Norman Bonney of Boston.



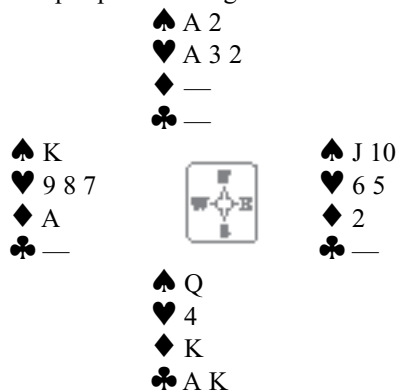
South leads the ♦K, on which he throws a club from dummy. East is squeezed and must discard a heart. Now the lead of the ♣K squeezes West in three suits. At the start, South has all but two of the remaining tricks, but he manages to win all six by means of the squeeze.

CLASH SQUEEZE. A squeeze in three suits, distinguished by the presence of a special type of long menace called a clash menace, analyzed and named by Chien-Hwa Wang (in *Bridge Magazine* articles from 1956 and 1957).



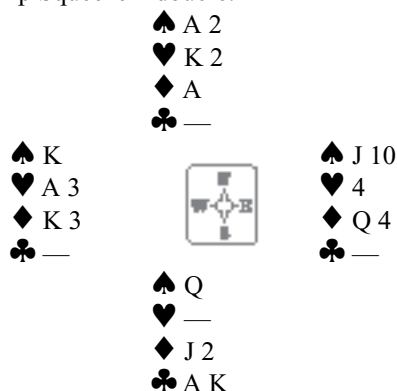
South's queen is a clash menace against West's king.

(4) Trump Squeeze – single



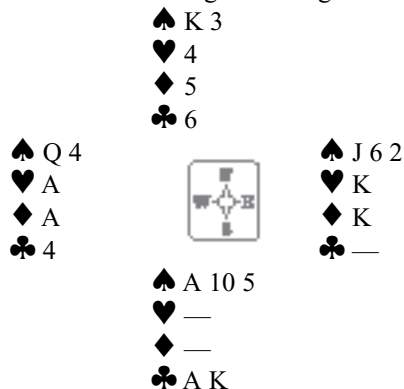
With clubs as trumps, South leads the king of that suit. West can do no better than discard a heart, but now South can ruff out that suit, using the ♠A as a re-entry. This squeeze is positional.

Trump Squeeze – double.



Clubs are trumps. South leads the trump king, and West must throw a diamond. North and East discard hearts. South plays to the ♦A and ruffs a heart, squeezing East in spades and diamonds. Related: Hedgehog Squeeze.

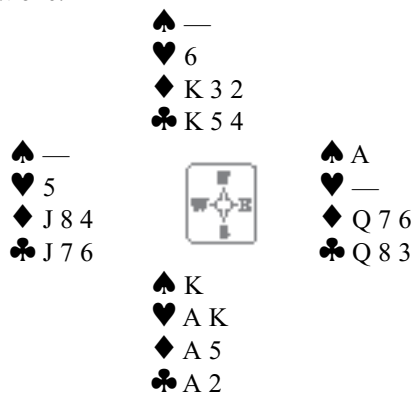
COMPOUND GUARD SQUEEZE. A squeeze in three suits, in which two suits are stopped by both opponents and the third-suit holding requires a defender to retain certain cards to prevent declarer from taking a winning finesse.



South leads the ♣A to squeeze East, who must discard a red card. On the continuation of the ♣K, West must discard the red suit that East has retained. North discards the suit that West has kept, and East is squeezed in spades and the red suit he has saved.

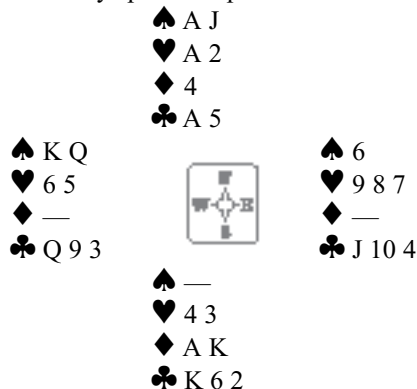
Related: Compound Squeeze, Compound Trump Guard Squeeze and Guard Squeeze.

COMPOUND SQUEEZE (also known as an alternate threat squeeze). A preparatory triple squeeze, followed by a double squeeze, analyzed exhaustively by Clyde E. Love. This ending requires two double menaces (guarded by both opponents) and a one-card menace. The one-card menace must be placed to the left of the opponent threatened. Declarer has all the remaining tricks but one.



South leads the ♥A, and East is squeezed in three suits. In order to avoid giving declarer a trick directly, East must unguard a minor suit. South cashes the king and ace of that suit, leaving West with the sole guard in that suit. Now the lead of South's remaining heart effects a double squeeze. Each of the double menaces must be accompanied by a winner in its suit to provide an entry.

The alternate threat squeeze is a hybrid form of Compound Squeeze with very special requirements.



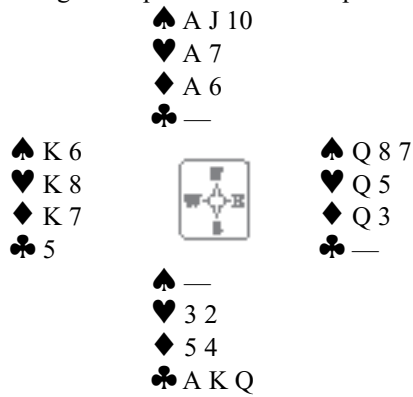
South leads the ♦A. A spade would give up a trick directly, so West must throw a heart or a club. If he chooses a heart, the low heart is discarded by North on the ♦K continuation. Meanwhile, East has thrown a heart and a spade. Now a heart lead squeezes West (in spades and clubs), and the ♠A, which follows, squeezes East (in hearts and clubs). If West chooses to discard a club on the ♦A, declarer leads a club to the ace, cashes the ♠A and returns to his hand with the ♣K. Now the lead of the ♦K brings about a simultaneous double squeeze.

From this, the special requirements for this squeeze are: (1) a one-card menace accompanied by a winner and placed to the left of the threatened opponent; (2) a double menace (the alternate threat suit) accompanied by a winner and any two cards of that suit in the hand opposite.

In addition, the usual requirements for a compound squeeze must be present.

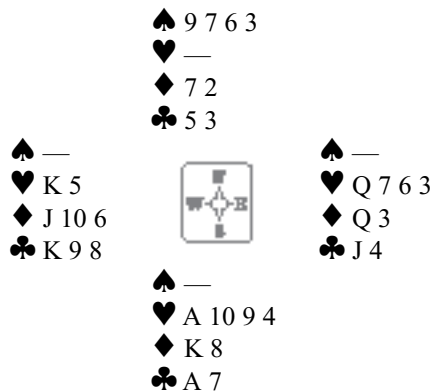
COMPOUND TRUMP GUARD SQUEEZE.

A compound guard squeeze with a trump element.



Clubs are trumps. On the lead of the ♣A, North throws a red-suit loser. East is squeezed in three suits and must discard a red card. On the next club lead, West abandons the suit East has retained and the other red-suit loser is thrown from the dummy. East discards from the red suit he has already unguarded, and is trump-squeezed by a lead to that ace.

COMPOUND TRUMP SQUEEZE. A compound squeeze in which at least one opponent is subject to a trump squeeze. The following ending was posed as a double-dummy problem by William Whitfeld before 1900.



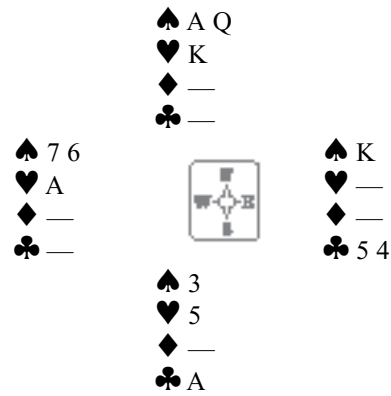
South has the lead with spades as trumps and needs all the tricks.

South leads a low heart and ruffs in dummy. A trump is led from dummy, and East must discard a club or a diamond to avoid letting declarer establish an extra heart trick by ruffing. South discards whichever suit East discards, and leads that suit from dummy, winning in his hand. Declarer now cashes the ♥A, discarding a diamond from dummy, and leads a low heart, ruffing. When dummy's last trump is led, East obviously must keep his last heart and discard whichever minor suit he has retained. South discards his heart and West is squeezed in the minor suits.

COUNT SQUEEZE. A squeeze that operates on a player who does not guard a crucial suit in such a way as to give declarer a count of the suit, allowing him to drop an honor offside instead of taking a losing finesse.

(See next column)

Suppose that West is known to have the ♥A. South leads the ♣A, and West discards a spade. North can safely discard the ♥K. South leads a spade, and West follows low. North's ace must be played, for it is known that West's remaining card is the

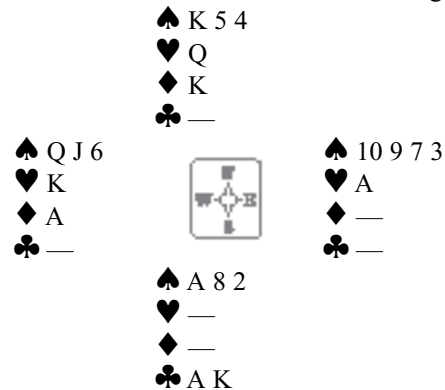


♥A. If West had guarded spades, he would have been caught in a Show-Up (or Pop-Up) Squeeze.

CRISSCROSS SQUEEZE. A blocked squeeze described under Simple Squeeze.

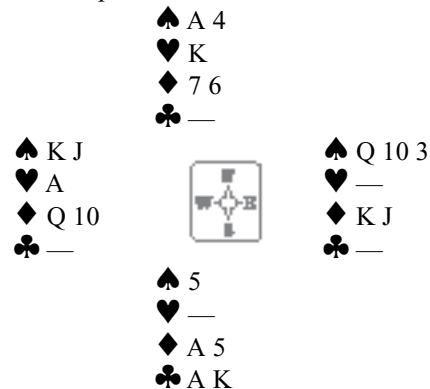
DEFENSE TO A SQUEEZE. The prerequisites for a true squeeze are: menace cards, properly located and oriented; sufficient entries to these menaces, and correct timing. Unless all these elements are present, the squeeze will not be effective unless the opponents misdefend. There are several principles that can assist the defenders to discard correctly.

(1) Two-card menace. If one defender guards a two-card menace and two isolated menaces, then he should unguard the long menace when a choice must be made among the three suits.



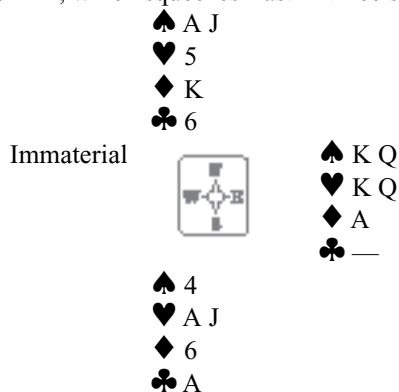
The lead of the ♣A squeezes West in three suits. If he discards a heart, the ending leads to a twin-entry double squeeze. West must discard a spade, his guard to the long menace.

(2) Unguarding a menace. When a defender guards two long menaces and one isolated menace, then he should unguard the long menace placed to his left.

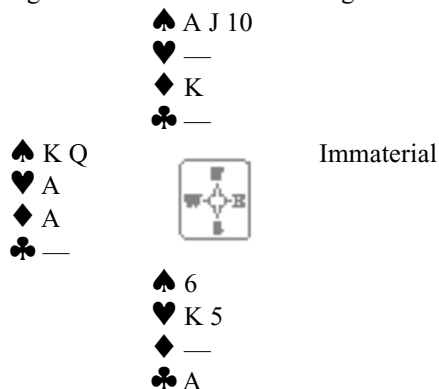


South leads the ♣A, squeezing West in three suits. If he discards a diamond, South cashes the ace of that suit, which leads to a positional double squeeze. West must discard a spade, the guard to the long menace situated to his left.

(3) Progressive squeeze defense. In this example, South leads the ♣A, which squeezes East in three suits.

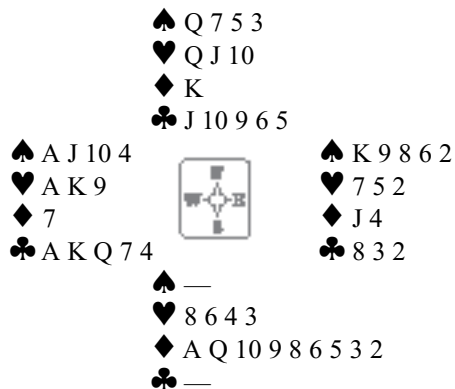


Any discard costs a trick, so East's primary objective is to protect himself from a progressive squeeze, which would cost him two tricks. A heart is the only discard that will achieve this end, so long as West holds a diamond higher than the 6.



This resembles an automatic repeated squeeze position, but it is faulty in that a one-card menace (the ♦K) is misplaced in the North hand. When South leads the ♣A, West must discard the ♦A. Otherwise South can win all the remaining tricks.

(4) Underruff. On rare occasions an underruff proves to be a defender's only safe play. The following hand from a par contest illustrates the point. It was created by Bertrand Romanet.

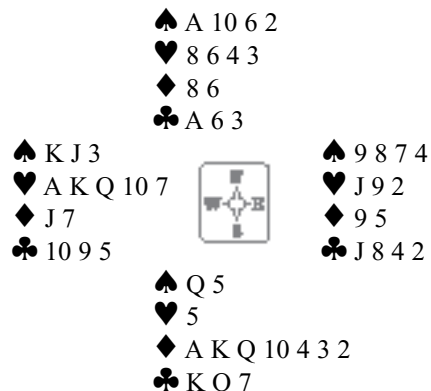


East is declarer in 6♠. South leads the ♦A, followed by the queen. West ruffs the second diamond with the ace and North must underruff. Any other discard would enable declarer to establish a trick. When the trumps are run off, North cannot

be squeezed because he discards after West, the hand that contains all the menace cards.

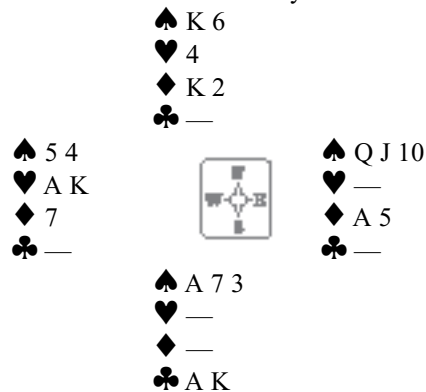
Sometimes correct discarding will not save the defenders; an early attack against one of the basic elements of the squeeze may be the only means to break it up.

(5) Destruction of the menace. This can be achieved in two ways: (1) by leading the suit at every opportunity, thus forcing declarer to play the menace card prematurely; and (2) by making it impossible to isolate the menace. This latter occurs usually at a trump contract. Terence Reese provides this example to illustrate the attack on menace cards.



South is declarer at 6♦. West leads the ♥K. If West continues with another heart, South ruffs, and after drawing trumps, enters dummy with the ♣A to ruff a third heart, thus leaving West alone with the burden of guarding that suit, as well as the spade suit. However, if West refrains from leading the second heart, the heart menace cannot be isolated; East's jack cannot be ruffed out, and West can discard all his hearts, relying on East to guard that suit.

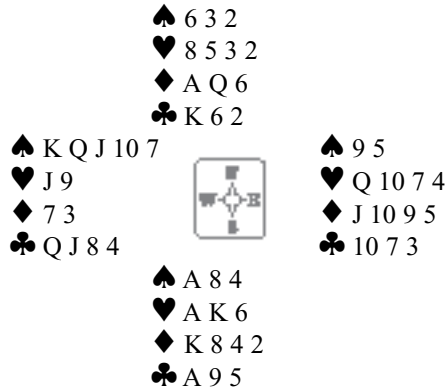
(6) Attack on entries. This defense consists of playing the suit in which declarer has a long menace. In this way, a two-card menace may become an isolated menace, a twin-entry menace may be transformed into an ordinary two-card menace, etc.



Clubs are trumps, and West has the lead. If West leads a heart or a diamond, South can ruff and play his last trump, and East will be squeezed in diamonds and spades. The ending is a twin-entry simple squeeze. However, if West leads a spade, the twin-entry menace is reduced to a two-card menace of the usual sort and the squeeze must fail.

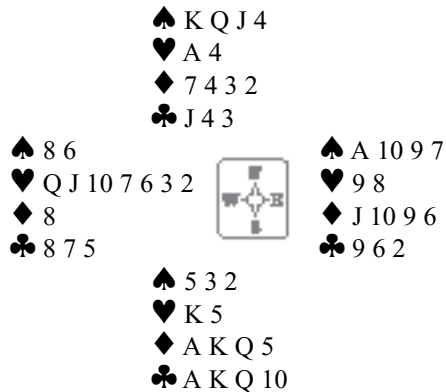
(7) Failure to rectify the count. Many times declarer must lose one or two tricks to the opponents in rectifying the count for a squeeze. Defenders can withhold their cooperation in this maneuver, either by failure to cash established winners or by refusing to win a trick offered by the declarer. The example

below, if permitted to succeed, is known as a Suicide Squeeze.



South is declarer at 3NT, and West leads a high spade.

South wins the second round and returns the suit. If West cooperates with declarer and cashes all his spades, then East can discard his clubs, but the second club lead won in dummy later squeezes him in the red suits. West cannot even cash the fourth spade without putting pressure on his partner. East can let go of two clubs on the third and fourth spades, but when declarer cashes his ♣A and then the ♣K, East must unguard the diamonds or discard a heart, whereupon declarer will be able to set up dummy's fourth heart for his ninth trick. West can cash only two spades, but then he must switch and declarer cannot make his contract.



South is declarer at 6NT after West opens 3♥. West leads the ♥Q. South takes the king and leads a spade to the king. If East wins the first or second spade lead, South can execute a spade-diamond squeeze against East. If East ducks two rounds of spades, the contract is unmakeable. Reference: *Killing Defense at Bridge* by Hugh Kelsey.

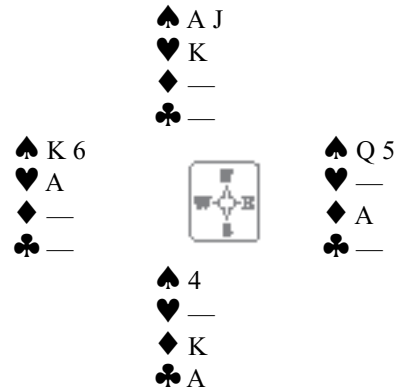
DELAYED DUCK SQUEEZE. A form of Secondary Squeeze.

DOUBLE SQUEEZE. A squeeze affecting both opponents. It involves three suits, which may be labeled A, B and C. One opponent is squeezed in suits A and B while the other is squeezed in suits B and C. Thus a double squeeze is a combination of two simple squeezes, one against each opponent. Every double squeeze requires a squeeze card, a double menace, and two isolated menaces, guarded by only one opponent. Declarer must have all but one of the remaining tricks. The following classifications are based on analysis by Bertrand Romanet.

(1) Simultaneous. In a simultaneous double squeeze, both

opponents are squeezed on the same trick. There are three basic positions:

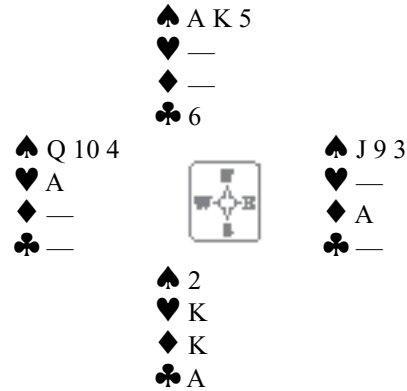
(a) Balanced



South leads the squeeze card, the ♣A. West is squeezed in the majors, and he must discard a spade. North throws a heart, and East is squeezed in spades and diamonds.

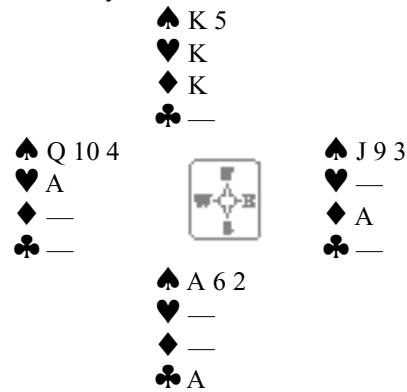
This is a positional squeeze.

(b) Automatic



South leads the ♣A, squeezing West in the majors. West must discard a spade, and now East is squeezed in spades and diamonds.

(c) Twin Entry

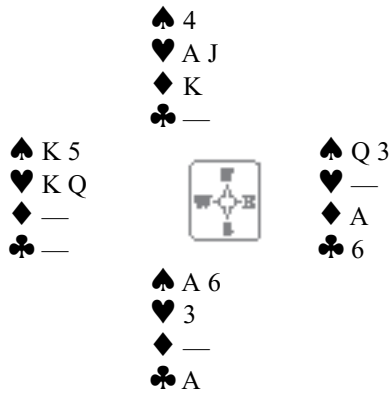


South leads the ♣A, West must throw a spade, North discards a heart, and East is squeezed in spades and diamonds. This is a positional squeeze.

(2) Non-simultaneous. In a non-simultaneous double squeeze, there are two separate squeeze cards. Declarer's last established trick in the fourth suit squeezes one opponent. A trick or more thereafter, the second squeeze card disposes of the other opponent. The second squeeze card lies in the hand opposite the first squeeze card, and it accompanies the isolated menace guarded by the opponent who was squeezed initially.

There are four basic positions:

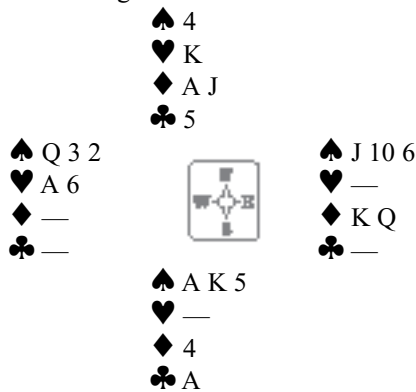
(a) Inverted Left



South leads the ♣A, forcing West to discard a spade, and North throws the ♥J. Now South leads a heart to the ace, squeezing East in spades and diamonds. This is a positional squeeze.

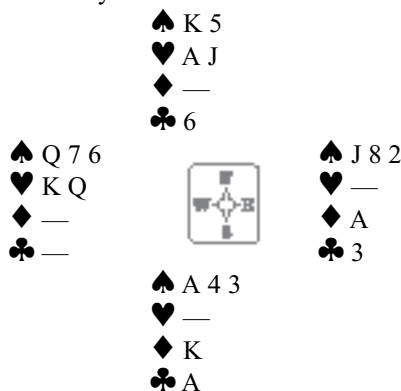
The term inverted refers to the fact that the double menace is in the same hand as the squeeze card, which is unusual because the double menace ordinarily lies opposite the squeeze card. Left indicates that the isolated menace guarded on the left is accompanied by a winner.

(b) Inverted Right



South leads the ♣A, forcing East to discard a spade. Now a diamond to North's ace squeezes West in spades and hearts. This is an automatic squeeze. For this squeeze, an ordinary two-card menace against both opponents does not suffice; a recessed menace is required.

(c) Twin Entry Left

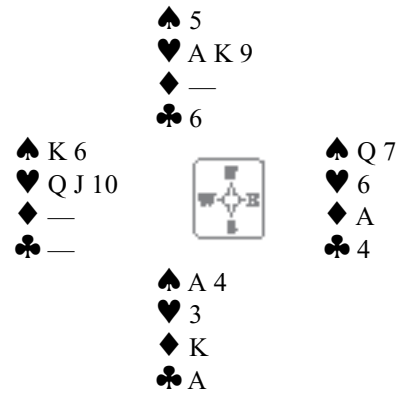


South leads the ♣A, which forces West to discard a spade. Now a lead to the ♠K, followed by the ♥A squeezes East in spades and diamonds. This is a positional squeeze.

It combines elements of the balanced and twin-entry

positions discussed earlier.

(d) Inverted Left Recessed

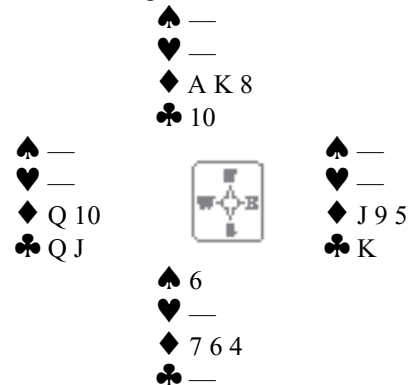


South leads the ♣A, which forces West to discard a spade. Now North wins two top hearts, the last of which squeezes East in spades and diamonds. This is a positional squeeze.

The isolated menaces are arranged as in a balanced double squeeze, but the double menace is inverted. As compensation, North must have two winners, one of which is an entry. The last two positions illustrate the available endings. Related: Barco Squeeze, Bonney's Squeeze, Clash Squeeze, Hexagon Squeeze, Octagon Squeeze and Reciprocal Squeeze.

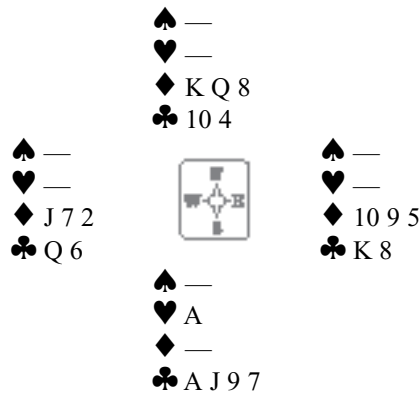
DUTCH COUP. A maneuver setting up a Pseudo Squeeze, suggesting an unblocking play such as the Vienna Coup but without the presence of the necessary one-card menace in the closed hand. This coup was described for the first time by Gerrit-Jan Forch of the Netherlands in 1972.

Declarer, who held a singleton club originally, cashed dummy's ♣A early in the play. After he cashed his long spades he reached this ending:



When he cashed the last spade, he pitched dummy's ♣10. East, under the impression that declarer held the ♣Q and that West consequently had three diamonds, discarded a diamond, setting up a third diamond trick for declarer. See next entry.

DUTCH SQUEEZE. A form of the pseudo squeeze. The card combination in dummy that includes the entry card and the card(s) to be promoted creates the impression of a threat even when no such threat exists. The card that looks like an entry card in fact is not because declarer has a void in that suit. Former Netherlands world champion Bob Slavenburg reached the following ending in the *Sunday Times* Invitational Pairs tournament:

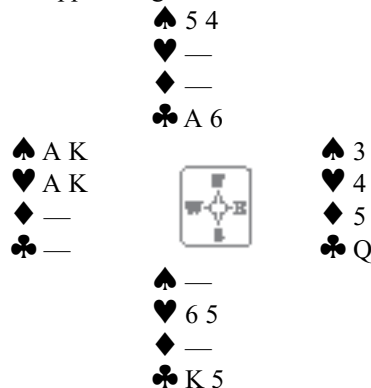


Slavenburg had not cashed his diamond tricks when he had the chance earlier (the suit was originally 4-4-4-1, South holding the singleton). At this point in the play, he cashed the ♥A. West and East, looking at the visible diamond threat, thought they had to hold onto to their diamonds, so both pitched a club.

ENTRY-SHIFTING SQUEEZE. A positional squeeze (also called Seesaw Squeeze) in which the squeeze card is a winner accompanied by additional winners in the same suit that provides communication between declarer's hand and dummy. Declarer manages his entries in the suit of the squeeze card so that he can take advantage of the discards chosen by the defender under pressure.

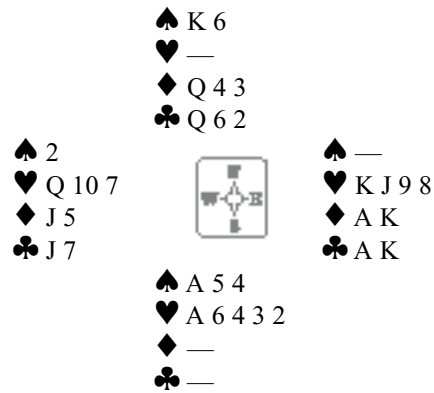
I. Trumps

A. One opponent guards two suits



Clubs are trumps, and South leads. If East's trump were the 2, declarer could claim the remaining tricks on a crossruff. In the actual end position, South leads the ♣K and West is squeezed in the majors. If West discards a heart, South retains the lead, and a heart ruff establishes a long card in that suit. If West discards a spade, declarer overtakes with dummy's ♣A and ruffs a spade to establish a winner in dummy.

B. One opponent guards three suits



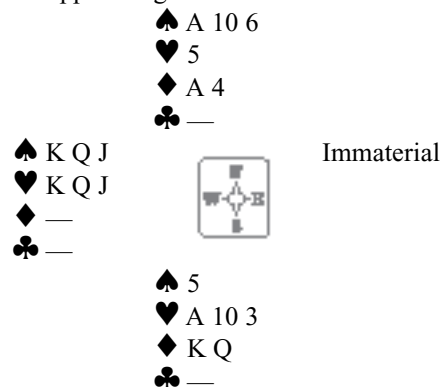
With spades as trumps, North leads the ♠K, and East is squeezed in three suits for two additional tricks: If he discards a club or a diamond, North retains the lead to ruff out the remaining honor in that suit. If he discards a heart, South overtakes with the ♠A in order to establish hearts.

Two-suit squeezes require a balanced trump holding (equal length in both hands) when declarer has all but one of the remaining tricks, but they require an unbalanced trump holding if a trick must be lost after the squeeze.

The three-suit squeezes require an unbalanced trump holding, unless a throw-in menace is involved, in which case a balanced trump holding is needed.

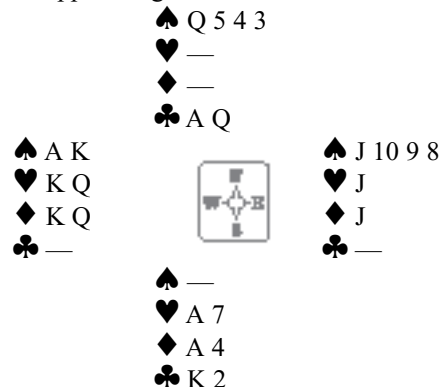
II. Notrump

A. One opponent guards two suits



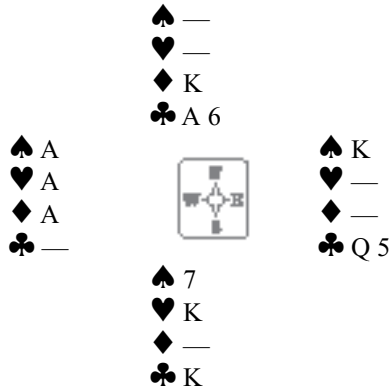
South is declarer in a notrump contract. When the ♦K is led, West is squeezed in the majors. If West discards a heart, declarer overtakes with the ♦A and then plays the ♥A and another heart, establishing the long heart in his hand, with the ♦Q as entry to cash it. If West discards a spade, dummy's low diamond is played, retaining the ♦A as entry to the long spade, established by playing the ♠A and another spade.

B. One opponent guards three suits



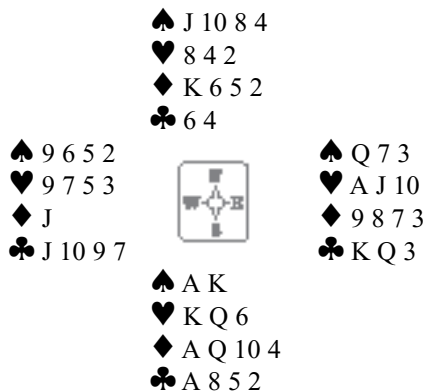
In a notrump contract, South leads a low club, squeezing West in three suits: If West unguards a red suit, North wins the ♣A, and returns a club to the king, allowing South to cash the red aces, and the long card in the suit unguarded by West. After a spade discard by West, North wins the ♣Q, concedes a spade to West, wins the forced return of a red suit, cashes the other red ace, and returns a club to the ♣A in order to cash the ♠Q.

Stepping stone:



Needing two tricks at notrump, South leads the ♣K, and West is squeezed in three suits: Discarding a red ace establishes the corresponding king for declarer, so West discards the ♠A (if South held the ♠K, this discard would concede a trick directly). South retains the lead and exits with a spade to East's king, forcing him to lead a club to North's ♣A.

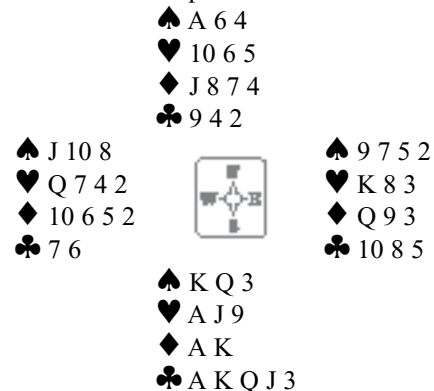
ENTRY SQUEEZE. A squeeze that is aimed at forcing one or both defenders to discard from a seemingly worthless holding, so that declarer can create an extra entry to one hand or the other by overtaking a card of winning rank. Analyzed and described by Geza Ottlik in the December 1967 issue of *The Bridge World*. His article, titled "The Quest," won the first International Bridge Academy "Article of the Year" award in 1968. Two of the deals from this article follow.



South declares 3NT after East has opened the bidding, and West leads the ♣J. East overtakes with the queen and continues with the king and a third club as declarer holds up the ace until the third round. South cashes the ♦A and ♦Q, discovering the 4-1 division, but he can still get home if he concedes a club to West, which crushes East in three suits. Clearly East cannot let go of a spade, and if he discards a heart, one heart lead from dummy suffices to establish two tricks in that suit for declarer. So East is forced to discard one of his "useless" diamonds. Now declarer has two diamond

entries to dummy by overtaking the 10 with the king and can lead twice toward his heart honors. As Ottlik noted in his article: "Those silly little diamonds in East's hand have a function after all. Nondescript, irrelevant or immaterial as they may be called, by their sheer existence they also serve. They stand and wait in the way, blocking traffic, hindering enemy lines of communication. And having this value, however silent, taciturn and hidden, they are subject to the pressure of a squeeze."

The entry squeeze can also operate against both opponents in the form of a double squeeze.

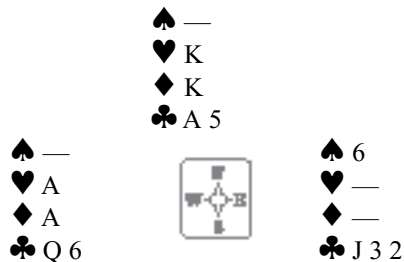


West leads the ♠J against South's contract of 6NT. Rather than bank everything on finding East with both heart honors, or guessing which opponent might hold a doubleton honor, declarer wins the spade in hand and cashes five rounds of clubs, discarding a diamond and a heart from dummy. On the last club, West is in some difficulty. If he holds fewer than three hearts, South can lead a heart from his hand to establish two tricks in that suit. Alternatively, if West comes down to fewer than three diamonds, declarer can cash the ♦A and ♦K, the ♠K and the ♠A, then take the heart finesse; West, marooned with nothing but hearts, must return a heart into declarer's tenace. So West is "squeezed" down to a singleton spade. East, in turn, is squeezed on the last club, for he must also hold three cards in each red suit and can hold no more than one spade. South has thus squeezed both opponents in a suit in which he started with three top winners and now makes his slam by overtaking the ♠K with the ace for a heart finesse. The ♠6 provides entry to dummy for the second heart finesse. Related: Entry-Shifting Squeeze, Overtaking Squeeze, Stepping Stone Squeeze and Unblocking Squeeze.

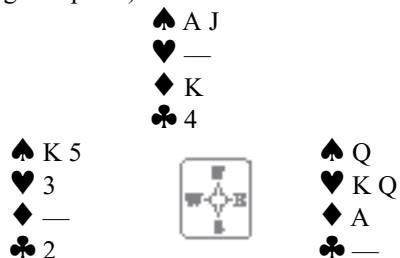
GUARD SQUEEZE. A squeeze in three suits, in which an opponent holds guards in two suits, and his holding in a third suit prevents declarer from taking a winning finesse.

There are five basic endings, each of which resembles the basic double squeeze position. By contrast with the double squeeze, the guard squeeze takes place when the same opponent controls both isolated menaces, but as compensation, the double menace contains finesse possibilities.

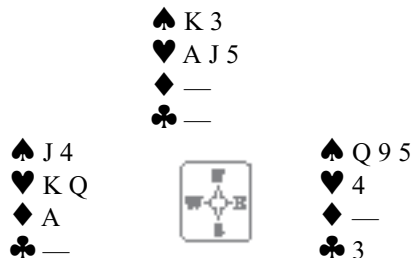
(See next page)



South leads the ♠A, and West is squeezed in three suits. He must discard a club, but South leads a club to the ace (dropping the queen) and finesses the 10 on the way back.



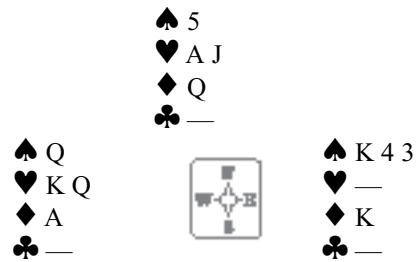
South leads the ♣A, and East is squeezed in three suits. If he discards a spade, South can lead that suit, and finesse the jack.



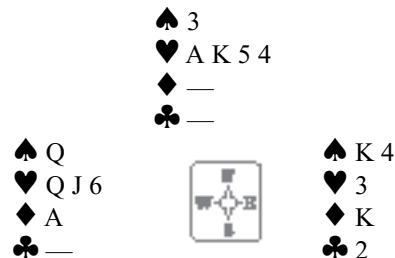
South leads the ♣A, and West is squeezed in three suits. If he discards a spade, South leads a spade to the king (dropping the jack) and finesses the 10 on the way back.

In each of the above positions, the squeeze retains its effectiveness even if one of the isolated menaces is guarded by both opponents. This leads to a double guard squeeze whose constituents are a guard squeeze against one opponent and a simple squeeze against the other.

There are two other double guard squeeze positions:



South leads the ♣A, and West is squeezed in three suits. He must discard a diamond. Now the ♥A squeezes East in spades and diamonds.



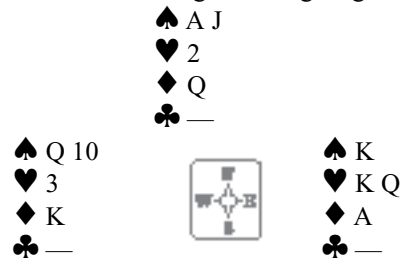
South leads the ♣A, and West is squeezed in three suits. He is forced to discard a diamond. South takes two top hearts, squeezing East in spades and diamonds.

HEDGEHOG SQUEEZE. This type of squeeze, of which there are several variations, was named and analyzed by Hugh Darwen in the (British) *Bridge Magazine*, March 1968 and April 1968. A hedgehog squeeze is a squeeze of one opponent in two or three suits and a squeeze of the other opponent in three suits. The origin of the name of the squeeze is undetermined, but it might have come from the fact that Victor Mollo – author of many books, including *Bridge in the Menagerie: The Winning Ways of the Hideous Hog* – wrote an introduction to one of Darwen's books, *A Monograph on Squeezes*.

These are the basic endings:

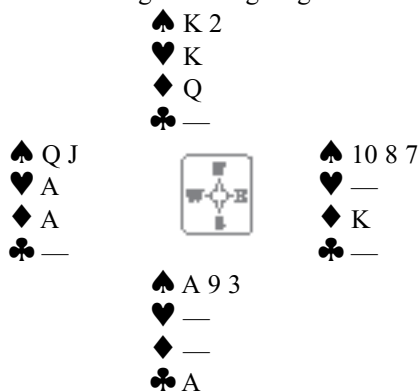
I. Single hedgehogs

1. Non-simultaneous guard hedgehog



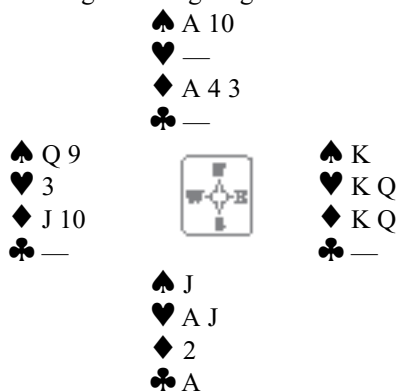
On the lead of the ♣A, West and North discard hearts, and East is squeezed out of the ♦A. Now the lead of the ♥A squeezes West in spades and diamonds.

2. Simultaneous guard hedgehog.



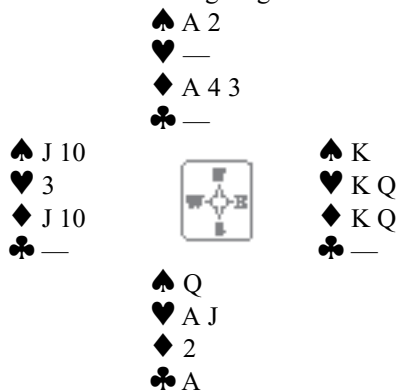
The lead of the ♣A squeezes West out of the ♦A, North discards the ♥K, and East is squeezed in spades and diamonds.

3. Blocked guard hedgehog



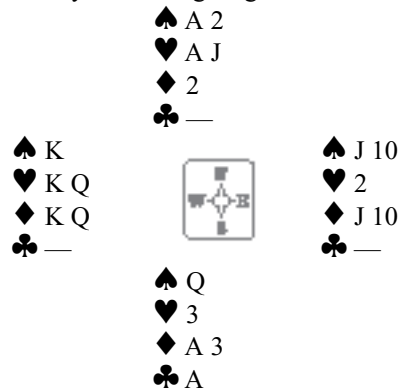
On the ♣A lead, West discards a heart, North discards a diamond, and East is squeezed out of a diamond. Now the lead of the ♥A squeezes West in spades and diamonds.

4. Automatic clash hedgehog



On the ♣A lead, West discards a heart, North discards a diamond, and East is squeezed out of a diamond. Now the lead of the ♥A squeezes West in spades and diamonds.

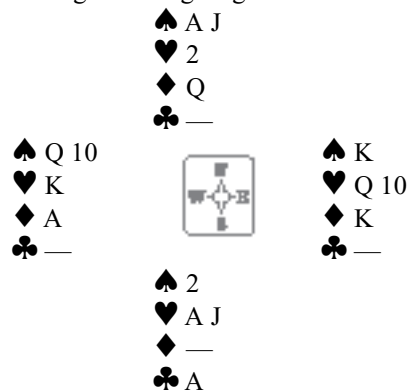
5. One-way clash hedgehog



The lead of the ♣A squeezes West out of a diamond, while North and East discard hearts. Now a lead to the ♥A squeezes East in spades and diamonds.

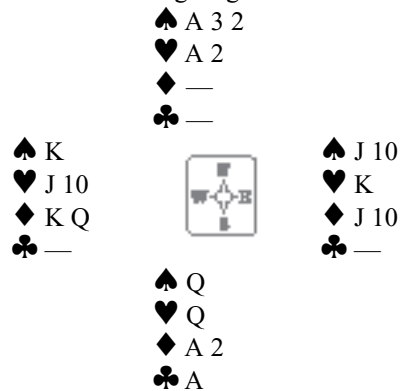
II. Double hedgehog – also known as hexagon squeeze

1. Double guard hedgehog



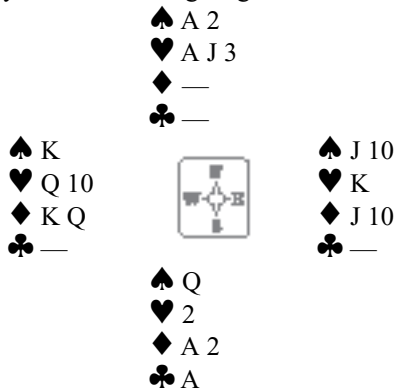
The lead of the ♣A squeezes West out of the ♦A, North discards the ♥2, and East is squeezed in three suits.

2. Double clash hedgehog



The lead of the ♣A forces West to discard a diamond, North discards the ♠2, and East is squeezed in three suits.

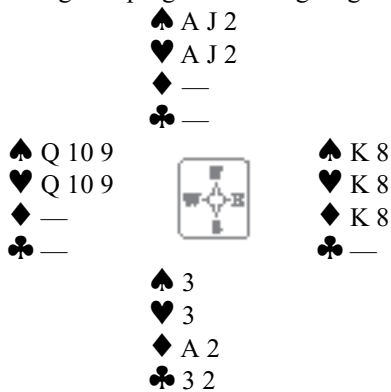
3. Hybrid double hedgehog



The lead of the ♣A forces West to discard a diamond, North discards the ♥3, and East is squeezed in three suits.

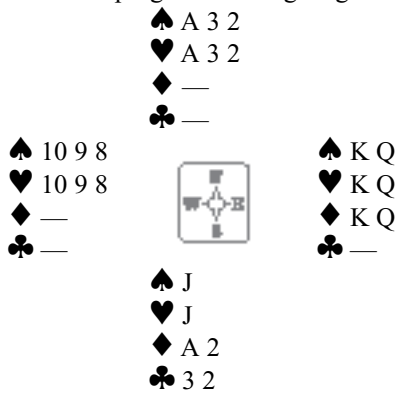
III. Progressive hedgehogs

1. Guard/guard progressive hedgehog



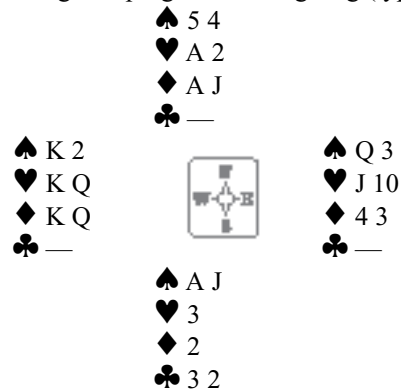
When South cashes his clubs, West, North, and East must discard one card from each major. Now the ♦A squeezes West in the majors.

2. Clash/clash progressive hedgehog



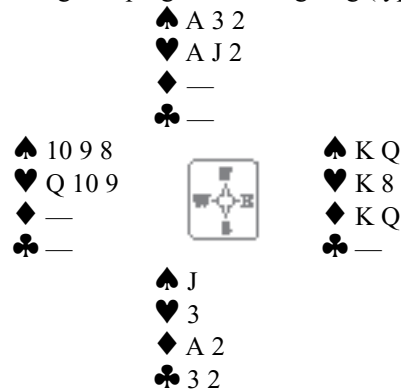
The play is the same as in diagram 1.

3. Clash/guard progressive hedgehog (type 1)



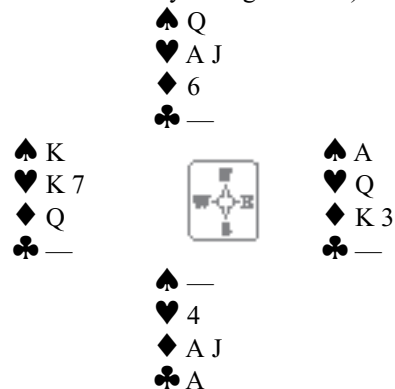
When South cashes his two clubs, West must discard a card in each major, North discards a spade then a diamond (unless West discards a diamond), and East discards two diamonds. Now the lead of a diamond to the ace squeezes East in the majors.

4. Clash/guard progressive hedgehog (type 2)



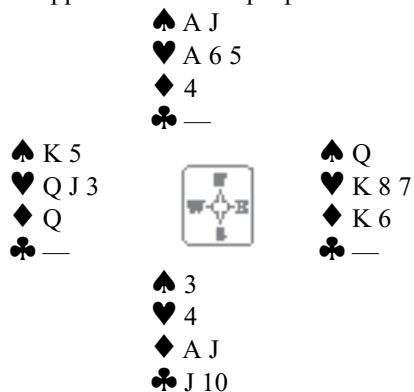
When South cashes his clubs, East is compelled to discard a card in each major. Now the lead of the ♦A squeezes West in the majors. Related: Clash Squeeze, Hexagon Squeeze and Octagon Squeeze.

HEXAGON SQUEEZE. A double guard squeeze in which each of the three menaces is protected by both opponents. (Analyzed and named by George Coffin.)



South leads the ♣A, and West must discard a spade. North discards a diamond, and East is squeezed in three suits. Once West discards his spade, East is caught in a standard guard squeeze.

HEXAGON TRUMP SQUEEZE. A hexagon squeeze in which both opponents are trump squeezed.



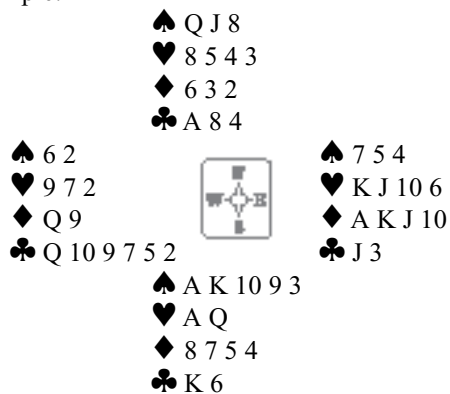
Clubs are trumps. South is on lead needing all the tricks. South leads the ♣J. West must discard a heart, dummy can discard a diamond, and East is squeezed in three suits. If East discards a spade, West can be finessed. East obviously cannot discard a diamond, and if he lets go a heart, the ♥A and a heart ruff will establish an extra heart trick.

Alternatively, when West discards a heart on the ♣J, suppose North and East both discard spades. South leads to the ♥A and ruffs a heart. A spade to the ace then squeezes East in hearts and diamonds. In this variation, the squeeze of East occurs three tricks later than the squeeze of West.

JETTISON SQUEEZE. A form of entry squeeze, described in this chapter.

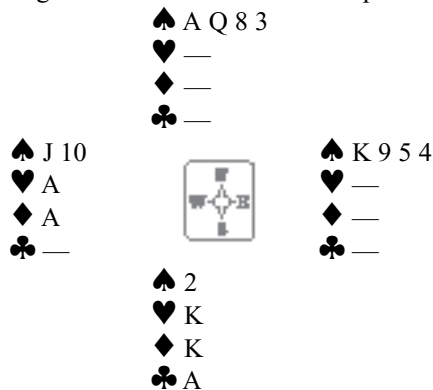
KNOCKOUT SQUEEZE. A squeeze in three suits, one of which is the trump suit. Declarer ruffs the fourth suit in the long trump hand, forcing the threatened defender to choose between establishing declarer's side suit or allowing him to score an extra trump trick.

Example:



South is declarer in 4♠ after East opened the bidding and West showed club length. West leads a trump won by the ♠8 in dummy. A heart is led for a finesse of the queen, and declarer continues with three rounds of clubs, ruffing the third round with the ♠K. On the third club, East is squeezed in three suits: a spade "discard" allows declarer to score an eventual diamond ruff in dummy, a heart discard allows declarer to establish and cash a long heart in dummy, while a diamond discard enables declarer to score a diamond ruff in dummy or establish and cash a long diamond in his hand, depending on the defense.

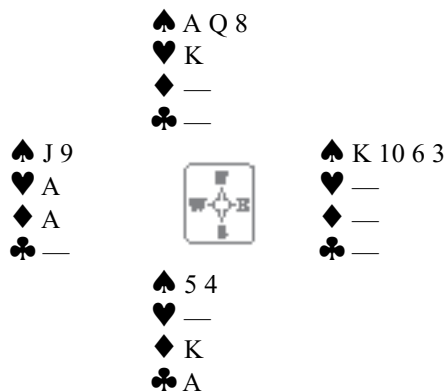
MOLE SQUEEZE. A squeeze on one opponent that can lead to an endplay against the other. It was named and analyzed by Julian Pottage of Great Britain. The basic position:



South, playing notrump, is on lead needing three of the last four tricks. South leads the ♣A, and West is squeezed in three suits. A discard from either red suit sets up South's king, but watch what happens when a spade is thrown. South leads his spade, and West's remaining honor is covered by the queen and king. Now East has to play from the 9 into dummy's tenace.

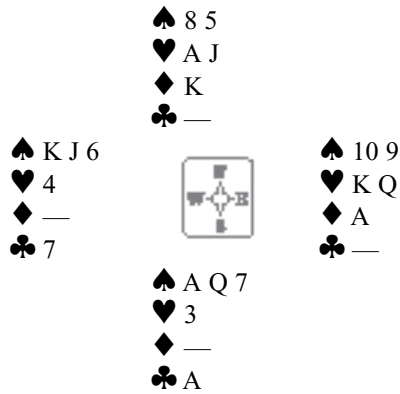
Key features: (a) Before the squeeze card is played, West's holding in spades, the mole threat suit, is strong enough to prevent East from being thrown in to damaging effect. West's spades will not take a trick themselves; their value to the defense lies in the way they support East's spades. (b) East has no exit cards. The resulting endplay would not work if East had a red card to lead to one of West's aces. (c) West is squeezed in three suits – in a conventional way in the red suits, but in a subtle, indirect way in spades.

North's low spade is an idle card because it disappears on South's ♣A. That idle card could be in any of the other suits and the squeeze would remain effective. Furthermore, the fact that one of North's cards is spare means one of the simple threats could sit facing the squeeze card. This brings us to the second position:



Again South can collect all but one of the remaining tricks by cashing the ♣A. If West discards a heart, North throws a spade. Otherwise, the ♥K goes on the squeeze trick.

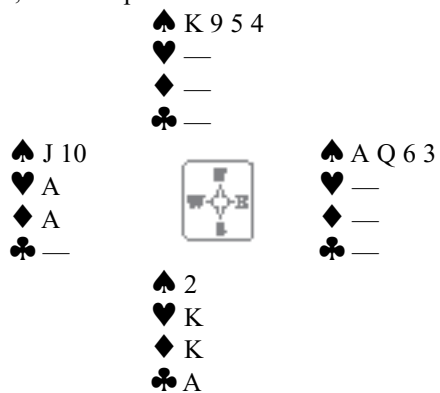
Equally, the threat lying with the squeeze card can be the mole threat:



Once again, cashing the ♣A executes the mole squeeze. This time East is the victim. The layout has increased to five cards so as to provide North with an entry. If East discards a spade, the ♥A must be cashed before West can be endplayed (North plays the ♠8 to unblock).

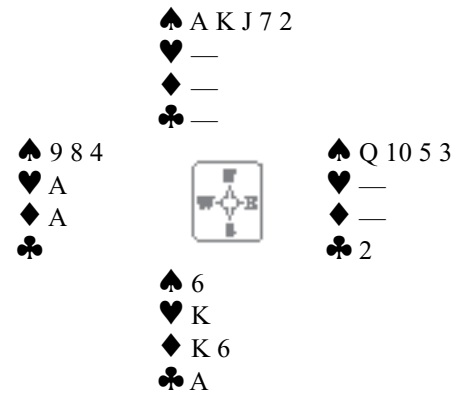
Perhaps you wonder how likely the mole squeeze is to occur in practice. Not that often, but they do serve a useful purpose. In every mole squeeze, a trick is lost after the squeeze trick. So, if you are unable to give up the right number of tricks for a simple squeeze (*i.e.*, rectify the count), the mole may come to the rescue. Likewise, as you can see from the first two layouts, the mole can operate even when neither standard threat is accompanied by an entry. Thus the mole can prove useful when you lack the requisite entries for other types of squeezes. Finally, in the first and third layouts, the two simple threats are misplaced for a conventional squeeze, sitting as they do under the relevant guards. These are the two layouts you are most likely to encounter at the table.

There are simpler mole endings in which two tricks get lost at the end, for example:



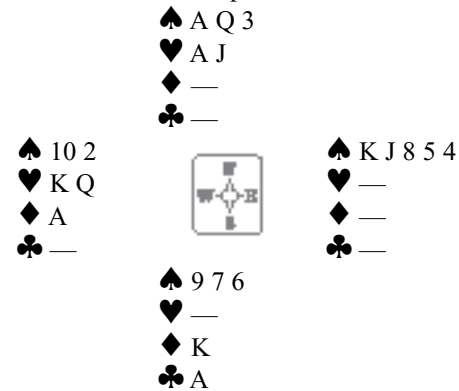
On the ♣A lead, West can postpone the inevitable by discarding a spade. Then a spade to the jack, king and ace lets East win the next two tricks, but North's 9 takes the last trick.

By the same token, the mole squeeze can work when the mole threat suit contains two winners:



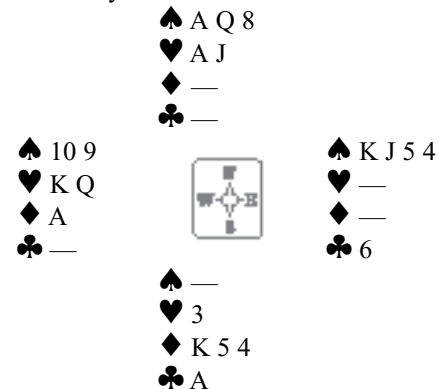
To avoid conceding a trick at once, West discards a spade on the ♣A. After that, a spade to the ace followed by the jack gives East no winning option.

The mole threat can be split between two hands:



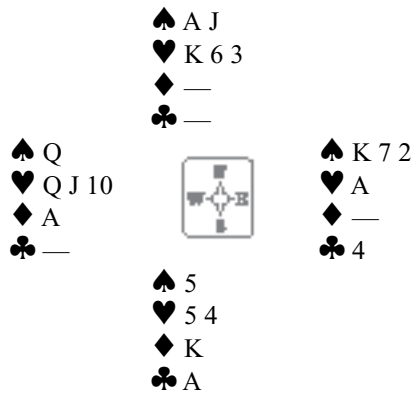
North has a winner with the simple heart threat to create space for South to have help in the mole suit. That winner scores after the throw-in, so it is vital for East to have no hearts. South plays the ♣A and West releases a spade, so North sheds the ♥J. Now a low spade to the queen picks up the 10 on the way and leaves East snookered.

The mole squeeze can function perfectly well even if declarer or dummy has a void in the mole suit:



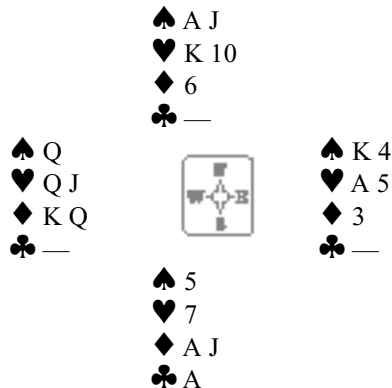
South is on lead needing four of the last five tricks. South leads the ♣A. To avoid instant defeat, West throws a spade, so North discards the ♥J. Now declarer can cross to the ♥A and exits with the ♠Q, squashing West's 10. The squeeze would prove equally effective if West's spades were J 10 or J 9 or if East had a heart instead of a low black card.

So far, the mole suit itself has provided the throw-in card. This need not be the case:



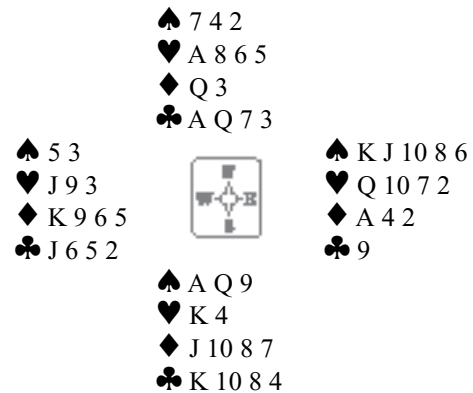
Wanting four of the remaining tricks, South plays the ♣A. If West discards a heart, the ♠J goes from the North hand and ducking a heart leaves dummy high. Releasing a diamond is clearly fatal, but watch what happens if West parts with a spade. North throws a heart and declarer concedes a heart. East now has to submit to the jaws of dummy's tenace in spades and the ♥K makes, too. Note that East's seemingly idle card has to be a club. Otherwise West could afford to throw a spade because East could jettison the ♥A on the squeeze trick.

Sometimes the player you need to put on play holds an exit card that will not fall of its own accord. On such occasions you might still be able to achieve a throw-in if you can forcibly extract that card by cashing another winner, *i.e.*, if a strip squeeze on that opponent follows a mole squeeze on the first one. There are quite a few possible endings for this. Here is an example:



If West discards a heart on the ♣A, declarer can play a heart to set up North's 10. So, because releasing a diamond is just as bad, West lets the ♠Q go. East could make life easy by throwing a heart, but suppose he chooses a diamond. South cannot exit with a heart at this point – the defenders would take two tricks in the suit. Instead South cashes the ♦A and North pitches the ♥10. To keep two spades East has to bare the ♥A. Now the endplay works. Related: Vise Squeeze.

NON-MATERIAL SQUEEZE. Non-material squeezes are squeezes against strategic values, rather than material values, such as winners or guards to winners. Non-material squeezes operate against cards that are apparently idle, but actually perform a vital function, such as prevention of a throw-in or protection of the defender's communications.

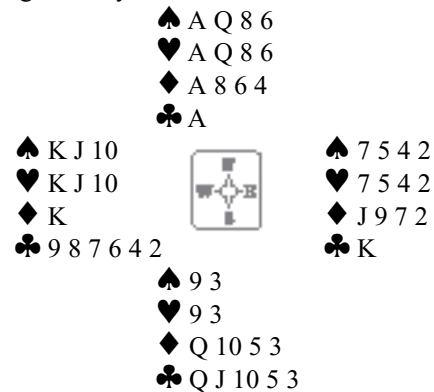


West	North	East	South
Pass	1♥	Pass	1♦
Pass	3NT	1♠	1NT
		All Pass	

Lead: ♠5

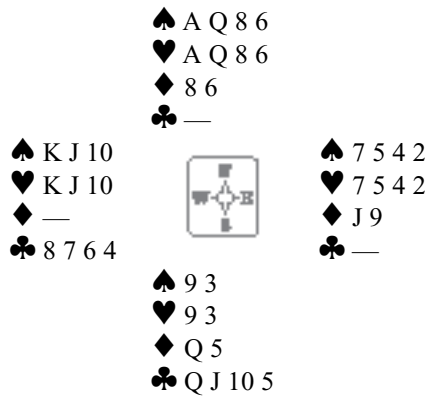
South wins the first spade, and he unblocks clubs by leading the ♣8 to dummy's ♣A. The ♣3 is returned to the ♣K, as East discards a diamond. Now the ♣10 is led and East is squeezed. If East throws a spade, it is safe to establish diamonds. A heart discard allows declarer to establish a long heart in dummy that can be reached with a fourth-round club entry. And another diamond discard allows declarer to establish that suit because East must take his now-singleton ♦A before the spades have been established.

OCTAGONAL TWO-TRICK SQUEEZE. The ultimate in squeeze complexity is the octagonal two-trick squeeze. The following example, perhaps the only one, was constructed by Eric Mansfield of England. South is playing 7NT and must succeed against any defense.



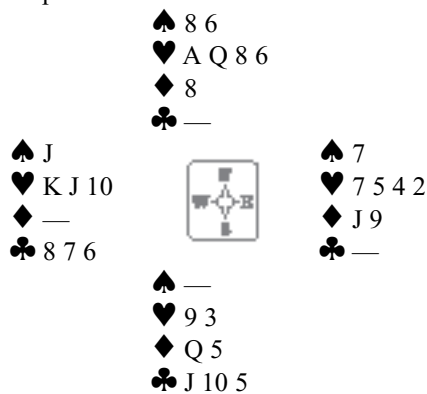
The following is Mansfield's analysis:

Whatever the opening lead, declarer's play is essentially the same and it is sufficient to follow the play after the lead of the ♣9. At trick two, declarer cashes the ♦A and finesses the ♦10 to reach this position:

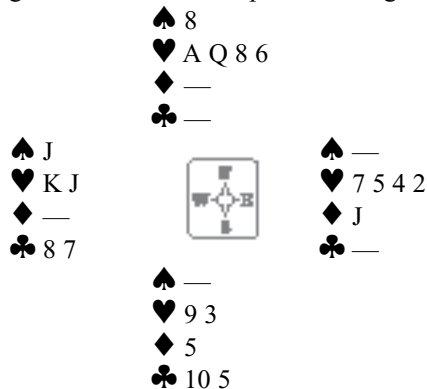


At this point, all the opponents' cards are busy: the ♦Q would squeeze West and the ♣Q would squeeze East. The ♦Q lead is superficially the more attractive because West's discard immediately establishes another trick for declarer. However, a closer analysis shows that the ♦Q must be preserved because it is needed in its role of squeeze card and communication link. In the diagrammed position, declarer therefore leads the ♣Q, discarding the ♦6 from dummy. East is squeezed: A diamond discard would immediately present declarer with an extra trick and enable him to operate a simple positional squeeze against West for his further trick. East therefore discards a major card which, because of their identical distribution, we may as well take to be the ♠2.

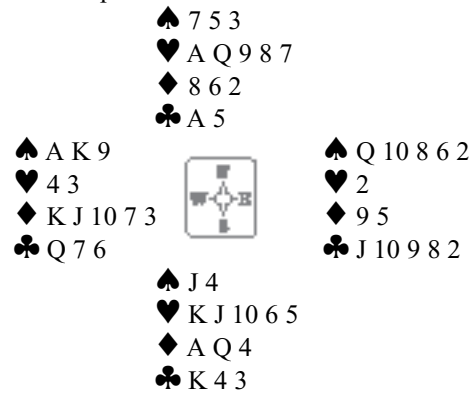
From declarer's viewpoint, the continued presence of the ♠A Q in dummy now becomes an encumbrance to his future plans and accordingly his next move is to finesse the ♠Q and cash the ♠A before returning to hand via the ♦Q to squeeze West in this position:



A spade discard by West would immediately present declarer with two extra tricks, while a club discard would enable declarer to squeeze him again in the major suits. West therefore discards a heart, thus promoting the ♥8 in dummy, and declarer continues by cashing his club winners to squeeze East again in this ending.



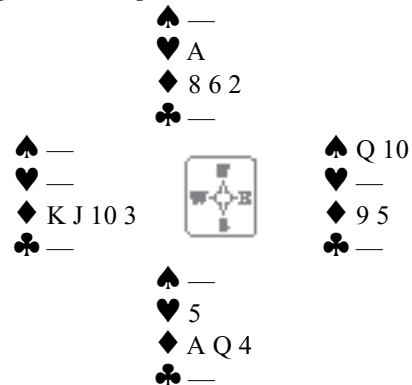
ONE-SUIT SQUEEZE. A hybrid between a squeeze and a throw-in. Most squeeze situations involve two or more suits.



The bidding:

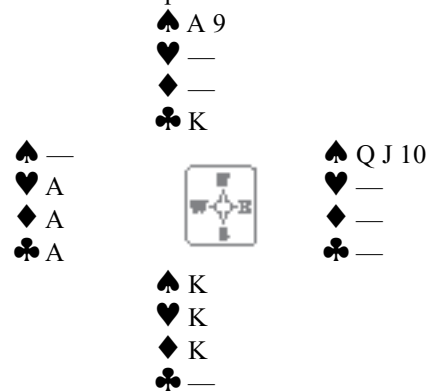
West	North	East	South
			1♥
2♦	3♦	Pass	4♥
All Pass			

Spades are led three times and South ruffs. After a club to the ace, a club to the king and a club ruff, three rounds of trumps produce this position:



♥A is led. If West discards the ♦3, South merely ducks a diamond. If West discards the ♦10, South leads the ♦6 from dummy. If East doesn't cover, South plays low. If East puts up the ♦9, South covers, creating a tenace position. Note that if the ♦9 and ♦10 were interchanged, the squeeze would not work. East simply puts up the ♦10, whatever card is led from dummy, and declarer must lose two tricks in the suit. Related: Ruff and ruff.

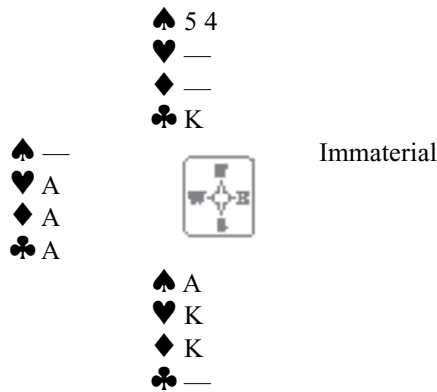
OVERTAKING SQUEEZE. A specialized form of triple squeeze in which the squeeze trick can be won in either hand.



At notrump, South leads the ♠K, and West is squeezed in

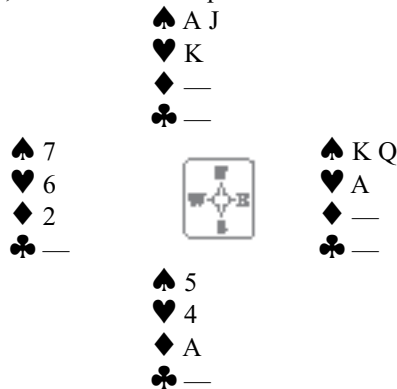
three suits. If he discards a red ace, North plays low and South cashes the red king. If West discards the ♣A, North overtakes and cashes the ♣K. South thus wins two tricks.

An analogous triple squeeze at a trump contract can give South all the tricks.



Spades are trumps, and South leads the ace of that suit. This squeezes West in three suits, enabling South to win all three tricks.

POSITIONAL SQUEEZE. A squeeze that is effective against one opponent but not the other. This occurs when the hand opposite the squeeze card has nothing but busy cards. If that hand follows to the squeeze card before the opponent who is menaced, there can be no squeeze.



When the ♦A is led, the North hand is squeezed before East must play, so that the latter is in no difficulty. However, if the East and West hands were switched, the squeeze would be effective. Positional squeezes are characterized by the fact that the one-card menaces lie to the left of the opponent threatened. Related: Automatic Squeeze and Simple Squeeze.

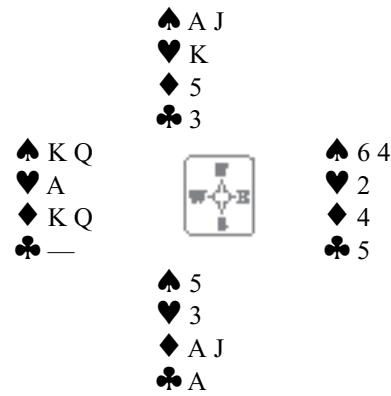
PROGRESSIVE SQUEEZE. A sequence of two squeezes that result in a gain of two tricks. In rare instances three or even four tricks may be gained (see No. 8 and No. 9). It is initiated by a triple squeeze, which is followed by a simple squeeze, both against the same player. As in an ordinary triple squeeze, all but two of the remaining tricks must be in hand before pressure can be exerted. There are several types, of which No. 1 and No. 2 are the most common.

(1) The requirements for a Type 1 progressive squeeze are:

(a) A one-card threat placed to the left of the opponent threatened.

(b) Two two-card menaces, one in each hand.

Example:



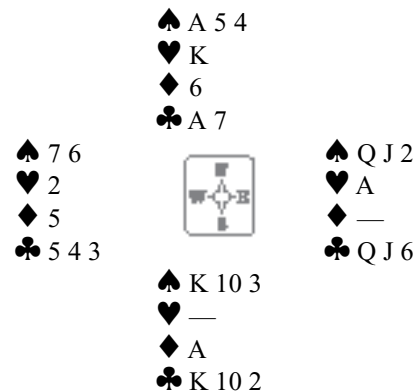
South leads the ♣A, and West is squeezed in three suits. If West discards a spade, South cashes two tricks in that suit, leading to an automatic squeeze against West in hearts and diamonds for the gain of a further trick. If West discards a diamond, South takes two diamonds, resulting in a positional squeeze in the majors. Finally, if West discards a heart, South cashes the ♠A and ♥K, resulting in an automatic squeeze against West in spades and diamonds.

(2) The requirements for a Type 2 progressive squeeze:

(a) A one-card threat placed to the right of the opponent threatened.

(b) The hand with the one-card threat has an entry in each of the other threat suits.

(c) The hand opposite the one-card threat contains the squeeze card, the remaining threat cards and entries in two of the three threat suits.

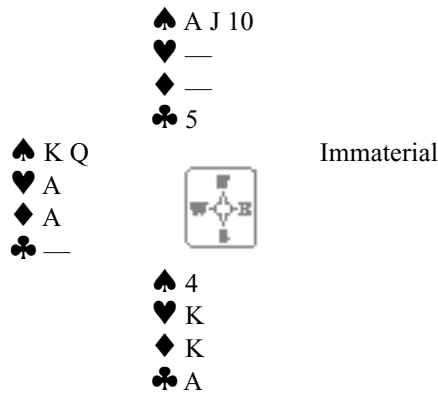


South leads the ♦A, and East is squeezed in three suits. Any discard costs a trick and leads to a simple squeeze for the loss of another trick by East.

(3) A third form of progressive squeeze may arise, with these requirements:

(a) An extended two-card menace (also called a double threat).

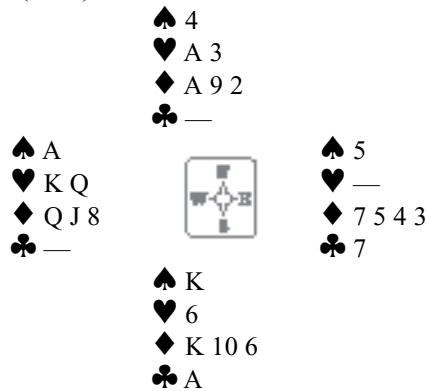
(b) Two one-card menaces opposite the extended threat.



South leads the ♣A, and West is squeezed in three suits. If West discards a spade, it is at the cost of two tricks; if West discards a heart or a diamond, South continues with the king of that suit, achieving an automatic squeeze against West.

This squeeze is equally effective if the East and West cards are interchanged so that it is an automatic squeeze.

(4) Described by Chien-Hwa Wang, author of *The Squeeze at Bridge* (1993).

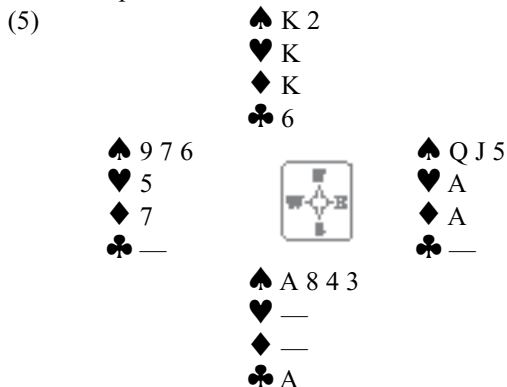


South leads the ♣A, and West is squeezed in three suits. If West discards a spade, South leads the king of that suit, squeezing West in hearts and diamonds. A heart discard permits North to win his hearts, thereby squeezing West in spades and diamonds. If West discards a diamond, South cashes three diamonds, ending in his hand. The last of these squeezes West in the majors.

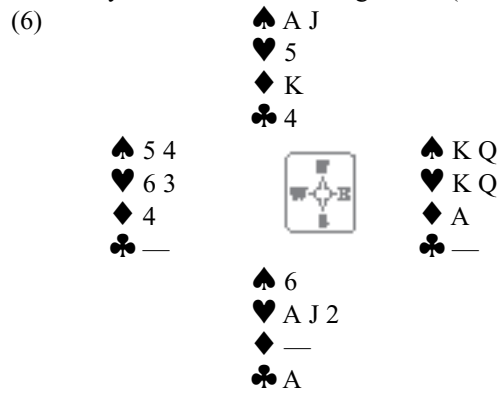
This is an automatic squeeze because North's spade is an idle card. The requirements for this squeeze are as follows:

- (a) A one-card menace placed to the right of the opponent threatened.
- (b) A two-card menace in the hand opposite the one-card threat.
- (c) A twin-entry menace, with a menace card accompanying each winner.

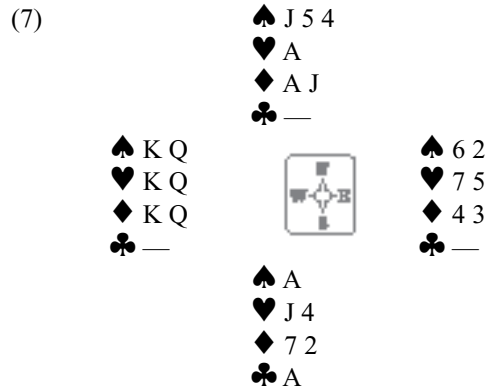
The squeeze card lies in the same hand as the one-card menace.



The lead of the ♣A squeezes East in three suits, and South eventually wins all the remaining tricks. (variation of No. 2).

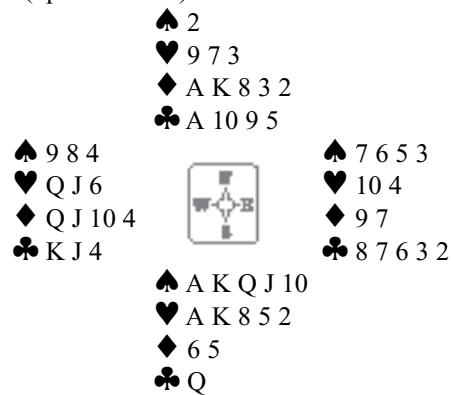


South leads the ♣A, and East is squeezed in three suits. The squeeze gains two tricks for South (variation of No. 2).



South leads the ♣A, and West is squeezed in three suits. A spade discard gives North two spade tricks. A heart discard enables South to take the ♥A, ♠A, and ♥J squeezing West in spades and diamonds. A diamond discard leads to a crisscross squeeze.

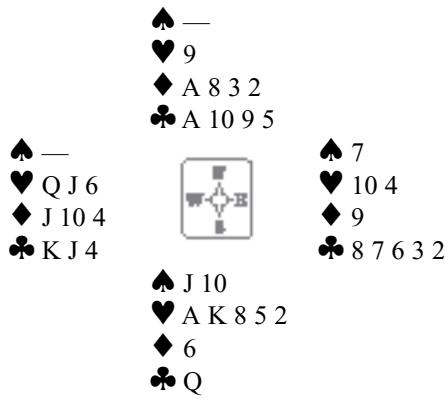
(8) Described by Clyde E. Love, author of *Bridge Squeezes Complete* (updated 2010).



South plays in 7♠ doubled by West. West makes his normal lead of the ♦Q. South starts with only 10 top tricks, but after he has won the diamond lead and cashed three spades this is the position:

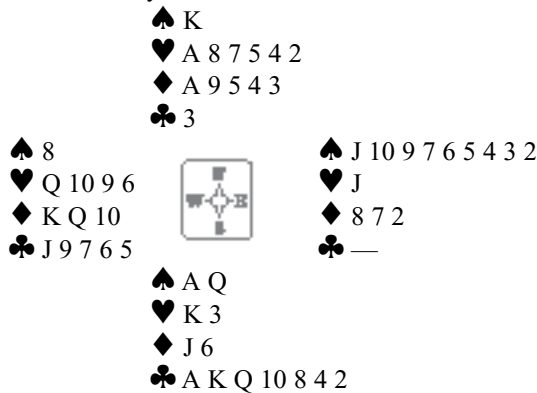
(See next column)

When the fourth spade is led, West cannot throw a heart or he will set up three tricks immediately. If West discards a diamond, a low club is discarded from dummy. Declarer then leads a diamond to the ace and ruffs a diamond to establish two tricks. After entering dummy with the ♣A, the cashing of these two new winners squeezes West in clubs and hearts to promote a third trick. The result would be the same if West had



discarded a club rather than a diamond. West can defeat the contract by leading a high heart or the double-dummy ♣K.

(9) Constructed by N. Scott Cardell of Pullman WA.

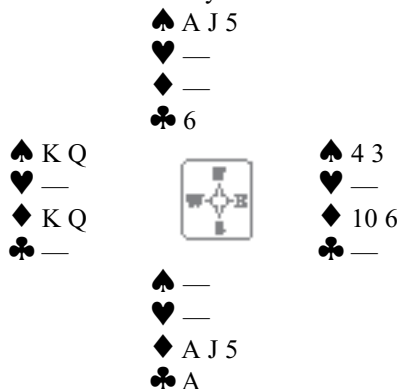


West	North	East	South
Pass	5♠	4♠	5♣
Pass	6NT	Pass	5NT
Dbl	All Pass	Pass	Pass

West leads the ♠8 and is happy that dummy has neither red jack. He expects a large penalty, but is disappointed. South is looking at eight top tricks, but makes 12 when he overtakes the ♠K with the ace and leads the queen. Whatever suit West discards will be established for a gain of three tricks, with a squeeze to follow in the other two suits.

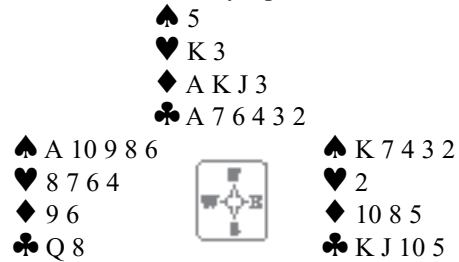
Any other play by declarer fails. West finds that he should have led a red card instead of a spade, attacking South's communications. Related: Clash Squeeze, Guard Squeeze and Triple Squeeze.

PSEUDO SQUEEZE. A play intended to induce a wrong discard by a defender who mistakenly believes he has been squeezed.



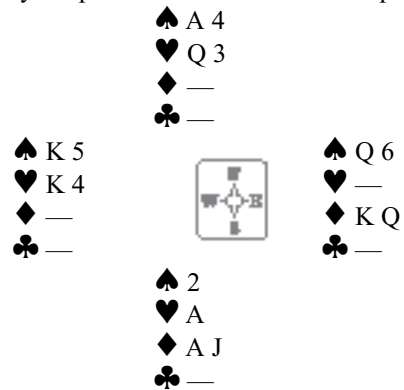
Suppose that West is not aware that South has no spades. South leads the ♣A, and West may discard a diamond, hoping that East can protect that suit.

Here is an example of a pseudo squeeze that might be more properly known as a "memory squeeze."

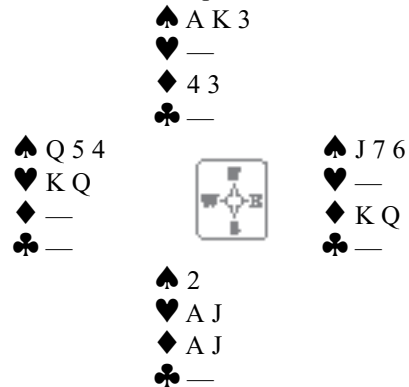


Against South's 6♥, West finds the incisive trump lead. Declarer combines his chances by winning on the board, playing the ♣A and ruffing a club then leading the ♠J from hand. West hops up with ♠A and plays another trump. Declarer plays the ♦4 to dummy's jack, ruffs a club high to find the bad news, then runs the trumps. In the four-card ending he leads ♦7 to the king, cashes the ace, unblocking the queen, and leads the ♦3 from dummy. East (with ♠K and ♣K left) must remember which hand the diamond will be won in! Related: Dutch Coup and Dutch Squeeze.

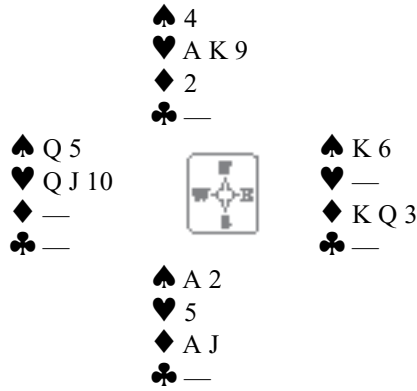
RECIPROCAL SQUEEZE. A variant of the double squeeze. The squeeze card is not an established card in the fourth suit. Each opponent is squeezed in turn by a winner in the suit guarded by his partner. These are the basic positions:



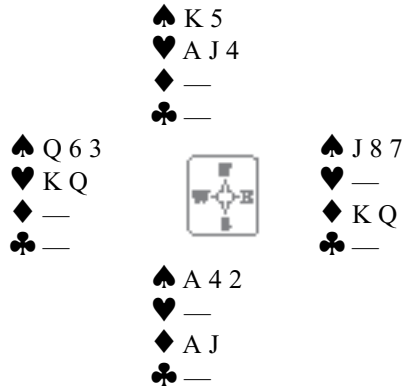
South leads the ♥A, which forces East to discard a spade. Now the lead of the ♦A squeezes West in the majors.



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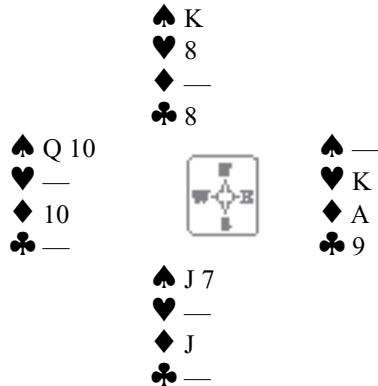


South leads the ♦A, which forces West to unguard spades. Now South leads hearts, and the second winner in that suit squeezes East in spades and diamonds.



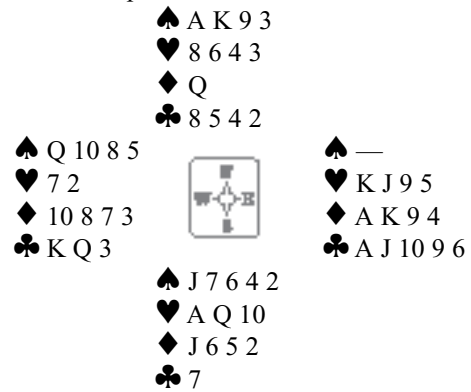
South cashes the ♦A, which forces West to unguard spades. A spade is led to the king followed by the ♥A, which squeezes East in spades and diamonds. A double squeeze may be played as a reciprocal squeeze by running all of declarer's winners in the fourth suit (which is not guarded by either opponent). This has a dual advantage: It allows more room for defensive error, and it enables declarer to obtain additional information regarding the outstanding cards.

SCHROEDER SQUEEZE. A triple trump squeeze without the count in a three-card position. This unique ending was executed in play by Dirk Schroeder of Germany.



With spades trump and the lead in North, East is squeezed on the lead of the ♠K. If he throws the winning heart or club, South would have a winner to lead from dummy at the twelfth trick. If East discards the ♦A, South would ruff a plain card to hand. Although West could overruff, South would score his ♦J

at the end. The complete deal:



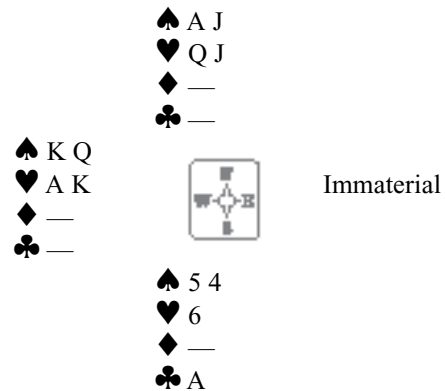
In 3♠ doubled, the defense led two rounds of clubs. South ruffed, entered dummy with a high spade, finessed the ♥10, and surrendered a diamond. After a third round of clubs was ruffed in the closed hand, South ruffed a diamond, finessed the ♥Q, and led the ♥A. West ruffed and led a diamond, which was ruffed in dummy to produce the ending shown.

SECONDARY SQUEEZE. A squeeze in which the squeeze card is followed by the loss of one or more tricks to the opponents. Also called "squeeze without the count." A strip squeeze is an example of a secondary squeeze.

(1) **Squeeze establishment** (also called "delayed duck squeeze" by Clyde E. Love and "squeeze suitout" by George S. Coffin). A squeeze establishment has these characteristics: One opponent possesses a guard to a long menace and a winner in a suit that declarer seeks to establish. The preliminary squeeze forces him to discard an additional winner or a card that may be led to his partner's winner.

The endings are based on simple squeeze positions except that declarer has two losers with no convenient way to rectify the count. Thus, in effect, the rectification of the count takes place after the lead of the squeeze card. Some typical positions:

(a) Positional



(b) Twin Entry

♠ K 4
♥ Q J 10
♦ —
♣ —

Immaterial



♠ Q J 10
♥ A K
♦ —
♣ —

♠ A 9 3
♥ 2
♦ —
♣ A

(c) Automatic

♠ A 9 7
♥ 2
♦ 2
♣ —

♠ 3 2
♥ 10 9
♦ 10
♣ —



♠ Q J 10
♥ A K
♦ —
♣ —

♠ K 4
♥ Q J
♦ —
♣ A

(d) Automatic

♠ A J
♥ 5 4
♦ —
♣ 2

Immaterial



♠ K Q
♥ K Q J
♦ —
♣ —

♠ 2
♥ A 10 3
♦ —
♣ A

(e) Crisscross

♠ A
♥ 10 4 3
♦ —
♣ 2

Immaterial



♠ K Q
♥ K Q J
♦ —
♣ —

♠ J 2
♥ A 5
♦ —
♣ A

must discard a heart to protect his spade guard. South can then lead a heart to establish a trick in that suit.

In (a) through (e), a defender was forced to discard a second winner in the suit that declarer sought to establish. In a minor variation (sometimes called a “squeeze elimination” [Romanet]), the opponent is squeezed out of a side winner or a card that may be led to partner’s winner.

♠ A J
♥ K 4
♦ —
♣ —

♠ K Q
♥ A
♦ A
♣ —

♠ 3
♥ 5
♦ J 6
♣ —

♠ 2
♥ 3
♦ 5
♣ A

South leads his ♣A, and West is squeezed in three suits. He must discard the diamond winner, and North discards a spade. Now South can concede a heart and establish North’s king. Had the diamond winner been with East and a low diamond in the West hand, West would have been forced to part with his exit card to his partner’s winner.

(f) It is possible for such a squeeze to gain two tricks. N. Scott Cardell constructed the following example.

♠ 9 7 3
♥ A 9 6 4 3
♦ K 3
♣ 6 4 2

♠ K Q J 10 6
♥ Q 8
♦ J
♣ Q J 10 8 5

♠ 8 4
♥ J 10 7 2
♦ Q 10 9 8 5
♣ 9 3

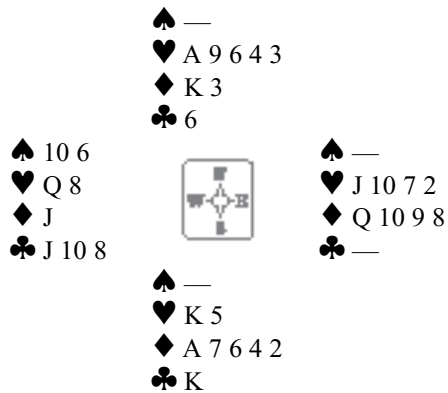
♠ A 5 2
♥ K 5
♦ A 7 6 4 2
♣ A K 7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2♦	2♥	Pass	3NT
All Pass			

West’s 2♦ shows the black suits.

After West is allowed to win the ♠K and ♠Q, he shifts to the ♣Q. This wins also, and he shifts back to the ♠J. East discards a club, and the black suits are known. East is probably guarding both red suits, and South cashes the ♣A. East throws a diamond, and the position is:

In example (a), South leads the ♣A, and West must discard a heart. South discards the ♠J and establishes a trick in hearts. In the other examples, South leads the ♣A, and East

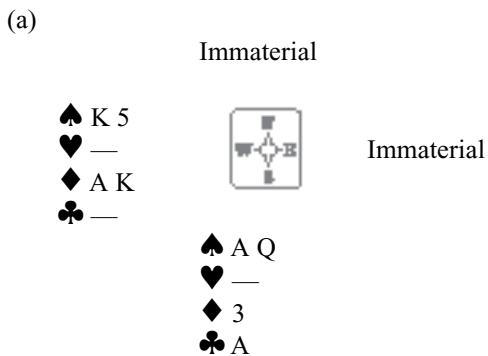


The ♣K now destroys East. South can develop whichever suit East gives up for two extra tricks.

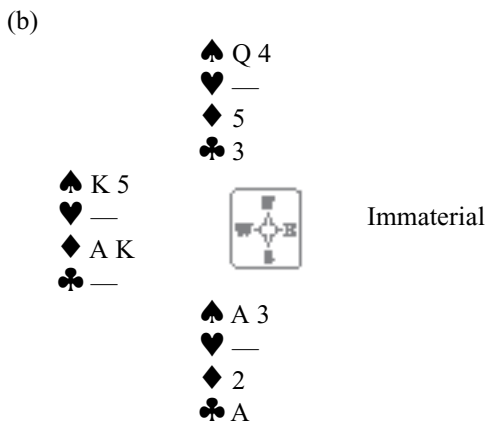
(2) **Squeeze throw-in** (also known as a strip squeeze). An opponent guards a two-card menace that is in the form of a tenace combination, and he also holds a winner that corresponds to a low card in that suit held by declarer. Declarer intends to lead the low card, throwing the opponent into the lead to force a play into the tenace.

If the opponent has been stripped of exit cards in all other suits, he still may have too many winners in the throw-in suit. In that case, the preliminary squeeze reduces the number of surplus winners the defender can hold in the throw-in suit.

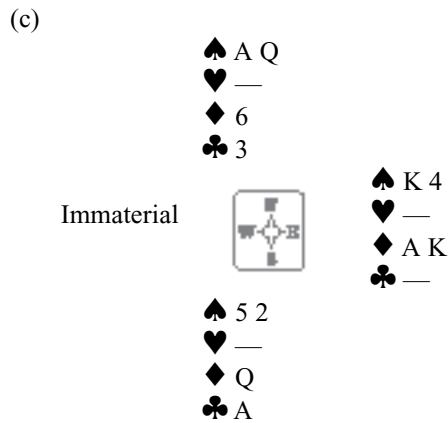
A. Declarer has a major tenace, and the throw-in is followed by two tricks for declarer. Declarer may have two or more losers.



Squeeze card with tenace.



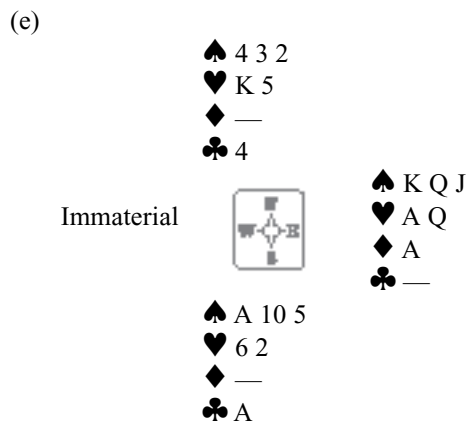
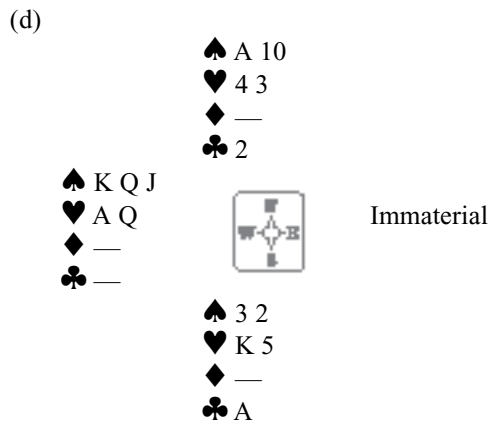
Split tenace.



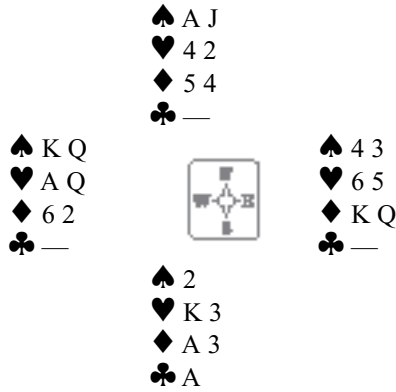
Squeeze card opposite tenace.

In (a) through (c), the ♣A is led, forcing the defender to part with a diamond winner. Now South leads the diamond, and the defender is thrown in to lead away from his ♠K. Note that the tenace may be with or opposite the squeeze card, or split between declarer and dummy.

B. Opponent has the major tenace, and the throw-in is followed by one trick for the declarer. Declarer has three or four losers.



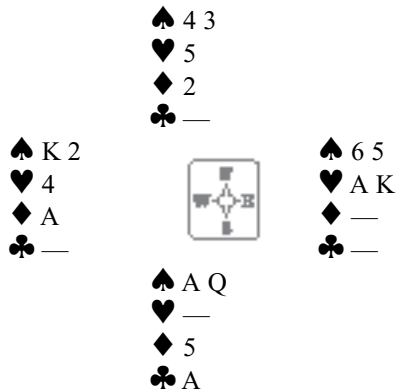
(f)



South leads the ♣A, which forces the defender to discard a surplus winner – ♠J in (d), ♠J or ♦A in (e), or a potential exit card, the diamond, in (f). Now South takes his winner(s) and exits in spades, so that he ends up by taking a trick with his ♥K.

When a defender cannot afford to lead away from his stopper because declarer has a major tenace, the endplay is effective when declarer has two losers, as shown in (d). The preliminary squeeze may force the defender to discard a surplus winner (as indicated) or an exit card. In this situation:

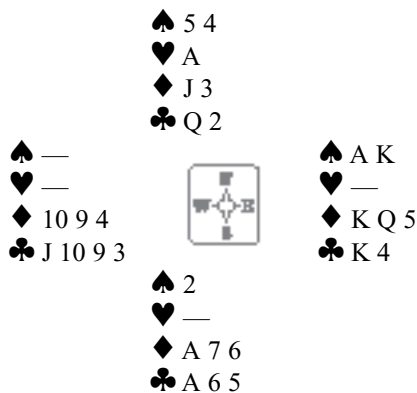
(g)



South leads the ♣A, and West is forced to discard his exit card in hearts. Now he can be thrown in with a diamond and be forced to lead a spade into declarer's tenace.

C. Three-suit variants: In the case where one opponent has guards in three suits, including at least one vulnerable stopper (*i.e.*, declarer has a major tenace in one of the suits), the squeeze works when declarer has three or more losers. Precisely three losers are required only if the defender has a potential exit card in one of the suits.

(h)

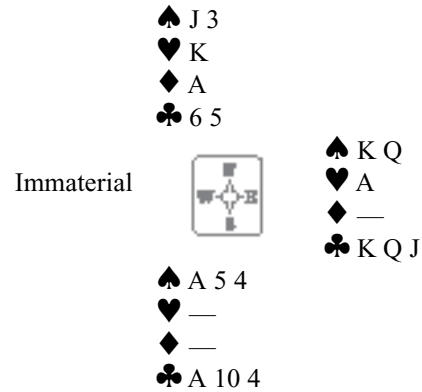


South has four losers, and the squeeze must fail because

East has a potential exit card in diamonds. North leads the ♥A, and East throws a spade. Now East wins the next spade, and plays a high diamond to the ace. He wins the next diamond, but he can now play a low diamond to West's ♦10, so the endplay is ineffective.

The squeeze establishment also has a three-suit variant that will gain a trick if declarer has three or more losers. Again, precisely three losers are required only if the defenders can kill one of the menace cards.

(i)

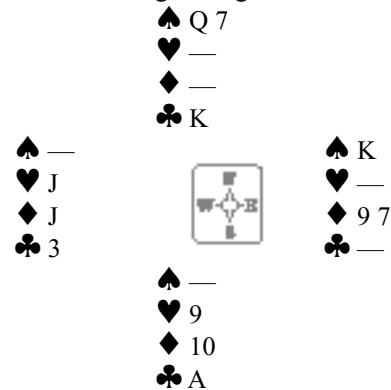


South has three tricks on top. The ♦A is led from North and East is squeezed in three suits. He must discard a potential club trick. North leads a club, and declarer ducks in order to establish his 10, which furnishes him with a fourth trick.

In certain squeeze-establishment plays, declarer may duck two or even three times to establish a trick for himself. Not surprisingly, such positions arise rarely in play.

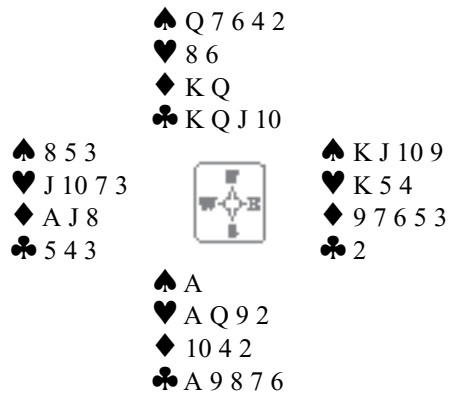
In another rare variant, the secondary squeeze involving three suits may result in the gain of two tricks to declarer. With three losers in hand, a squeeze-establishment play concedes one trick to the opponents and adds one trick to declarer's stock. As a result, the count has been rectified, and declarer may be able to continue with a simple squeeze for the gain of another trick. Related: Stepping Stone Squeeze, Vice Squeeze, Winkle Squeeze and Belladonna Strip Squeeze.

SERES SQUEEZE. A rare triple squeeze in a three-card ending discovered by Tim Seres in 1965. Playing in 6♣, he arrived at the following ending with the lead in dummy:



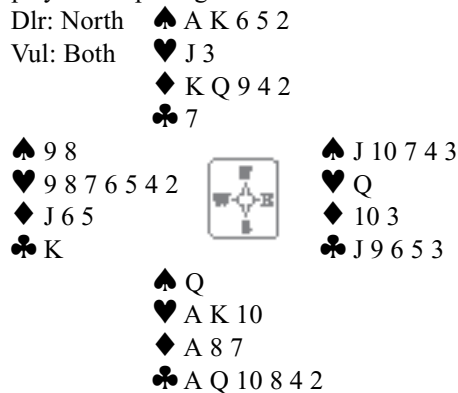
The ♠7 was ruffed, establishing the queen, and West was triple squeezed. An unusual feature is that one of the three cards West was trying to retain was a trump loser. Related: Backwash Squeeze.

The complete deal was:



A club was led, and South won in dummy and finessed the ♥Q. He cashed the ♠A and led a diamond. West put up the ♦A and led a second trump. South won in dummy, ruffed a spade, and entered dummy with a diamond for another spade ruff. The ♥A and a heart ruff left the three-card ending shown above.

SHOW-UP SQUEEZE. A squeeze which permits declarer to avoid a guess between a finesse and a play for a drop. Also known as a pop-up squeeze. The following example of a show-up squeeze comes from Larry Matheny of Loveland CO. The deal was played in a pairs game.



South plays in 6NT. West leads the ♥9. Declarer can count 12 tricks if diamonds behave: three spades, three hearts, five diamonds and one club. In a pairs event, the overtrick was a consideration. After winning the heart lead, declarer played the ♦A and a diamond to dummy, noting that the suit broke 3-2. He then returned to hand with a heart, cashed the other heart and the ♠Q and returned to dummy with a diamond.

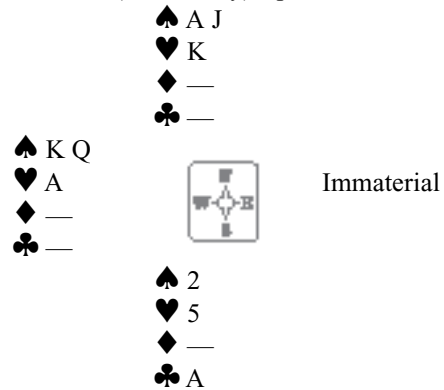
When he cashed dummy's top spades and West showed out, declarer had a complete count on the deal. West showed up with seven hearts, three diamonds and two spades, so he could have only one club. That made the club finesse a 5-1 proposition, but declarer saw that the club finesse was not necessary. Dummy's last two cards were a spade and a club. Declarer held the ♣A Q. East had to come down to one club to keep his spade guard, so when declarer played dummy's club and East produced the jack, declarer went up with the ace to drop the king and earn the valuable overtrick.

Had East held the ♣K, it would have shown up – or popped up – when declarer played dummy's club, thus the name show-up squeeze.

SIMPLE SQUEEZE. A squeeze that acts against one opponent in two suits. The minimum requirements are: (1) a two-card menace and a one-card menace, both guarded by the same opponent; (2) all the remaining tricks but one.

The card that forces the defender to discard a busy card is called the squeeze card. The squeeze card must be a winner played from the hand opposite the two-card menace, so that the two menaces and the squeeze card cannot all be in the same hand. The two-card menace contains a master card, which provides an entry to one of the menaces. The following are the basic endings for a simple squeeze:

(1) Positional (or one-way) squeeze:

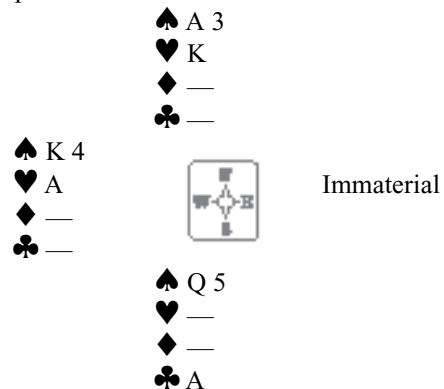


South plays the ♣A, and West is squeezed. When West discards one suit, North discards the other, and so takes the remaining tricks.

In this example, spades are the two-card menace and hearts the one-card menace. The squeeze card is the ♣A. Declarer has two of the remaining three tricks on top.

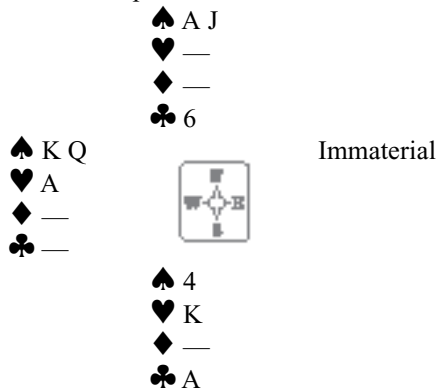
In this position, West and North have been reduced to busy cards, but West must discard first, so declarer can choose his discard accordingly, resulting in the gain of a trick. If the East and West cards are interchanged, the squeeze is inoperative.

(2) Split two-card menace:



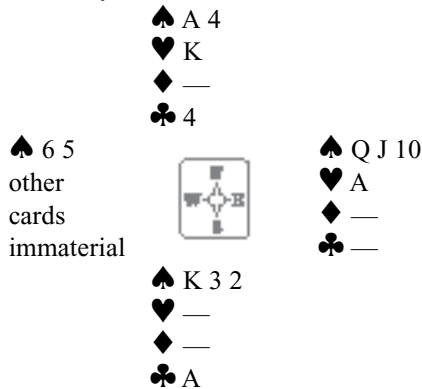
In this variation, the two-card menace is split between North and South. The North hand contains the master card (the ♠A this example), but the South hand contains the menace (the ♠Q). The (split) two-card menace is still said to be opposite the squeeze card (the ♣A) provided that a master card of that menace is properly situated, as here.

(3) Automatic squeeze



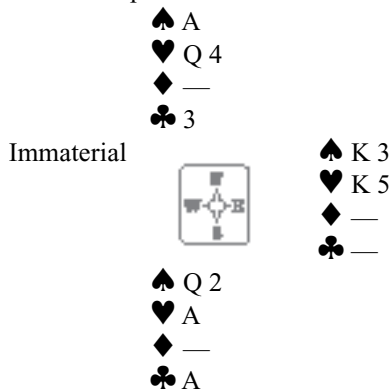
(a) As usual, the two-card menace is opposite the squeeze card, but now the one-card menace accompanies the squeeze card. This means that the North hand has an idle card that can be played on the ♣A – that is, North's discard does not depend on the opponent's play. As a result, the squeeze is automatic in that it operates against either opponent if the same opponent guards both menace cards. Discussion of busy cards and idle cards can be found at the beginning of this chapter.

(b) Twin-entry menace:



When South plays the ♣A, East is squeezed. The position is automatic. The one-card menace is opposite the squeeze card, but there is compensation in the form of an extra winner in the long menace, which is now called a twin-entry two-card menace.

(c) Crisscross squeeze:

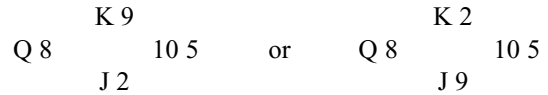


South leads the ♣A, which forces East to guard one of his major suit kings. Whichever suit East discards, declarer takes the ace of that suit, dropping East's king, plays to his remaining ace and cashes a winning queen. If East can foresee the impending squeeze, he may be able to make a deceptive play, blanking one of his kings early, thereby presenting South with a guess.

SQUEEZE FINESSE. Closely related to the guard squeeze. In each case, declarer threatens to take a successful finesse. In a guard squeeze, the opponents are not equally threatened, whereas the squeeze finesse is characterized by the presence of a symmetric menace which must be guarded with an equal number of cards by both opponents.

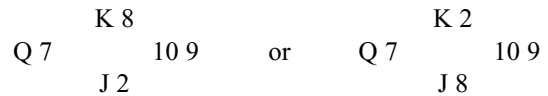
Four-card squeeze finesse menaces:

Triple tenaces



These positions may lead to a squeeze or throw-in of either opponent.

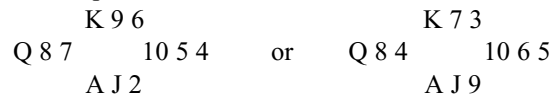
Quadruple tenaces



In these positions, only West can be thrown in successfully.

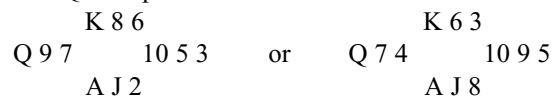
Six-card squeeze finesse menaces:

Triple tenaces



Either opponent may be thrown in.

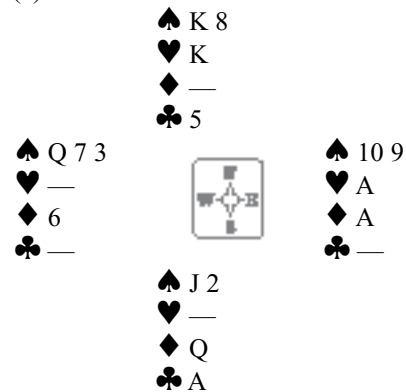
Quadruple tenaces



Only West can be thrown in.

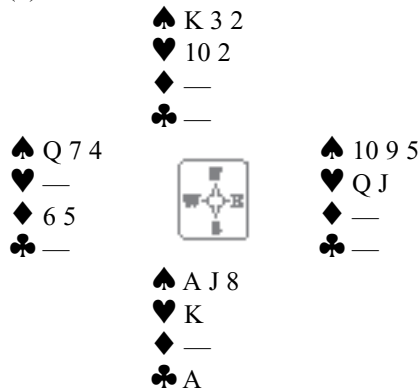
(3) Squeeze-finesse positions (at notrump):

(a)



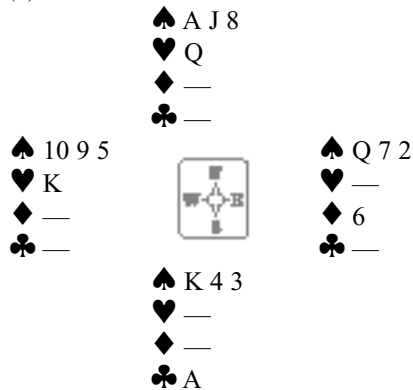
South has two of the remaining tricks. The ♣A is led and East is squeezed in three suits. He must discard a spade, and now South leads the ♠J to smother the 10. If West's low diamond is exchanged for the king, this merely opens up the possibility of a squeeze throw-in against West.

(b)



South has four of the remaining five tricks. The ♣A squeezes East in two suits. He must discard a spade, but declarer can now pick up three tricks in spades by leading the jack through West. The squeeze fails if the ♠8 and ♠2 are interchanged.

(c)

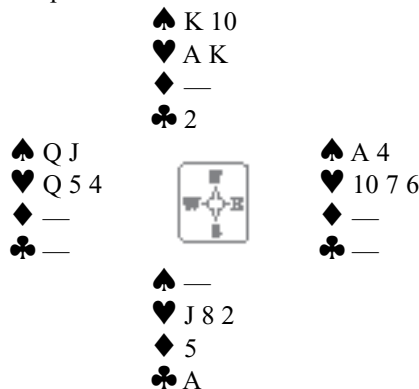


The ♣A squeezes West in two suits. West discards a spade, and declarer leads to the ♠A, then runs the jack through East to pick up the suit.

The ♠8 and ♠3 may be interchanged without affecting the squeeze. East's low diamond may be exchanged for the ♥A, but the squeeze still works.

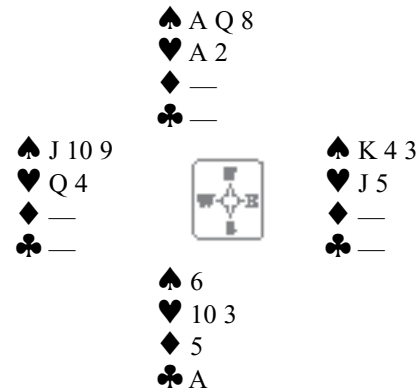
(4) Squeeze finesse at trumps – or trump squeeze.

Simple



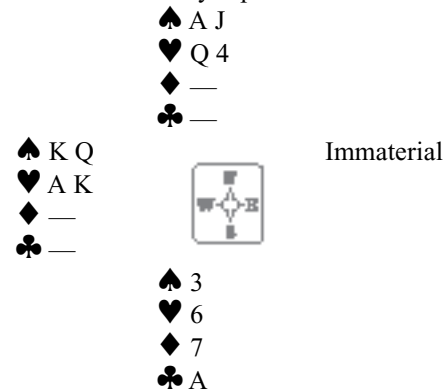
Diamonds are trumps. The ♣A is led, putting the squeeze on West. If he discards a heart, declarer cashes the two top hearts and re-enters his hand by ruffing a spade to cash the ♥J. If West discards a spade, declarer can go to dummy with a heart and lead the ♠K to ruff out the ace and smother the queen, establishing North's 10.

Double



Diamonds are trumps. The ♣A is led and West is squeezed. If he discards a spade, the ace and the queen of that suit are led, ruffing out the king and smothering West's honors. If West discards a heart, then North throws a heart and East is caught in a standard trump squeeze.

SQUEEZE WITHOUT THE COUNT. An unusual variation of the squeeze. In order for a squeeze to be effective, declarer ordinarily must have all but one of the remaining tricks (refer to Rule of N-Minus-One in this chapter). There are, however, exceptions. In certain squeeze positions, declarer gives up a trick after the squeeze. This is called a "squeeze without the count." Related: Secondary Squeeze.

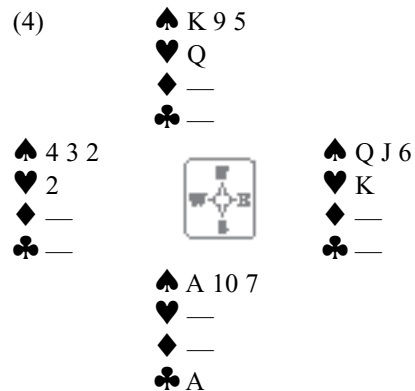
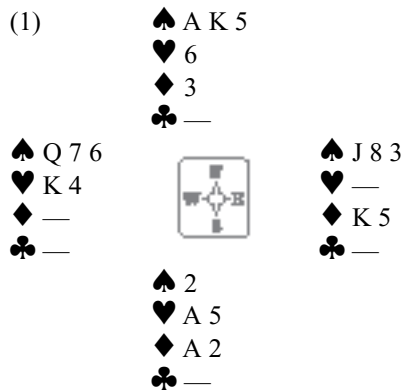


South leads the ♣A, squeezing West despite the fact that South has only two of the last four tricks. West must discard a heart, so South leads a heart to establish the queen.

SQUEEZED POSITION (PLAYING TO). In the development of the understanding of squeezes, Sidney Lenz invented the idea of a squeeze card, and this concept has dominated the analysis of squeeze play ever since. Indeed, some writers have even given special names, for example reciprocal squeeze, where the actual squeeze card could not be identified.

(See next column)

In this double automatic position, for instance, there is no separate and identifiable squeeze card. The two red aces are led, and each opponent is squeezed by the ace of his partner's suit. As more and more squeeze positions have been identified, the burden of remembering them for use in play has become impossible except for the most expert. In trying to simplify the rules for the less expert players it has been found that, by abandoning the concept of a squeeze card, the number

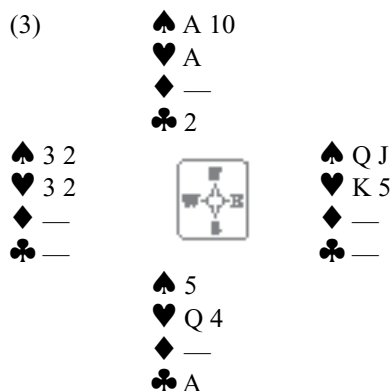
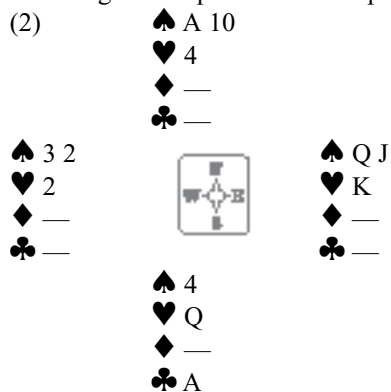


of end positions can be reduced, and, in particular, the more complex ones can be forgotten. This has probably always been the practice in expert circles, and was almost implied by Ely Culbertson in his *Red Book on Play*.

When South leads the second ace, West must keep his ♥K, so must pitch a spade. East must keep the ♦K, so he must discard a spade. So dummy's spades take the last three tricks.

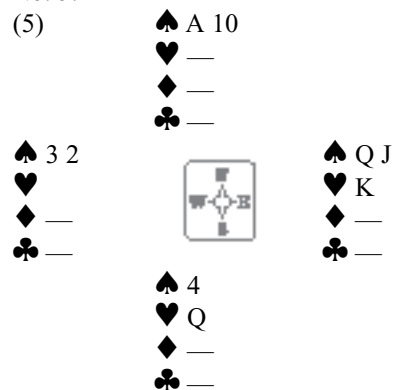
This position is true of all automatic double squeezes: squeeze cards, reciprocal squeeze, simultaneous and interrupted automatic double squeezes can all be forgotten.

The following are simple automatic squeezes:

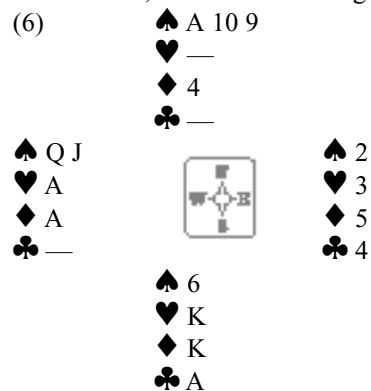


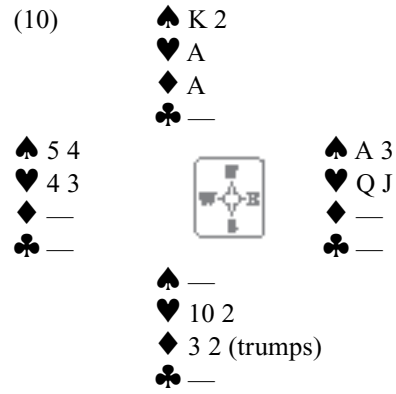
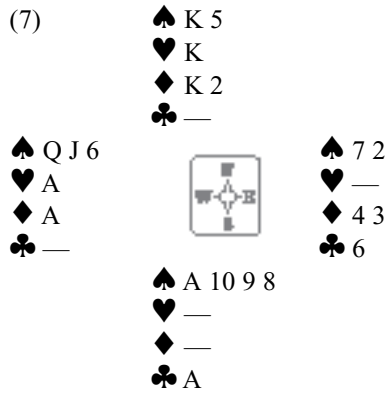
These three endings, Nos. 2, 3 and 4, can all be represented by one squeeze position, No. 5. South, West and North have played, but the opponent with the high cards (East in diagram No. 5) must now play and is squeezed.

In No. 2, the ♣A squeezes either East or West, the ♥4 being thrown from North. In No. 3, the ♥A is played first (Vienna Coup), then the ♣A squeezes whichever opponent holds the high cards. In No. 4 we have to imagine North as South in No. 5.



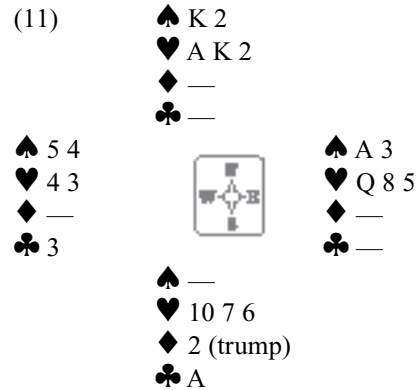
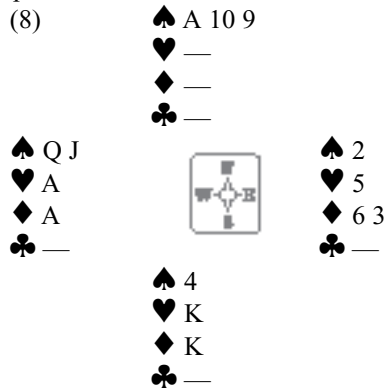
Examples could be given for all varieties of squeezes, but that would be tedious, so let the following suffice:





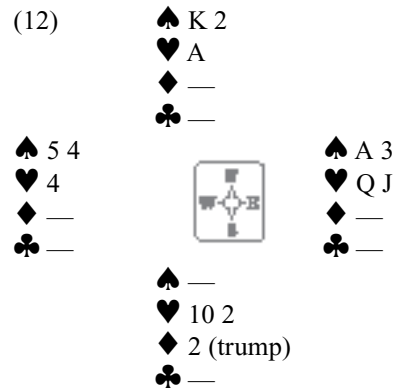
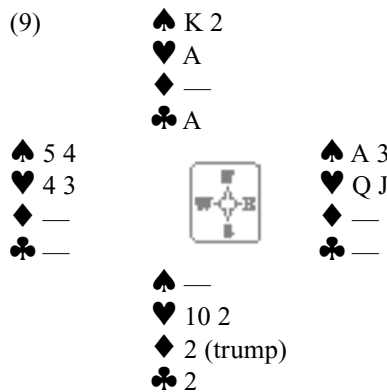
Examples Nos. 6 and 7 are two triple squeeze positions, both automatic, in which the lead of the ♣A squeezes an opponent into promoting one of declarer's kings, then squeezes him a second time when that king is played – the other ace or the guard to declarer's long suit must be given up. Example No. 8 is either of these reduced to the squeezed position, with South having led and West yet to play. No. 7 has to be turned upside down to get to No. 8, but as the position is automatic, this is of no consequence.

Trump squeezes are always automatic. In No. 9, the lead of the ♣2, or in No. 10 the lead of a trump, squeezes the opponent (in this case East) who holds the high cards. If he throws a spade, the ♠2 is led and ruffed, North is re-entered and the ♠K is cashed. If he throws a heart the ♥A is cashed, a spade is ruffed, and the last heart made.



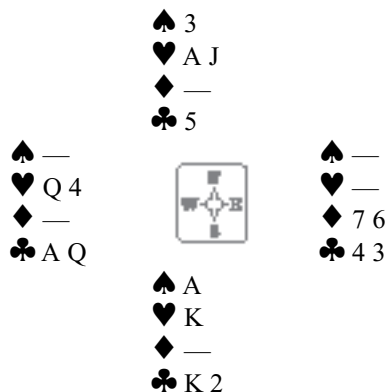
Finally, the simple trump squeeze. Although the three examples, Nos. 9, 10, and 11, all appear to be different, once one plays down to the squeezed position they all become the same.

In No. 11 the ♣A is led and North's ♥2 discarded. If East throws a spade, North is entered with a heart, the ♠2 is ruffed, and North re-entered to make the ♠K. If East throws a heart, North's ♥A and ♥K are cashed and a spade ruff puts South in again to make the ♥10.



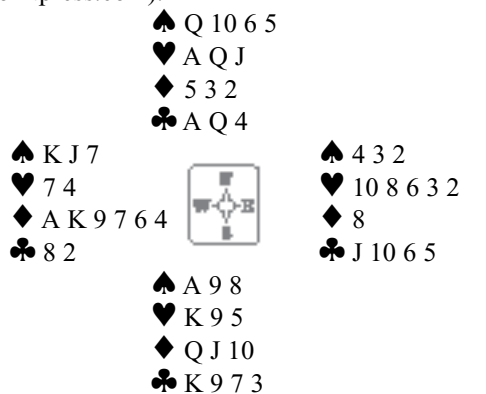
Each of the above three cases reduces to the squeezed position, No. 12, with East to discard and then North to lead. This is a much simpler position to remember – in fact it is a model for all simple trump squeezes, and is one position instead of three.

STEPPING STONE SQUEEZE. Analyzed and named by Terence Reese, it is a secondary squeeze in which the opponents must choose between a throw-in and a suit establishment play, each of which enables declarer to gain a trick.



South leads the ♠A, and West is squeezed in two suits. In order to retain his guard in hearts, he must throw a club. If West discards the ♣Q, South takes the ♥K, and exits with a club, forcing West to lead a heart to North's ace; if West discards the ♣A, South's king is established. The blocked suit must include two winners, one in each hand, but the higher must be in dummy. South must have a one-card menace against the same player who protects the blocked suit. In the diagrammed position, if the East and West cards were reversed, the squeeze would still be effective. Related: Entry Squeeze and Winkle Squeeze.

STRIP SQUEEZE. A squeeze designed to remove surplus winners or exit cards from a defender prior to a throw-in. All strip squeezes start with at least two losers. The following example comes from *Bridge Squeezes Complete*, Second Edition, published by Master Point Press (www.masterpointpress.com).



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	Dbl	Pass	3NT
All Pass			

On the opening lead of the ♦7, East plays the ♦8. The opponents play fourth-highest opening leads, so it is possible that West has a six-card suit. You have eight tricks and it seems that unless clubs come in for four tricks there could be a problem: Even though the ♠K is certainly in front of the ♠Q, West may have too many winners to cash if you give up the lead.

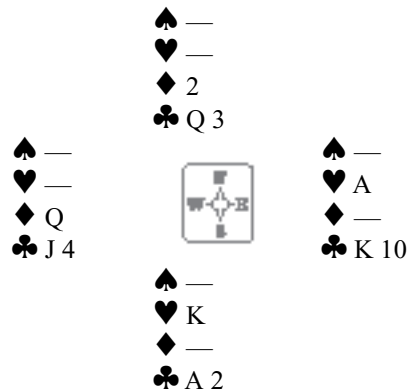
However, the concentration of winners in West's hand is

also the saving feature. After you play off three hearts and three clubs, West will have to come down to six cards: four diamond winners plus the ♠K and another spade. Then you can throw him in with a diamond and compel him to lead away from his ♠K at trick 12. Of course the heart should be cashed before the clubs, on the chance of getting a club discard from someone. The third club exacts a diamond (surplus winner) from West, whereupon the throw-in functions according to plan.

With one of West's diamonds traded for a card of any other suit, the play would have been a pure strip, yet the plan and play would have been the same. That is: So far as the original plan is concerned, it often makes little or no difference whether a pure strip or the combined form is to develop. In making his blueprint, declarer neither knows nor cares about such matters, though in the execution the difference may be material.

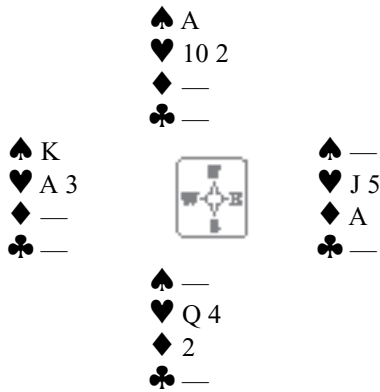
SUBMARINE SQUEEZE. The concession of a trick by declarer to correct the count for a squeeze. If declarer gives up the trick on a lead by the opponents, he is said to be rectifying the count, but if the trick is conceded at a time when declarer holds the lead, some writers at one time called this move a submarine squeeze.

SUICIDE SQUEEZE. A squeeze inflicted by a defender on his partner, but the term is hardly accurate, so some call it the cannibal squeeze. It is an accurate term when a declarer squeezes his dummy or a defender squeezes himself. Inaccurate defense may lead to this position, but there are times when the opponents have no recourse.



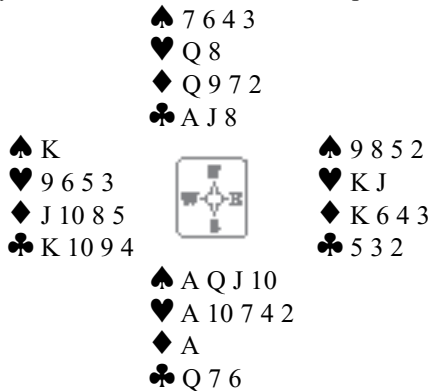
West, on lead, squeezes his partner if he cashes the high diamond. If East discards the ♥A, South discards the low club, winning two tricks. If East discards the ♣10, South discards the ♥K. Proper defense calls for a club lead. If North were on lead, the low diamond lead would produce the simple squeeze against East. This is a simple squeeze position, with North on lead, but the squeeze card is a loser. Thus declarer must have all but two of the remaining tricks. In addition, the player who wins the squeeze card must have no other winner which he can cash. When these additional requirements are met, any simple squeeze ending may lead to a "suicide" squeeze, as can other squeeze positions.

THROW-IN SQUEEZE. A squeeze that operates as a trick is surrendered.



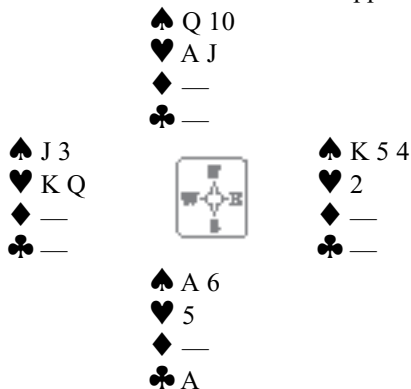
In notrump, South leads his diamond. If West discards a heart, dummy also throws a heart and scores the last trick with the ♠A. If West discards the ♠K, dummy pitches the ♠A and declarer wins a heart trick by guessing the position.

TRANSFER SQUEEZE. A squeeze play which results from transferring the menace (next entry). The following deal was played by Alan Truscott in the 1958 European Championships:



Against 4♠, West led the ♦J, which was ducked around to the ace. A heart to the queen and king brought a spade return, and the finesse of the queen lost to the king. A heart was returned and won by South, who led a second round of trumps, revealing the bad split. A low heart was ruffed and overruffed, and East exited with his last trump. The ♣J was finessed, and the ♦Q was led to transfer the diamond menace. East covered, South ruffed, and two winning hearts squeezed West in the minor suits.

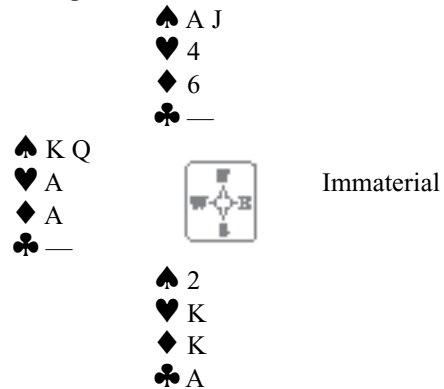
TRANSFERRING THE MENACE. The process whereby control of a suit is transferred from one opponent to the other.



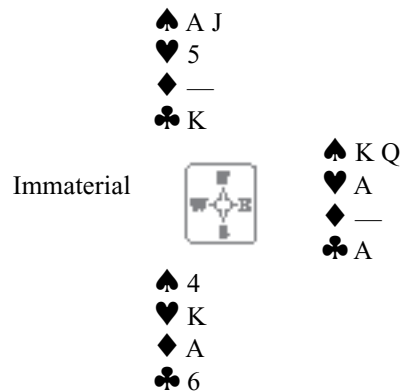
South has menaces in two suits, so the material for a squeeze is present, but each opponent controls one menace, and neither can be squeezed. If the lead is in the North hand, the ♠Q is led, forcing East to play the king, which is taken by the ace. The spade menace is no longer the queen guarded by East's king but the ♠10 guarded by West's jack, so West has busy cards in two suits and is squeezed by the lead of the ♣A. But if the lead had been in the South hand, the lead of the ♣A would have effected a guard squeeze against West.

TRIPLE SQUEEZE. A squeeze (also called a repeating squeeze) in three suits against one opponent. It is a combination of three simple squeezes against the same opponent, which justifies the term. The term triple squeeze is often used to encompass squeezes that produce one trick and squeezes that produce two tricks. The latter is described under Progressive Squeeze. Related: Barco Squeeze, Clash Squeeze, Compound Squeeze, Guard Squeeze and Hexagon Squeeze.

The minimum requirements for a triple squeeze are two one-card menaces and a two-card menace with an entry opposite the squeeze card. These are the basic end positions:

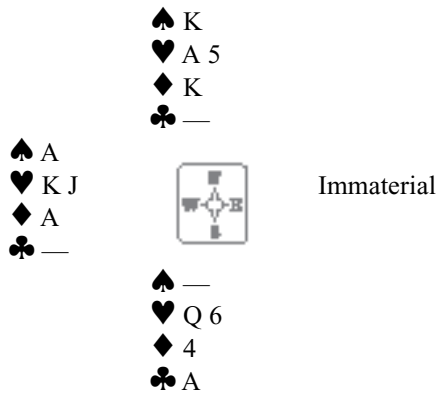


South leads the ♣A, and West must surrender a spade, establishing a trick for South in that suit. Any other discard permits South to win all four tricks. In this position, the hand opposite the squeeze card has one menace. North has two idle cards, so the position is automatic and either opponent may be squeezed.

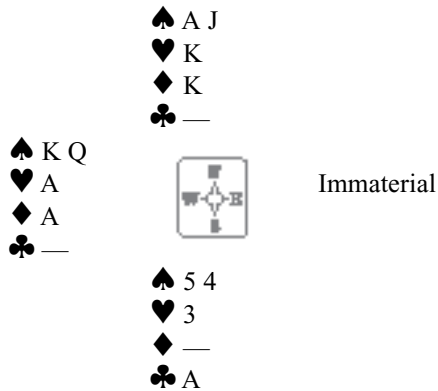


In notrump, South needs three tricks. He leads the ♦A, throwing a heart from the dummy, and East is squeezed in three suits.

In this position, the hand opposite the squeeze card has two menaces. The ending shown is automatic and works equally well against either opponent.

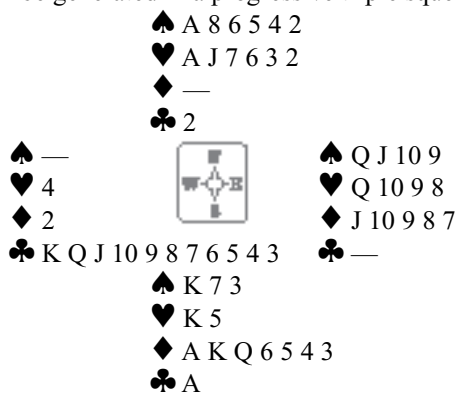


This is a variation of the above position, which is positional. If the East and West cards are transposed, the squeeze is ineffective. South leads the ♣A, and West is squeezed in three suits.



South leads the ♣A, and West is squeezed, permitting South to win two more tricks. In all these squeezes, South has all but two of the remaining tricks. This is a characteristic of triple squeezes.

Fook H. Eng describes a situation in which a gain of four tricks can be generated in a progressive triple squeeze.



“West leads the ♣K against an outrageous 6NT contract that has only eight top winners. On the very first trick, however, East is already squeezed. No matter which suit he discards, a trick in that suit will immediately be conceded. It is not without complications, so let us examine the different cases.

“If East discards a spade, a low spade is immediately conceded. If East returns a heart the free finesse provides us the balance already. Because of our immediate concession in the spade suit, we have sufficient entries to pick them off in the right order.

“If East returns either a diamond or a spade, we simply win the trick and run the rest of the spades for a heart-

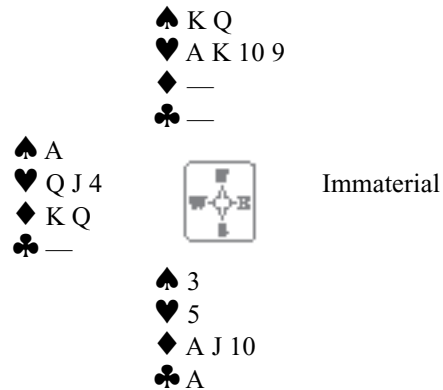
diamond squeeze.

“If East discards a heart, the ♥A and ♥K are taken and East is given his heart winner. If he returns a spade, the trick rides to the ace. The hearts are run and East is caught in a positional spade–diamond squeeze. If he returns a diamond, the three diamonds are cashed first just to tighten the hand. Then the ♠A is cashed and the hearts are run for the same spade–diamond squeeze.

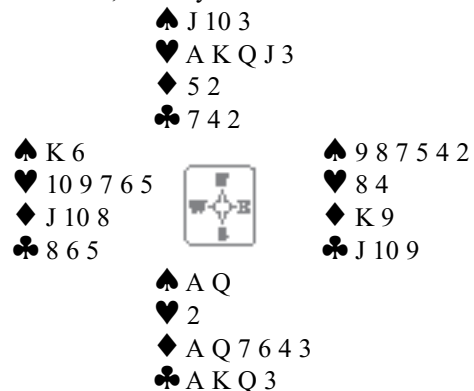
“If East discards a diamond, a diamond is conceded. If a spade is returned, the ace is won and either of the kings provides entry to run the diamond suit to squeeze East in hearts and spades. If a heart is returned, the free finesse provides the additional trick. If a diamond is returned, we simply run the suit to effect the spade–heart squeeze.”

Another deal leading to a four-trick gain was constructed by N. Scott Cardell. It is (9) in the progressive squeezes entry.

In rare situations, the triple squeeze may win two tricks immediately. In the following position, there are three two-trick threats:



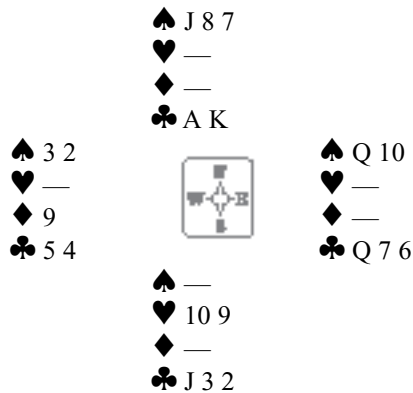
South has only four tricks on top, but the ♣A squeezes West in three suits, and any discard costs two tricks.



Clubs are led and South must take all the tricks in a notrump contract. South takes four club tricks, and West is squeezed in three suits. A discard of a spade or diamond costs two tricks, so West must throw a heart. South cashes the ♠A, and then runs the hearts, squeezing West in spades and diamonds. Related: Progressive Squeeze, Bonney’s Squeeze, Clash Squeeze, Guard Squeeze and Overtaking Squeeze.

TRUMP SQUEEZE. A squeeze in which the ruffing power of the trump suit plays an essential part. It is also known as a ruffing squeeze.

Here is an example of the most common form of a simple trump squeeze:

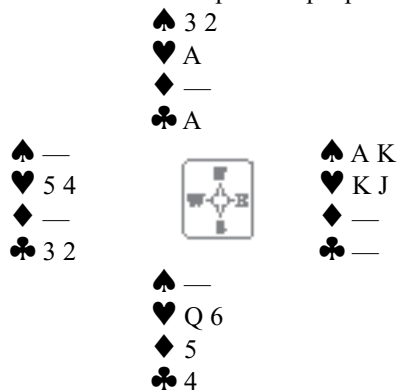


Hearts are trumps, and South leads a trump, discarding a spade from dummy. East is squeezed. If he discards a spade, declarer enters dummy with a club and ruffs out the ♠Q. If East discards a club, South cashes his winners in that suit, dropping the queen, and returns to hand by ruffing a spade to cash the established ♣J. This squeeze is automatic, and it has a distinct resemblance to the crisscross squeeze with a trump taking the place of an isolated master card in the other position.

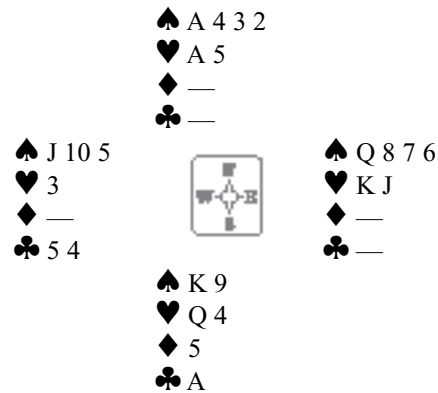
These are the characteristic elements of the trump squeeze:

- (1) A split menace. But refer to Backwash Squeeze.
- (2) A ruffing menace (this consists of two low cards in dummy and a trick that can be established by ruffing if RHO weakens his guard in that suit).
- (3) Dummy must have two entries either in the split menace (as above) or by means of an additional entry in a third suit. If both menaces are guarded on the left, the trump factor is not essential and we have an ordinary simple squeeze against LHO. It is worth noting that the squeeze takes place while declarer retains a trump. In most squeeze positions, the last trump must be played before the pressure is felt.

There are two other simple trump squeeze positions:

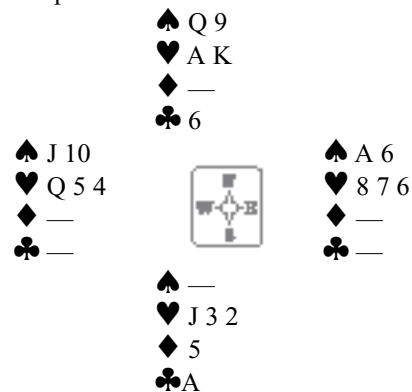


Diamonds are trumps. A club is led to the ace and East is squeezed. A spade discard enables South to ruff out East's spade guard. A heart discard permits North to cash the ace of that suit. The South hand is re-entered with a spade ruff and the ♥Q is cashed.

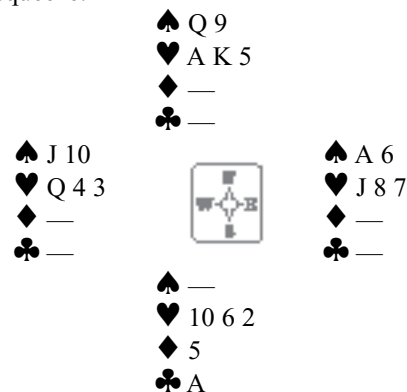


Diamonds are trumps. The ♣A is led, dummy pitching a heart, and East is squeezed. A spade discard unguards his stopper, which can be ruffed out. A heart discard establishes the queen once the ace is cashed. The following is a squeeze-finesse at trumps:

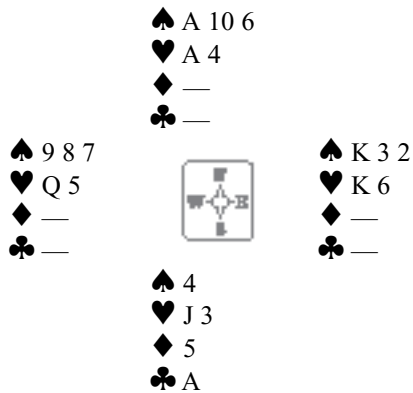
Simple



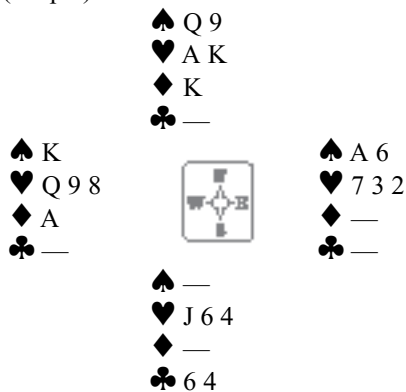
Diamonds are trumps. The ♣A squeezes West. If he discards a heart, the ace and king of that suit are cashed. South re-enters his hand by ruffing a spade to cash the ♥J. If West discards a spade, declarer plays a heart to dummy and leads the ♠Q, ruffing out the ace and establishing the ♠9. This is a double squeeze:



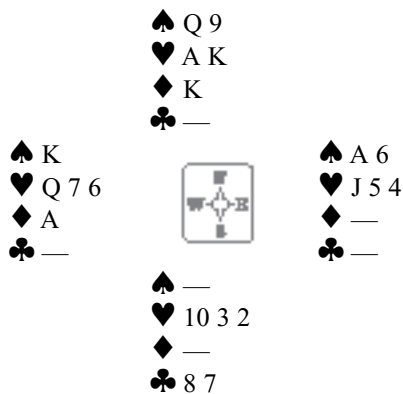
Diamonds are trumps. South leads the ♣A, and West is squeezed. A spade discard enables South to enter dummy with a heart to establish the ♠9 as in the previous example. If a heart is discarded, East is subjected to a simple trump squeeze. Here is another double:



Diamonds are trumps. South leads the ♣A, and West is squeezed. A spade discard enables South to establish a spade by leading to the ace and returning the 10. A heart discard places East in a simple trump squeeze. The next is a trump guard squeeze (simple):



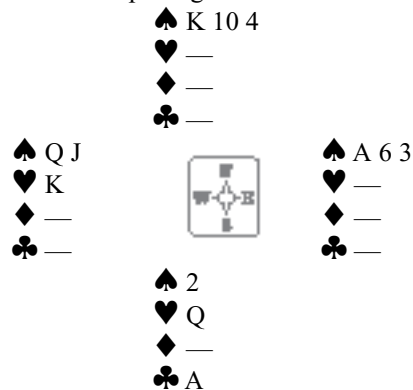
Clubs are trumps. A trump is led, and West is squeezed in three suits. A diamond discard establishes the king. A heart discard permits South to play the ace and king of that suit, establishing the jack, with a spade ruff as re-entry. A spade discard allows South to lead a heart to the king and lead a spade to ruff out East's ace. The next example is a double guard squeeze:



Clubs are trumps. A trump is led, and West is squeezed in three suits. A diamond discard establishes the king. A heart discard places East in a simple trump squeeze. A spade discard permits South to lead a heart to the king, and then lead a spade to ruff out East's ace.

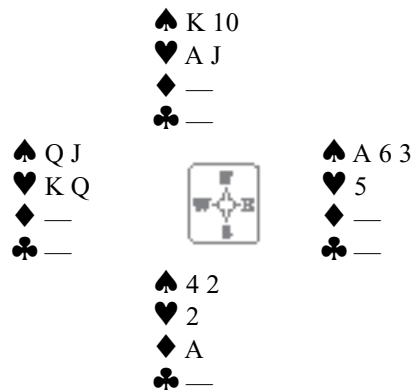
UNBLOCKING SQUEEZE. Described under Jettison Squeeze.

VICE SQUEEZE. A secondary squeeze that leads to a suit-establishment play. It was analyzed and named by Terence Reese. The British spelling is *vice*.



South leads the ♣A, and West is squeezed. If he discards the ♥K, then South's queen will take a trick. If West discards a spade, South can establish a trick in that suit.

The position looks like an automatic squeeze against West that has been modified in a particular way: Instead of a two-card menace, we have a vice menace consisting of the second-best card of the suit accompanied by a card that can be established if West weakens his second-round stopper.

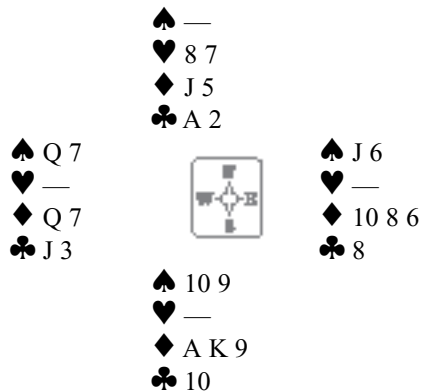


South leads the ♦A, forcing West to unguard hearts or to discard his second-round trick in spades.

This position is a modification of the simple positional squeeze. The vice menace does not provide an entry, so North's threat must be accompanied by a master card in the suit, which makes it a two-card threat.

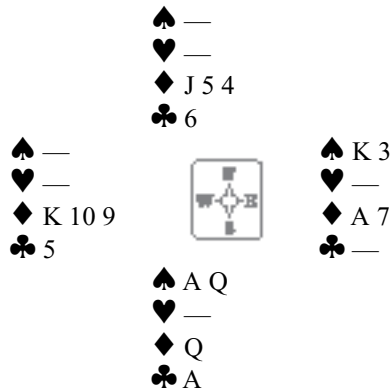
In addition to the requirements stated above, East must have no trick to cash other than his stopper in the doubly-guarded suit.

WHITFIELD SIX. The father of all end-game problems, devised and published on Jan. 31, 1885, by W. H. Whitfeld, mathematical tutor at Cambridge, England, and Cavendish's successor as card editor of the *London Field*. The problem is sometimes known as the "Whitfield Six" because of a common mispronunciation of the inventor's name. Hearts are trumps. South must lead and make all the tricks.



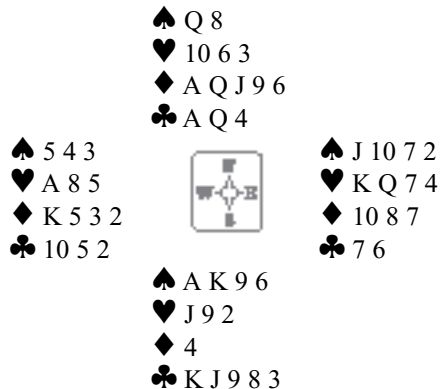
Solution. South cashes the ♦A, unblocking the jack from dummy, to prepare for a possible finesse. A spade is ruffed and the last trump from dummy is cashed, on which South discards the ♣10. The only temporary defense is for East to keep diamonds and the high spade, and for West to keep clubs and the ♦Q. The ♣A from dummy then squeezes East. The Whitfeld Six is a type of double guard squeeze.

WINKLE SQUEEZE. A secondary squeeze that forces the opponents to choose between a throw-in and an unblock, each of which costs a trick. It was analyzed and named by Terence Reese. Declarer has enough winners for all but one of the remaining tricks, but he cannot take all his tricks because of entry problems.



South leads the ♣A, and East is squeezed in two suits. He must discard a diamond to protect the ♠K. If East discards a low diamond, he will be thrown in to lead from his ♠K. If he discards the ♦A, South leads a diamond, eventually winning a trick with the ♦J. If West had two clubs to go with his ♦K, declarer could not succeed in the given ending.

The French name for a winkle is “crochet.” The most famous example occurred in the 1963 International Team Trials in Miami Beach FL.

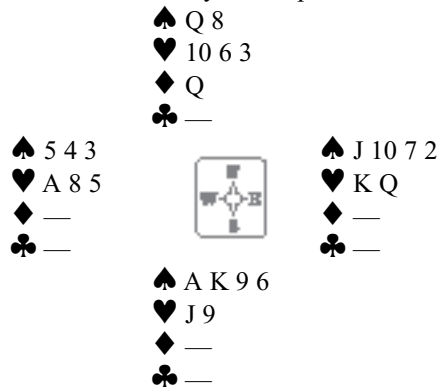


West	North	East	South
Stayman	Hayden	Mitchell	Becker
			1♣
Pass	1♦	Pass	1♠
Pass	3♣	Pass	4♣
Pass	4♠	Pass	6♣
All Pass			

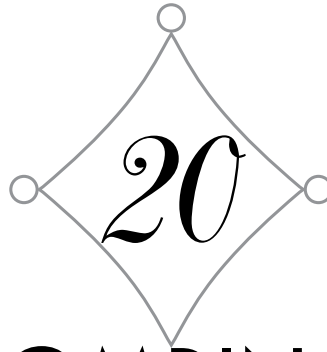
3NT was the only good game, but was hard to reach with no heart stopper. A slight misunderstanding led to 6♣. South (B. Jay Becker) had forgotten a partnership agreement that 4♣ would always be Gerber after a minor-suit opening. South assumed that 4♠ by North (Dorothy Hayden) indicated a singleton heart, and bid the slam.

West (Sam Stayman) was also misled and chose a diamond lead. South, apparently calm, finessed the ♦J successfully. He threw a heart on the ♦A and ruffed a diamond. He crossed to the ♣A, ruffed another diamond to remove the king, and cashed the ♣K and ♣Q.

The lead was in dummy in this position:



On the ♦Q, East (Victor Mitchell) perforce threw the ♥Q. South threw the ♥9, and West a spade. The ♠Q was cashed, and when the 8 was played East, covered with the 10. Now the ♥J was led and the defense was helpless. West chose to win and endplay himself, giving dummy two heart tricks. If he had played low, East would have been endplayed to give South two spade tricks. Interchange the ♥6 and ♥5 and the slam would not have made, even with the favorable opening lead. Related: Entry Squeeze and Stepping Stone Squeeze.



SUIT COMBINATIONS

Bridge is a tough game, with lots to know and remember in your quest to take as many tricks as you can. Players with a natural feel for the game might not need the following charts. Most players, however, will benefit from studying the combinations with the idea of making the best percentage play at the table. Players with good technique, after all, seem a lot “luckier” with their card play than others. Study can help bridge that gap in “luck.”

A word about this chapter: The play of each combination is considered in two ways: (1) from the angle of safety plays, the

number of tricks required is given together with the appropriate play and the percentage prospects, and (2) where no particular number of tricks is required but declarer simply wants to do as well as possible, the indicated maximum play (Max) is given with the expectation of tricks if this line is followed. Where tricks required and Max are the same, the chart will show a number followed by /Max – e.g. 3/Max.

Where the chart uses an x instead of a spot card, it is assumed that the card designated by an x is completely insignificant.

Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
I. THE DEFENSE HAS NO POINTS				
(a) Declarer Has a Combined Holding of Six Cards				
1. A K Q J 9 x	5	Cash top honors in the hope of dropping the ten	72	
(b) Declarer Has a Combined Holding of Seven Cards				
2. A K Q J 9 x x	6	Cash top honors	86	
	5	Finesse the nine, in case East is void	99	
3. A K Q J 9 x x	5	Cash top honors in the hope of dropping the ten	87	
4. A K Q 9 x J x	5	Cash top honors in the hope of dropping the ten	87	
5. A K Q J 8 x x	5	Cash top honors Against defenders who would not falsecard from 10 9 x or 10 9 x x, cash the jack and finesse the eight if the nine or ten appears from East)	84	
6. A K Q 8 x J x	5	See (5) above	85	84
(c) Declarer Has a Combined Holding of Eight Cards				
7. A K Q 8 x J x x	5	Cash the jack first in case East is void	98	

Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
II. THE DEFENSE HAS ONE POINT				
(a) Declarer Has a Combined Holding of Five Cards				
8. A K Q 10 x	4	Finesse the ten	50	
(b) Declarer Has a Combined Holding of Six Cards				
9. A K Q 10 9 x	5	Play off the top honors. This is fractionally better than the immediate finesse	36	
10. A K Q 10 x x	5	Finesse the ten	31	
	4	Finesse the ten	81	
	Max	Finesse the ten		4.12
11. A K Q 10 x x	4	Cash the queen, and then finesse the ten	50	
12. A K Q 9 x x	4	Finesse the nine; hope that West has both the jack and ten	24	
13. A K 10 x Q x	4	Cash the queen, and then finesse the ten	50	
14. A K 9 x Q x	4	Play off the queen, king, and ace, hoping that the jack and ten fall in three rounds	10	
		Against defenders who would not falsecard from J-10-x, cash the queen and finesse the nine if East drops an honor	11	
(c) Declarer Has a Combined Holding of Seven Cards				
15. A K Q 10 9 x x	6	Cash the top honors	54	
16. A K Q 10 x x x	6	Cash the top honors	52	
	5	Finesse the ten	91	
	4	Finesse the ten, in case East is void	99	
	Max	Cash the top honors		5.37
17. A K Q 10 9 x x	5	Play off the top honors	54	
18. A K Q 10 x x x	5	Play off the top honors	52	
	4	Cash the ace, and finesse the ten	93	
	Max	Play off the top honors		4.39
19. A K Q 9 x x x	5	Play off the top honors, hoping that the jack and ten drop in three rounds	39	
	4	Lead low to the nine, in case East has a void or low singleton	90	
	Max	Play off the top honors		4.23
		Against defenders who would not falsecard from J 10 x, cash the ace and finesse the nine if East drops an honor		4.24
20. A K 10 9 x Q x	5	Play off the top honors	54	
21. A K 10 x x Q x	5	Play off the top honors	52	
	4	Cash the queen and finesse the ten	93	
	Max	Play off the top honors		4.39
22. A K 9 x x Q 10	5	Cash the queen, king, and ace	54	
	4	Cash the queen, and run the ten	100	
	Max	Cash the queen, lead the ten to the king and cash the ace		4.48
23. A K x x x Q 10	5	Finesse the ten	42	
	4	Finesse the ten	92	
	Max	Finesse the ten		4.34
24. A K 9 x x Q x	5	Play off the top honors	39	
	4	Cash the queen, and finesse the nine if an honor drops from East	86	

Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
	Max	Play off the top honors		4.23
		Against defenders who would not falsecard from J 10 x, cash the queen, and finesse the nine if an honor drops from East		4.24
25. A K Q 10 x x x	4	Cash the king and queen; if both follow, play the ace. This is 2% better than a third-round finesse	61	
26. A K Q 9 x x x	4	Cash the queen and king; if an honor drops from East, finesse the nine next. This is 6% better than cashing the three top honors	48	
27. A K 10 x Q x x	4	See (25) above	61	
28. A K 9 x Q x x	4	See (26) above	48	
29. A K x x Q 10 x	4	Cash the ace, queen, and king, This is 4% better than a second-round finesse	55	
30. A 10 x x K Q x	4	See (25) above	61	
31. A 9 x x K Q x	4	See (26) above	47	
32. A x x x K Q 10	4	Cash the king, queen, and ace. This is 4% better than a second-round finesse	55	
(d) Declarer Has a Combined Holding of Eight Cards				
33. A K Q 10 x x x x	7	Play off the top honors	73	
	6	Finesse the ten, in case East is void	98	
	Max	Play off the top honors		6.70
34. A K Q 9 x x x x	6	Play off the top honors	68	
		Against defenders who would not falsecard from J 10 x, cash the ace and finesse the nine if an honor appears from East	70	
	Max	Play off the top honors		5.64
		Against defenders who would not falsecard from J 10 x, cash the ace and finesse the nine if an honor appears from East		
	5	Lead low to the nine, in case East is void	98	
35. A K Q 8 x x 10 x	6	Play off the top honors	73	
	5	Lead low to the ten	100	
	Max	Play off the top honors		5.70
36. K Q 9 x x x A x	6	Play off the top honors	68	
		Against defenders who would not falsecard from J 10 x, cash the ace and finesse the nine if an honor appears from East	70	
37. A K 9 x x Q 8 x	5	Cash the ace and queen (or the queen and ace) hoping for a 3-2 break or a singleton honor with East	73	
		Against defenders who would not falsecard with J 10 x, cash the ace, and finesse the eight if West drops an honor	76	
	4	Lead low to the eight or nine	100	
38. A K 10 x Q 9 x x	4	Cash the ace. If the eight falls, play the next top honor from the hand on the left of the eight. Otherwise guess which honor to play next.	92	
		92% assumes the eight is not a falsecard from J 8 x x		
		If the eight is a falsecard	89	
39. A K 9 x Q 8 x x	4	Cash the ace. If an honor appears, cash the next top honor from the hand on the left of the J or 10	79	
40. A K 9 x Q x x x	4	Cash the queen, in case West has J 10 x x x	75	
(e) Declarer Has a Combined Holding of Nine Cards				
41. A K Q 8 x x x 9 x	7	Lead the nine, and play the ace whatever happens. This saves a trick if West covers with J 10 x x	90+	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
42.	A K Q 7 x x 8 x x	6	Lead the eight, and play the ace whatever happens. This saves a trick if West is lulled into covering with J 10 9 x	90+	
43.	A K 10 x x x Q 9 x	6	Lead the ace first in case either opponent is void	100	
44.	A K 9 x x x Q x x	6	Play the queen first, in case East is void	95	
45.	A K Q 7 x 8 x x x	5	Lead the eight, and play the ace whatever happens. This saves a trick if West is lulled into covering with J 10 9 x	90+	
46.	A K 10 x x Q 9 x x	5	Cash the ace first, in case either opponent is void	100	
47.	A K 9 x x Q x x x	5	Cash the queen first, in case East is void	95	

III. THE DEFENSE HAS TWO POINTS

(a) Declarer Has a Combined Holding of Five Cards

48.	A K J 10 x	4	Finesse the jack. This line is 6% better than trying to drop the queen	11	
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(b) Declarer Has a Combined Holding of Six Cards

49.	A K J 10 9 x	5	Finesse the jack	18	
50.	A K J 9 8 x	5	Lead low to the jack or nine, playing West for Q 10 x or Q 10	5	
		4	Lead low to the jack	58	
		Max	Lead low to the jack		3.63
51.	A K J 9 x x	4	Finesse the nine; if this loses to the ten, finesse the jack	24	
		3	Finesse the jack and then the nine or the nine and then the jack	76	
52.	A K 9 8 J x	4	Run the jack; if it is covered, finesse the nine	6	
		3	West must have Q 10, Q 10 x or Q x x x x x	76	
		3	Lead the jack; if it loses, finesse the nine next	74	
53.	A K 9 x J x	3	Lead low to the jack. If this loses, finesse the nine	74	
54.	A J 9 8 K x	4	Cash the king and, unless an honor appears from East, finesse the jack	6	
		3	Cash the king, and unless an honor appears from East, finesse the jack or nine	69	
		Max	Cash the king and, unless an honor appears from East, finesse the jack or nine		2.75
			This line is only fractionally better than running the nine, which will be superior if West is likely to have fewer cards in the suit than East		
55.	A J x x K 9	3	Finesse the nine; if this loses to the ten, cash the king and ace	68	
56.	A K 9 J x x	3	Lead low to the nine, hoping that West has both the queen and ten	24	
57.	A K x J 9 8	3	Run the nine or run the jack. Guess whether West has the bare queen or East the bare ten	24	
			Against defenders who can be relied upon to cover the nine with the ten, lead the nine, and play the ace and king if it is not covered; if the nine is covered, run the jack next	29	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
(c) Declarer Has a Combined Holding of Seven Cards					
58.	A K J 10 9 x x	6	Finesse the jack. This line is 8% better than trying to drop the queen	27	
59.	A K J 9 8 7 x	6	Finesse the jack	19	
		5	Finesse the jack. This line is 2% better than cashing the ace and king, and 1% better than finessing the nine	71	
60.	A K J 10 9 x x	5	Finesse the jack. Do not cash the ace first; Q x x x with West is more likely than Q with East	43	
61.	A K J 9 x x x	5	Finesse the jack, alternatively cashing the ace first	19	
		4	Finesse the nine; if this loses to the ten, cash the ace and king	73	
		3	Finesse the nine, and then the jack or finesse the jack and then the nine, or cash the ace, and then finesse the jack or nine	94	
		Max	Finesse the nine; if this loses to the ten, cash the ace and king		3.85
62.	A K 9 8 x J x	5	Run the jack or lead low to the nine	9	
		4	Cash the ace and then run the jack	73	
		Max	Run the jack. If it is covered, finesse the nine; if it loses, cash the ace; if it holds, cash the ace		3.79
63.	A K 9 x x J x	5	Run the jack or lead low to the nine. West must hold Q 10 x	7	
		4	Lead low to the jack; if it loses, cash the ace and king	68	
		3	Lead low to the jack; if it loses, finesse the nine	99	
		Max	Lead low to the jack; if it loses, cash the ace and king		3.62
64.	A J x x x K 9	5	Cash the king, and then finesse the jack	18	
		4	Lead low to the nine	68	
		3	Cash the king, and then finesse the jack	94	
		Max	Cash the king, and then finesse the jack		3.74
64a.	K J 9 x x A x	5	Cash the ace and then finesse the jack. If East plays the ten, play for the queen to drop unless East is capable of a falsecard from 10 x x.	20.99	
		4	Cash the ace and then finesse the jack or the nine. If East plays the queen, finesse the nine	69.04	
		Max	Cash the ace and then finesse the jack		3.84
65.	A K J 10 x x x	4	Cash the ace, and finesse the ten	51	
66.	A K J 9 x x x	4	Cash the ace, and finesse the jack	29	
		3	Cash the ace. Then lead toward dummy, and play the king if the ten fails to appear. Then lead up to the jack	85	
		Max	Cash the ace, and finesse the jack		3.07
67.	A K J x x x x	4	Cash the ace, and finesse the jack	18	
		3	Play off the ace and king, and then lead up to the jack	77	
		Max	Cash the ace, and finesse the jack		2.87
68.	A K 10 x J x x	4	Cash the ace, and then lead low to the ten. Don't lead the jack for the finesse; West may have Qx	28	
69.	A K 9 8 J x x	4	Run the jack; if this is covered, finesse the nine	25	
		3	Play the ace, and if no honor appears, run the nine; if it loses, run the jack through West next.	94	
			Assuming East would not duck with Q x x, this line loses only when West has 10 x. If East is a very good defender, play the king if the nine loses to the ten	84	
		Max	Run the jack; if this is covered, finesse the nine; if the jack loses, cash the ace and king		3.03

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
70.	A K 9 x J x x	4	Lead low to the nine, hoping that West has Q 10 or Q 10 x	9	
		3/Max	Cash the ace and, unless the ten appears, lead low to the jack; if the jack loses, cash the king	84	2.88
71.	A K x x J 10 9	4	Run the jack	50	
		3	Run the jack or play the ace, and then run the jack	100	
72.	A K x x J 9 8	4	Run the jack and then the nine, hoping that West has Q 10 x or Q x x x x	8	
		Max	Run the jack; if it is covered run the nine; if it loses to the queen, cash the ace and king		2.85
		3	Play the ace, and lead low to the jack Run the nine; if it loses to the ten, run the jack next	78	2.85
73.	A K x x J 9 x	4	Play the ace, hoping that West has the singleton queen	1	
		3/Max	Play the ace, and then lead low to the jack or nine	78	2.79
74.	A K x x J x x	3/Max	Play the ace, and lead to the jack	69	2.69
75.	A J 9 8 K x x	4	Cash the king, and finesse the jack	29	
		3	Cash the king, and lead toward dummy, playing the ace unless the ten appears	85	
		Max	Cash the king, and finesse the jack		3.07
76.	A J 9 x K x x	4	Cash the king, and finesse the jack	29	
		3	Cash the king and ace; then lead to the jack	85	
		Max	Cash the king, and finesse the jack. If it loses, cash the ace		3.07
77.	A J x x K 9 x	4	Cash the king, and finesse the jack	19	
		3	Cash the king and ace; then lead to the jack	85	
		Max	Cash the king, and finesse the jack		2.98
78.	A J x x K x x	4	Cash the king, and finesse the jack	18	
		3	Cash the king and ace; then lead to the jack	77	
		Max	Cash the king, and finesse the jack		2.87
79.	K 9 x x A J x	4	Finesse the jack; then play the ace and king Against defenders who would not falsecard from Q 10 x, finesse the nine if East drops the queen under the ace on the second round after a successful finesse	21	
		3	Lead low from dummy, and play the ace unless the ten appears. Then, unless West drops the ten, lead low to the jack	84	
		Max	Finesse the jack; then play the ace and king		3.03
80.	J 10 x x A K x	4	Cash the ace, and then run the jack. This line is only 1% better than cashing the two top honors	20	
81.	J 9 8 x A K x	4	Cash the ace and king, unless the queen drops from West	12	
			If West is good enough to falsecard from Q 10, play the king even if the queen falls under the ace	11	
		3	Cash the ace and king; then lead to the jack	85	
82.	J x x x A K 9	4	Lead low to the nine, hoping that East has Q 10 or Q 10 x	9	
		3	Cash the ace and king; then lead to the jack	85	2.90
		Max	Cash the ace and the king unless the queen drops from West If West is good enough to falsecard from Q 10, play the king even if the queen falls under the ace		2.89

(d) Declarer Has a Combined Holding of Eight Cards

83.	A K J 10 9 x x x	7	Finesse the jack. This line is 4% better than playing off the ace and king	37	
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	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
84.	A K J 9 8 7 x x	7 6	Finesse the jack Finesse the nine or, more profitably, finesse the jack	34 85	
85.	A K J 10 x x x x	6	Finesse the jack. Don't cash the ace first: Q x x x with West is more likely than queen singleton with East	48	
86.	A K J 9 x x x x	5/Max 6	Finesse the jack Finesse the jack, alternatively cashing the ace first	98 37	5.46
			Against defenders who would not falsecard from 10 x, cash the ace, and play the king if the ten falls from East	40	
87.	A K J x x x x x	5/Max 6	Cash the ace, and finesse the jack Finesse the jack, alternatively cashing the ace first	88 34	5.22
88.	A K 9 8 7 x J x	5/Max 6	Cash the ace, and then finesse the jack Run the jack. If it is covered, guess whether to finesse for or drop the ten next	85 16	5.17
			Cash the ace, then run the jack; if it is covered, guess as above	88 87	5.03
89.	A K 9 8 x x J x	6	Run the jack. If it is covered, guess whether to finesse or cash the ace next	16	
		5	Cash the ace, then run the jack	85	
		Max	Run the jack, guessing what to do next if it is covered or cash the ace, then run the jack		5.01
90.	A K 9 x x x J x	6	Run the jack. If it is covered, finesse the nine or cash the ace	14	
		5	Lead low to the jack; then cash the ace and king or lead to the nine. If it loses, cash ace and king; if West plays the ten, run the jack next	85	
		4	Lead low to the jack	100	
		Max	Lead to the nine. If it loses, cash ace and king; if West plays the ten, run the jack next		4.96
91.	A J 8 x x x K 9	6	Play the king. If the queen drops from East, run the nine; otherwise finesse the jack	37	
		5	Cash the king, and then lead the nine, and finesse the jack	88	
		4	Lead low to the nine	100	
92.	A J x x x x K 9	6	Cash the king, and finesse the jack	34	
		5	Cash the king, and lead the nine, intending to finesse the jack	88	
		4	Lead low to the nine	100	
		Max	Cash the king, and finesse the jack		5.20
93.	A K 9 8 x J x x	5	Play the ace. Then play the king unless the queen has appeared from East	30	
		4	Play the ace, and unless an honor appears, lead low to the jack	96	
		Max	Lead the jack. If it is covered, finesse the nine; if it loses, cash the ace		4.14
94.	A K 9 x x J x x	5	Play the ace and king (unless the queen drops from East)	30	
		4	Play the ace, and if the ten fails to appear, lead low to the jack	96	
		Max	Play the ace and king		4.09
95.	A K 7 6 x J 9 8	5	Lead the nine to the ace. This makes it harder for West to falsecard with queen from Q10, as it would help a declarer with J 9. If the queen falls, finesse accordingly; if not, cash the king		
			Assuming no falsecard	33	
		4	Play the ace, and if no honor appears, lead low to the jack	98	
		Max	Cash the ace and king If West would not falsecard from Q 10		4.11 4.14

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
96.	A K x x x J 10 9	5	Finesse the jack. Don't cash the ace first: Q x x x with West is more likely than queen with East	48	
		4	Finesse the jack	100	
97.	A K x x x J 9 8	5	Cash the ace and king Against defenders who would not falsecard with Q 10, finesse the nine if West drops the queen on the first round	27	
		4	Play the ace, and lead low to the jack	30	
		3	Run the jack or lead low to the jack	88	
		Max	Cash the ace, and unless West is void, lead low to the king If West would not falsecard with Q 10	100	4.01+
					4.04+
98.	A K x x x J 9 x	5	Play the ace and king Against defenders who would not falsecard with Q 10, finesse the nine if West drops the queen on the first round	27	
		4	Play the ace, and lead low to the jack	30	
		Max	Play the ace and king, unless the ten drops from West. In that case, lead the jack and cash the king only if West follows suit	88	
					4.01
99.	A J 9 x x K x x	5/Max	Cash the king, and finesse the jack Against defenders who would not falsecard, it is fractionally better to play the ace if East drops the ten on the first round	40	4.27
100.	A J x x x K 9 x	5	Lead low to the jack Against defenders who would not falsecard from Q 10, finesse the nine next if the queen appears from West	34	
		4	Play the ace, and unless an honor appears from West, lead low to the nine	37	
		3	Play either top honor	96	
		Max	Play the king, and finesse the jack	100	4.22
101.	A 9 x x x K J x	5	Finesse the jack. Don't cash the ace first, for East may have the singleton queen	37	
		4	Play the king, and unless the ten appears, lead low to the jack	96	
		3	Finesse the jack, and cash the king or play the king and lead low to the jack	100	
		Max	Finesse the jack		4.30
102.	J 9 8 x x A K x	4	Cash the ace, cross to dummy in another suit and lead the nine If East shows out or covers, play the king. If not, run the nine	96	
		Max	Cash the ace and king	30	4.18
103.	A K J 10 x x x x	4	Play the ace, and finesse the jack	53	
104.	A K 9 x J x x x	4	Play the ace and king	30	
		3	Play the ace, and then lead low to the nine or jack	100	
		Max	Play the ace and king		3.21
105.	A K 8 x J x x x	4	Play the ace and king	27	
		3	Play the ace; if the ten or nine appears from East, lead low to the jack	92	
		Max	Play the ace and king		3.14
106.	A K x x J 9 8 x	4	Play the ace and king	33	
		3	Play the ace, and unless the ten appears from East, run the nine	100	
		Max	Play the ace and king		3.24
107.	A J x x K 9 x x	4	Finesse the jack	37	
		3	Play the ace, and lead low to the nine. Do not cash the king as this fails to pick up the singleton queen with West	100	
		Max	Finesse the jack; if it loses, play the ace next		3.34

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
108.	A 10 8 x K J 9 x	4	Lead the jack to the ace or the ten to the king, and then take a second-round finesse. This gives the extra chance of a defender covering with Q x and Q x x	53+	
(e) Declarer Has a Combined Holding of Nine Cards					
109.	A K J x x x x x x	8	Play the ace and king. This line is 8% better than a first-round finesse	53	
		7	Finesse the jack, in case East is void	95	
		Max	Play the ace and king		7.44
110.	A K J x x x x x x	7	Play the ace and king. This line is 2% better than a second-round finesse	53	
111.	A K 9 x x x x J x	7	Play the ace and king	53	
		6	Lead low to the jack	100	
		Max	Play the ace and king Against defenders who would always cover the jack, and would not falsiscard with Q 10, lead the jack, and play the ace whatever happens, finessing the nine next if East plays the queen		6.44
112.	A J x x x x x K 9	7	Play the king and ace	53	
		6	Lead low to the nine, in case West is void	100	
		Max	Play the king and ace		6.48
113.	A K J 10 x x x x x	6	Play the ace and king	58	
114.	A K 9 x x x J x x	6	Play the ace and king	53	
		5	Play the ace	100	
115.	A K 8 x x x J x x	6	Play the ace and king	53	
		5	Lead low toward dummy, and cover whatever West plays	100	
		Max	Play the ace and king		5.48
116.	A K x x x x J 10 9	6	Lead the jack to the ace; then cash the king	53	
117.	A K x x x x J 9 8	6	Play the ace and king	53	
		5	Lead low to the jack or (best) run the nine	100	
		Max	Play the ace and king		5.48
118.	A J x x x x K 9 x	6	Play the ace and king	53	
		5	Play the ace	100	
		Max	Play the ace and king		5.53
119.	A 9 x x x x K J x	6	Play the ace and king	53	
		5	Play the king	100	
		Max	Play the king and ace		5.53
120.	A K 8 x x J x x x	5	Play the ace and king Against defenders who would always cover the jack, lead the jack, and play the ace whatever happens. If West covers and the ten or nine drops from East, finesse the eight next. This line is even better if East is likely to be short in the suit	53	
		4	Lead low to the eight	100	
		Max	Play the ace and king		4.48
121.	A K x x x J 10 9 x	5	Play the ace and king. This line is 2% better than a second-round finesse	58	
122.	A J 9 x x K 10 8 x	5	Lead the jack to the king or lead the ten to the ace, and play for the drop on the second round. This gives the extra chance of a defender covering with Q x x	58	
123.	A J x x x K 9 8 7	5	Play the king and ace, in case East is void	58	
		4	Play the ace, in case West is void	100	
124.	A J x x x K 9 x x	5	Cash the ace and king, preferably in that order	53	
		4	Play the ace (best) or finesse the jack or nine	100	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
125.	A 9 x x x K J x x	5 4	Play the ace and king in either order Play the king (best) or finesse the jack	53 100	
126.	A x x x x K J 9 8	5 4	Play the ace and king, in case West is void Play the king, in case East is void	58 100	
127.	J 10 9 x x A K x x	5	Play the ace and king; this line is 2% better than a second-round finesse	58	
128.	J x x x x A K 8 x	5 4	Play the ace and king Lead low to the eight, in case West is void	53 100	
		Max	Play the ace and king		4.48

(f) Declarer Has a Combined Holding of Ten Cards

129.	A K 9 x x x x x J x	8	Lead the jack, and play the ace whatever happens. This line succeeds against all 2-1 breaks and when West is lulled into covering with Q 10 x	78+	
130.	A K 9 x x x x J x x	7	See (129) above	78+	
131.	A J x x x x x K x x	7	Lead the king, in case East is void	89	
132.	A K 9 x x x J x x x	6	See (129) above	78+	
133.	A J x x x x x K x x x	6	See (131) above	89	
133a.	K x x x x x A J 9 8	6	Play the king, in case West is void If there is no side entry to dummy, play the ace, as the only way to avoid a suit blockage is to find a singleton queen	89 26	
134.	A K 9 x x J x x x x	5	See (129) above	78+	
135.	A J 9 x x K 10 x x x	5	Lead the ten to the ace or the jack to the king. Guess who is more likely to be void	89	
136.	A J x x x K x x x x	5	See (131) above	89	

IV. THE DEFENSE HAS THREE POINTS

A. THE KING

(a) Declarer Has a Combined Holding of Five Cards

137.	A Q J 9 x	4 3	The only hope is that West has K10 doubleton Lead low to the nine	0.3 52	
		Max	Lead low to the nine		2.53

(b) Declarer Has a Combined Holding of Six Cards

138.	A Q J 9 8 x	5 4	Finesse the queen. The only hope is that West has K 10 doubleton	1 41	
		Max	Finesse the nine The nine finesse is only slightly better than the queen finesse		3.42
139.	A Q J 9 x x	4	Finesse the queen, hoping that West has K 10 or K 10 x	5	
		3/Max	Finesse the queen. If it holds, finesse the jack; if it loses, cash the ace and jack This assumes that East will duck the queen with K x or K x x. If not, it is better to finesse the nine if the queen loses	68 76	2.73

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
140.	A Q 9 8 J x	4	Run the jack. If it is covered, finesse the nine next	5	
		3/Max	Run the jack. If it loses, finesse the nine; if it holds, finesse the queen	76	2.81
			This assumes that West will cover the jack with K x x x x or K x x x, and that East will win with K x or K x x. If they would withhold the king in such circumstances, it is better to cash the ace and queen if the jack loses	68	
141.	A Q 9 x J x	3	Lead low to the jack and finesse the nine next whatever happens	56	
142.	A Q 8 x J 9	3	Lead the jack. If it holds, finesse the queen; if it loses, cash the ace; if it is covered, run the nine The best defense is for East not to win with K x or K x x, and for West not to cover with K x x x x or K x x x		
143.	A Q x x J 9	3	Lead low to the nine, hoping that East has the ten or singleton king or that he will mistakenly play the king from K x	50	
144.	A Q 9 J x x	3	Lead low to the nine or (best) run the jack; if it is covered, finesse the nine	24	
		Max	Run the jack; if it is covered, finesse the nine next		2.24
145.	A Q x J 9 8	3	Run the nine or (best) run the jack; if it is covered, run the nine next	24	
		Max	Run the jack; if it is covered, run the nine next		2.24
146.	A x x Q J 9	3	Lead the queen. If it is covered, play the jack, if the queen holds, guess	5	
			Against defenders who might cover unnecessarily – assume half the time – finesse the nine if the queen is covered and lead the jack next if the queen holds	15	
(c) Declarer Has a Combined Holding of Seven Cards					
147.	A Q J 9 8 7 x	6	Finesse the queen. The only hope is that West has K 10 doubleton	2	
		5/Max	Finesse the queen; then cash the ace	62	4.63
148.	A Q J 9 x x x	6	Finesse the queen, hoping that West has K 10 doubleton	2	
		5	Finesse the queen; then cash the ace	58	
		4	Finesse the nine; then cash the ace	92	
		3	Finesse the nine; then cash the ace	99	
		Max	Finesse the queen; then cash the ace		4.46
149.	A Q J 9 8 x x	5	Finesse the queen; if it loses, cash the ace and jack. If it wins, finesse the jack	19	
		4/Max	Finesse the queen; if it loses, cash the ace and jack	71	3.91
150.	A Q 9 8 x J x	5	Lead low to the nine or (best) run the jack, finessing the nine next if it is covered	9	
		4/Max	Lead low to the queen, and if it holds run the jack next. Run the jack. If it loses, cash the ace; if it is covered, finesse the	71	
			nine; if it holds, finesse the queen	70	3.79
151.	A Q 9 x x J x	5	Lead low to the nine or (best) run the jack, finessing the nine next if it is covered	7	
		4	Lead low to the jack. If it holds, play the ace; if it loses, play the ace	58	
		3	Finesse the nine on the first or second round	93	
		Max	Run the jack. If it holds, finesse the nine; if it loses, cash the ace and queen; if it is covered, finesse the nine		3.54

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
152.	A Q x x x J 9	4	Lead low to the nine; if it loses, run the jack next	49	3.42
		3/Max	Lead low to the nine; if it loses, run the jack next This line will also produce four tricks if East is tempted to play the king from K x	93	
153.	A Q x x x J x	4	Lead low to the jack, hoping that the suit divides 3-3 or that East has K x	44	3.29
		3	Play the ace, and lead low to the jack, in case West has the singleton king	86	
		Max	Lead low to the jack		
154.	Q J 9 8 7 A x	5	Run the queen, cashing the jack next if it is covered	2	3.63
		4	Play the ace, and lead to the queen	63	
		Max	Run the queen, cashing the jack next if it is covered Playing the ace and leading to the queen makes only slightly fewer tricks, and will be the best line if West is more likely to be short in the suit		
155.	Q J 9 x x A x	4	Play the ace, and lead to the queen	59	3.49
		3	Play the ace, and lead to the nine	94	
		Max	Play the ace, and lead to the queen		
156.	Q J x x x A 9	4	Lead low to the nine	50	3.43
		3	Lead low to the nine	93	
		Max	Lead low to the nine		
157.	A Q J x x x x	4	Finesse the queen, hoping that West has K x x	18	2.86
		3	Play the ace, and lead to the queen, then to the jack, in case East has the singleton king	69	
		Max	Finesse the queen		
158.	A Q 10 x J x x	4	Lead low to the ten, and then low to the queen. Do not lead the jack in case West has K or Kx	27	
159.	A Q 9 8 J x x	4/Max	Run the jack. If it is covered, finesse the nine; if it holds, lead to the nine; if it loses, cash the ace and queen	25	3.03
		3	Finesse the queen. If it holds, run the jack; if it loses, cash the jack and ace	79	
160.	A Q 9 x J x x	4	Lead low to the nine, hoping that West has K 10 or K 10 x	9	2.77
		3	Finesse the queen. If it loses, cash the jack and ace; if it holds, lead low to the nine	72	
		Max	Lead low to the nine, and finesse the queen next		
161.	A Q 8 7 J x x	4	Run the jack, hoping that East has the singleton nine or ten	2	2.61
		3/Max	Lead the jack. If it loses, cash the ace; if it holds finesse the queen; if it is covered, finesse the eight and then the seven. This assumes that West will not cover with K x x x, K 10 x x x or K 9 x x x	59	
162.	A Q 8 x J x x	3	Lead low to the ace, then low to the jack, then finesse the eight if possible. But if West plays the nine or ten, finesse the queen. This assumes that West will play low with K 10 9 x or 10 9 x x. It is fractionally superior to the alternatives: Finesse the queen, and if it wins lead the jack (57%); low toward the jack (56%), or running the jack (53%)	59	
163.	A Q x x J 9 8	4	Run the jack, and then the nine (best) or run the nine, hoping that West has K 10 x or either K x x x x or singleton king		2.85
		3/Max	Lead the jack. If it loses, cash the ace; if it is covered, run the nine next	77	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
164.	A Q x x J 9 x	4	Play the ace, hoping that West has the singleton king	1	
		3/Max	Play the ace, and lead low to the jack	64	2.65
165.	A 9 8 7 Q J x	4	Lead the queen. If it holds or is covered, lead the jack next	9	
		3	Lead low to the queen. If it holds, lead low to the jack; if it loses, cash the jack and ace	83	
		Max	Lead the queen. If it loses, cash the jack and ace; if it holds or is covered, lead the jack next		2.88
166.	A 9 x x Q J x	3/Max	Lead low to the queen. If it holds, lead low to the jack; if it loses, cash the jack and ace	83	2.83
167.	Q J 9 x A x x	4	Play the ace, hoping East has the singleton king	1	
		3/Max	Play the ace and then lead to the queen and jack	78	2.79
168.	Q J x x A x x	3	Play the ace, and lead low to the queen; then lead low to the jack	69	
169.	J 9 8 7 A Q x	4	Run the nine. If it is covered, run the jack	10	
		3	Finesse the queen. If it holds, run the jack; if it loses, cash the ace and jack	78	
			This line offers extra chances if West is tempted to win the queen with K10 x x x	83	
		Max	Run the jack. If it is covered, run the nine next		2.86
170.	J 9 8 x A Q x	4	Finesse the queen. If it holds, run the nine, hoping that East has K10, Kx, or K	9	
		3	Finesse the queen. If it holds, lead the jack; if it loses, cash the ace and jack	78	
			This line offers extra chances if West is tempted to win the with K 10 x x x	83	
		Max	Finesse the queen. If it holds, run the nine; if it loses, cash the ace and jack		2.85
171.	J 9 x x A Q x	4	Finesse the queen, and then cash the ace, hoping that East has K, K x or K 10	9	
		3	Lead low to the ace, unless the ten appears from East; then lead to the queen and then to the jack	69	
		Max	Finesse the queen, and then cash the ace		2.77
172.	J x x x A Q 9	4	Lead low to the nine, hoping that East has K 10 or K 10 x	9	
		3	Lead low to the queen. If it holds, finesse the nine; if it loses, cash the ace	71	
		Max	Lead low to the nine. If it loses, finesse the queen		2.77
(d) Declarer Has a Combined Holding of Eight Cards					
173.	A Q J 9 x x x x	7	Finesse the queen, hoping that West has K x or K 10	14	
		6	Play the ace, and lead the queen	79	
		5	Finesse the nine, in case East is void	98	
		Max	Finesse the queen		5.86
174.	A Q J 9 x x x x	6	Finesse the queen	34	
		5	Finesse the queen; if it loses, cash the ace	85	
175.	A Q 9 8 x x J x	6	Finesse the queen, and run the jack if it holds or run the jack; if it loses, cash the ace; if it holds finesse the queen; if it is covered, guess	14	
		5	As above	85	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
176.	A Q 9 x x x J x	6	Finesse the nine <i>or</i> finesse the queen <i>or</i> lead the jack and guess next time	14	4.94
		5	Run the jack. If it is covered, finesse the nine next	82	
		4	Safeguard against East being void by leading the jack, leading to the jack or finessing the nine	98	
		Max	Run the jack. If it is covered, finesse the nine next		
177.	A Q x x x x J 9	5	Lead low to the jack	76	4.72
		4	Lead low to the nine, in case West is void	98	
		Max	Lead low to the jack Against defenders who would play the king from K x as East, lead low to the nine and run the jack next		
177a.	A Q 6 5 x x J 9	5	Run the jack. If West covers and East drops the seven, eight or ten, take the ace, return to hand and run the nine.	79	
178.	A Q x x x x J x	5/Max	Play the ace. This succeeds if the suit divides 3-2 or there is a singleton king somewhere	73	4.70
179.	Q J 9 x x x A x	6	Lead the queen. If it is covered, finesse the nine, hoping East has K x	10	4.83
		5	Play the ace, and lead to the queen	79	
		4	Play the ace; this fails only if West is void	98	
		Max	Lead the queen, finessing the nine next if it is covered		
180.	A Q 10 x x J x x	5/Max	Finesse the queen. Don't lead the jack in case West has the singleton king	37	4.33
181.	A Q 9 7 6 J 8 x	5	Run the jack. If it is covered, finesse the nine next	25	4.14
		4	Run the jack or finesse the queen	90	
		Max	Run the jack. If it is covered, finesse the nine next		
182.	A Q 9 x x J 8 x	5	Finesse the queen. If it holds, guess whether to play the ace or the jack next If West would not falsecard with K 10, finesse the eight if the king appears on the first round	16	3.99
		4	Finesse the queen or run the jack or play the ace and lead low to the jack	19	
		5	Finesse the queen or run the jack. Guess whether West has K 10 x, K x x or K x	88	
		4	Finesse the queen, and lead to the nine if it holds or play the ace, and lead to the jack	14	
		3	Finesse the queen	88	
		Max	Finesse the queen. If it loses, cash the jack; if it holds, lead to the nine	98	
184.	A Q 8 x x J x x	5	Finesse the queen; if it holds, lead low to the eight If East would not falsecard from 10 9 x, lead the jack if the nine or ten appears on the first round	14	3.86
		4	Lead low to the ace, unless the nine or ten appears from West; then lead low to the jack (best) or run the jack; if it is covered, lead low to the eight unless the nine or ten has dropped	17	
		3	Run the jack. If it is covered, lead low to the eight unless the nine or ten has dropped from East (best)	79	
		Max	Finesse the queen. If it holds, lead low to the eight	98	
		5	Lead the jack. If it holds, finesse the queen; if it is covered, guess whether to run the nine or play the ace next	16	
185.	A Q x x x J 9 8	4/Max	Lead the jack. If it loses, cash the ace; if it holds, finesse the queen; if it is covered, run the nine	85	4.01
		3	Lead the jack (best) or lead low to the jack	100	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
186.	A Q x x x J 9 x	5	Finesse the queen. If it holds, guess whether to lead the nine or the jack next	14	
			If West would not falsecard from K 10, finesse the nine if the king appears from West	16	
		4	Play the ace, and lead low to the jack	79	
		3	Play the ace, or finesse the queen	98	
		Max	Finesse the queen, and cash the ace next		3.88
186a.	A Q 6 x x J 9 x	4	Run the jack. If West covers with the king, win the ace and lead to the nine.	82	
187.	A Q x x x J x x	5	Finesse the queen, and then play the ace	14	
		4	Play the ace, and lead toward the jack, in case East has the singleton king	73	
		Max	Finesse the queen		3.80
187a.	A Q 7 x x J x x	4	Run the jack. If West covers and East drops the eight, nine or ten, win the ace, return to hand for the next lead.	76	
188.	A 9 x x x Q J x	5	Lead the queen. If it holds, lead the jack, hoping that West has K x x or K 10	14	
		4	Lead low to the queen. If it holds, lead to the jack	93	
		3	Lead low to the queen	100	
		Max	Run the queen. If it holds, lead the jack		3.96
189.	A x x x x Q J 9	5	Lead the queen. If it is covered, play the jack next; if it holds, lead the jack next	14	
			This assumes that West will cover with K x about once in four times – best defense		
		4	Lead low to the queen, and then low to the jack	85	
		3	Lead the queen or lead low to the queen	98	
		Max	Lead the queen. If it is covered, play the jack; if it holds, lead the jack next		3.85
			The best defense is now for West never to cover with K x		
190.	Q J 9 x x A x x	5	Lead the queen. If it holds, lead the jack; if it is covered, cash the jack	14	
			This assumes that East would duck the queen at least 2/3 of the time with K x, which is the best defense. If East would cover with K x, finesse the nine if the queen is covered	20	
		4	Play the ace, and lead toward the queen	88	
		Max	Lead the queen. If it loses, play the ace; if it holds, play the ace; if it is covered, finesse the nine		3.93
			If West would not duck the queen with K 10 x x, lead the jack if the queen holds; and if East would always cover with K x, lead the jack if the queen holds		3.98
					4.03
191.	J 9 8 x x A Q x	5	Finesse the queen. If it holds, guess whether East has K x or K x x	16	
		4/Max	Finesse the queen. If it loses, cash the ace; if it holds, run the nine	93	4.10
192.	J x x x x A Q 9	5	Finesse the queen or finesse the nine	14	
		4/Max	Finesse the queen. If it holds, lead low to the nine; if it loses, cash the ace	85	3.96
192a.	J 7 x x x A Q 6	4	Run the jack. If East covers and West drops the eight, nine or ten, win and return to dummy for the next lead	76	
193.	A Q J x x x x x	4	Finesse the queen	34	
		3	Play the ace, and lead to the queen	87	
		Max	Finesse the queen		3.18
194.	A Q 10 x	4	Finesse the ten. Don't lead the jack, in case West		

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
	J x x x		has the singleton king	37	
195.	A Q 9 8	4	Lead the jack. If it is covered, finesse the nine;		
	J x x x		if it holds, lead low to the nine	27	
		3	Lead low to the queen. If it loses, cash the ace;		
			if it holds, lead to the nine	97	
		Max	Both the above lines produce		3.16
196.	A Q 9 x	4	Finesse the queen or run the jack, guessing		
	J x x x		whether West has K x or K 10 x	14	
		3/Max	Finesse the queen. If it loses, cash the jack; if it		
			holds, finesse the nine	90	3.03
197.	A Q 8 x	4	Finesse the queen; if it holds, lead low to the		
	J x x x		eight	14	
			If East would not falsecard from 10 9 x, lead		
			the jack next if the nine or ten drops	17	
		3	Lead the jack. If it is covered, lead low to the		
			eight unless the nine or ten has appeared from East	81	
		Max	Finesse the queen; if it holds, lead low to the eight		2.90
198.	A Q x x	4	Finesse the queen, hoping that West has K,		
	J 9 8 x		K x x x, K 10 or K x	19	
		3/Max	Finesse the queen. If it loses, play the ace; if it		
			holds, run the nine	97	3.16
199.	A Q x x	4	Finesse the queen. If it holds, guess whether to		
	J 9 x x		lead the jack or play the ace	16	
		3	Play the ace, and lead low to the queen	90	
		Max	Finesse the queen, then play the ace		3.03
200.	A Q x x	4	Finesse the queen; then play the ace, hoping		
	J x x x		West has K x	14	
		3	Play the ace, and lead low to either honor	73	
		Max	Finesse the queen, then play the ace		2.84
200a.	A Q 7 x	3	Run the jack. If West covers and East drops the		
	J x x x		eight, nine or ten, win with the ace and return to	76	
			hand for the next lead		
201.	A 9 8 x	4	Lead the queen. If it is covered, cash the jack;		
	Q J x x		if it holds, lead the jack. Hope that West has K x x, K 10 or K x x x	16	
			It has been assumed that, if the queen is led, West will cover		
			1/3 of the time with K x, the best defense		
		3	Lead the queen (best). If it loses, cash the ace; if it holds, lead low		
			to the nine or lead low to the queen. If it loses, cash the jack;		
			if it holds, lead low to the nine	97	
		Max	Lead the queen. If it loses, cash the ace; if it is covered, run the nine;		
			if it holds, lead low to the nine		3.10
			It has been assumed that, if the queen is led, West will cover		
			1/3 of the time with K x, and East will win 1/3 of the time with		
			K 10 x x. This is the best defense		
202.	A x x x	3	Play the ace, and lead to the queen. This fails		
	Q J x x		only if East has a void or a low singleton	87	
203.	Q J 9 x	4	Lead the queen. If it holds, lead the jack; if it is		
	A x x x		covered, cash the jack	14	
			This assumes that East ducks the queen at least 2/3 of the time		
			with K x, the best defense. If East would cover with K x, finesse		
			the nine if the queen is covered	20	
		3	Play the ace and lead to the queen	90	
		Max	Lead the queen. If it holds, play the ace; if it is covered, finesse the nine		2.97
			If West would not duck the queen with		
			K 10 x x, lead the jack next if the queen holds		3.02

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
204.	Q J x x A 9 x x	4	Lead the queen. If it holds, lead the jack; if it loses or is covered, cash the jack	14	
		3	Lead low to the queen. If it loses, cash the jack; if it holds, lead low to the nine	97	
		Max	Lead the queen, and play the jack next whatever happens		3.00
(e) Declarer Has a Combined Holding of Nine Cards					
205.	A Q J 10 x x x x x	8	Finesse the queen; K x with West is more likely than singleton king with East	27	
206.	A Q 9 x x x x J x	7	Finesse the queen	33	
		6	Run the jack or lead low to the jack	95	
		Max	Finesse the queen		6.23
207.	Q J x x x x x A x	7	Run the queen, hoping West has K x	20	
		Max	Run the queen		6.11
208.	A Q 9 x x x J x x	6/Max	Finesse the queen, hoping that West has K x x, K 10, K x, or K	33	5.28
209.	A Q 8 x x x J x x	6	Finesse the queen	27	
		5	Lead the jack, in case East is void	95	
		Max	Run the jack; if it is covered and the nine or ten drops from East, finesse the eight next		5.21
210.	A Q 7 x x x J 9 8	6	Finesse the queen	33	
		5	Play the ace or finesse the queen	100	
		Max	Finesse the queen		5.33
211.	A Q x x x x J 9 8	6	Finesse the queen, hoping that West has K x x, K 10, K x or K	33	
		5	If West is more likely to be void, play the ace or finesse the queen; if East is more likely to be void, run the jack or lead low to the jack	95	
		Max	Finesse the queen		5.28
212.	A x x x x x Q J 9	6	Run the queen	27	
		5	Run the queen (best) or lead low to the queen	95	
		Max	Run the queen		5.22
213.	A x x x x x Q J x	6	Run the queen	20	
		5	Lead low to the queen, in case West is void	95	
		Max	Run the queen		5.11
214.	Q J 9 x x x A x x	6/Max	Lead the queen. If it is covered, cash the jack	27	5.22
215.	Q J x x x x A x x	6	Run the queen	20	
		5	Play the ace, and lead to the queen	95	
		Max	Run the queen		5.11
216.	J 9 8 x x x A Q x	6	Finesse the queen	33	
		5	Finesse the queen or play the ace	100	
		Max	Finesse the queen		5.33
217.	A Q J x x x x x x	5	Finesse the queen	45	
		Max	Finesse the queen		4.40
218.	A Q 9 7 x J 8 x x	5	Finesse the queen. A singleton king with West is more likely than K 10 x x	33	
		4	Finesse the queen, in case West is void	100	
219.	A Q 9 x x J x x x	5	Finesse the queen	33	
		Max	Finesse the queen		4.28
220.	A Q 8 x x J x x x	5	Finesse the queen	27	
		4	Run the jack, in case East is void	95	
		Max	Run the jack. If it is covered, and the nine or ten drops from East, finesse the eight next		4.21

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
221.	A 9 8 x x Q J x x	5 4 Max	Run the queen. If it is covered, cash the jack Run the queen (best) or lead low to the queen Run the queen. If it is covered, cash the jack next	27 100	4.27
222.	A 9 x x x Q J x x	5 4 Max	Run the queen, hoping that West has K x x, K 10, or K x Lead low to the queen Run the queen	27 100	4.22
223.	A x x x x Q J 9 x	5/Max	Run the queen. If it is covered, cash the jack	27	4.22
224.	A x x x x Q J x x	5 4 Max	Run the queen, hoping that West has K x Play the ace, and lead to the queen Run the queen	20 95	4.11
225.	Q J 9 x x A x x x	5/Max	Run the queen. If it is covered, cash the jack	27	4.22
226.	Q J x x x A x x x	5 4/Max	See (224) above	20 95	4.11
227.	J 9 8 x x A Q x x	5 4 Max	Finesse the queen; then cash the ace. Unless West plays the ten Finesse the queen (best) or cash the ace Finesse the queen, then cash the ace	33 100	4.33
(f) Declarer Has a Combined Holding of Ten Cards					
228.	A J 9 x x x x x Q x	8/Max	Run the queen	50	7.50
229.	A Q J x x x x x x x	7/Max	Finesse the queen	50	6.50
230.	A J 9 x x x x Q x x	7/Max	Run the queen. Don't finesse the jack in case East is void	50	6.50
231.	Q J x x x x x A x x	7/Max	Run the queen	39	6.39
232.	A Q J x x x x x x x	6/Max	Finesse the queen	50	5.50
233.	A J 9 x x x Q x x x	6/Max	See (230) above	50	5.50
234.	Q J x x x x A x x x	6/Max	Run the queen	39	5.39
235.	A Q J x x x x x x x	5/Max	Finesse the queen	50	4.50
236.	A J 9 x x Q x x x x	5/Max	See (230) above	50	4.50
237.	A x x x x Q J x x x	5/Max	Run the queen	39	4.39
(g) Declarer Has a Combined Holding of Eleven Cards					
238.	A Q J x x x x x x x x	6	Play the ace. The singleton king with East is 4% more likely than K x with West	52	

Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
IV. THE DEFENSE HAS THREE POINTS				
B. THE QUEEN-JACK				
(a) Declarer Has a Combined Holding of Six Cards				
239.	A K 10 9 8 x	5 4 Max	Play the ace and king, hoping that the queen-jack are bare Lead low to the ten Lead low to the ten	1 45 3.46
240.	A K 10 9 x x	4 3/Max	Lead low to the ten, hoping that West has Q J x or Q J Finesse the ten; if this loses, finesse the nine next	5 76 2.81
241.	A 9 x x K 10	3	Lead low to the ten; then cash the king and ace	55
(b) Declarer Has a Combined Holding of Seven Cards				
242.	A K 10 9 x x x	5 4 3 Max	Finesse the ten, hoping that West has Q J x or Q J Finesse the ten; then finesse the nine Play the ace, and then finesse the ten or finesse the ten and then the nine Finesse the ten; then finesse the nine	9 66 94 3.69
243.	A 10 x x x K 9	4 3	Lead low to the nine Lead low to the nine	61 92
243a.	A 10 9 x x K x	5 4 Max	Play the king, then the ace Play the king, then the ace (unless East shows out) Play the king, then finesse the nine or ten, unless an honor drops from East	3 65 94 3.57 3.59
244.	A K 10 9 x x x	4 3 Max	Finesse the ten, hoping that West has both the queen and jack Finesse the ten; if it loses, cash the ace, and finesse the nine (best) or play the ace and then finesse the ten and nine Finesse the ten; if it loses, cash the ace and finesse the nine	24 78 3.02
245.	A K 9 x 10 x x	4 3 Max	Finesse the nine, hoping that West has Q J x or Q J Play the ace. If no honor drops from East, lead low to the nine next Finesse the nine	9 72 2.78
246.	A 10 9 x K 8 x	4 3/Max	Play the king. If an honor drops from East, finesse the nine Lead low to the eight. If it loses, run the ten next This line fails only when West has Q J, Q J x, or Q J x x. In practical play, however, it might be better to lead low to the king, and then finesse the ten and nine because East may split his honors with Q J x, Q J x x, etc.)	4 82 2.84
247.	A 10 x x K 9 x	4 3/Max	Play the ace and king, hoping that the queen and jack are doubleton Lead low to the nine; then cash the king and ace This assumes that East would never split his honors from Q J x x and longer; if this is not so, lead low to the king and then finesse the ten	3 75 2.77
248.	A 10 x x K x x	3/Max	Play the king, and unless an honor appears from East, lead low to the ten If West might be tempted to split his honors, it might be better to play the king and ace and lead to the ten	56 2.56

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
(c) Declarer Has a Combined Holding of Eight Cards					
249.	A K 10 9 x x x x	6 5 Max	Finesse the ten, hoping that West has Q J or Q J x Play the ace. If an honor drops from East, play the king; otherwise finesse the ten Finesse the ten. If it loses, play the ace and king	14 88	4.94
250.	A 10 9 x x x K x	6 5/Max	Play the ace and king, hoping that the queen-jack are doubleton Play the king, and unless an honor drops from East, lead low to the ten	7 88	
251.	A 10 x x x x K 9	6 5 5 Max	Play the king and ace, hoping that the queen- jack are doubleton Lead low to the nine Lead low to the nine Lead low to the nine. If East inserts an honor, win the king and run the nine If West would cover on the next round with Q x x x or J x x x, win the ace if the 9 is not covered, and win six tricks in case East has doubleton Q J	7 82 98	4.80 4.83
252.	A K 10 9 x x x x	5 4/Max	Finesse the ten, hoping that West has Q J x x, Q J x or Q J Finesse the ten. If it loses, cash the ace next	22 90	4.10
253.	A K 9 x x 10 x x	5 4 3 Max	Run the ten, hoping that West has Q J or Q J x Play the ace. Unless an honor appears, run the ten next Play the ace Lead low to the nine	14 88 100	3.96
254.	A K 8 x x 10 x x	5 4 3 Max	Play the ace and king, hoping that the queen-jack are doubleton Play the ace, and lead low to the ten Lead low to the ten Play the ace, and lead low to the ten	7 82 100	3.78
255.	A 10 9 x x K x x	5 4 3 Max	Play the king. If an honor falls from East, finesse the ten Play the king, and finesse the ten Play the king, and finesse the ten Play the king, and finesse the ten	9 88 98	3.95
256.	A 10 x x x K 9 x	5 4 3 Max	Play the king and ace, hoping that the queen-jack are doubleton Lead low to the nine; then cash the king Play the king, or lead low to the nine Play the king, and unless an honor appears, lead low to the ten	7 90 100	3.94
257.	A 10 x x x K 8 x	5 4 Max	Play the king and ace, hoping that the queen-jack are doubleton Play the king, and unless an honor drops from East, lead low to the ten (best) or lead low to the ten; if an honor appears from West, lead low to the eight next. The latter method might be better if West is more likely to be short in the suit Play the king, and unless an honor appears from East, lead low to the ten	7 82	3.87
258.	A 10 x x x K x x	5 4 3 Max	Play the king and ace, hoping that the queen-jack are doubleton Play the king, and unless an honor appears from East, lead low to the ten Play the king, in case East is void Play the king, and unless an honor appears from East, lead low to the ten	7 82 98	3.87

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
259.	A K 10 9 x x x x	4 3/Max	Finesse the ten Finesse the ten; if it loses, cash the ace	24 90	3.14
260.	A K 8 x 10 x x x	4 3 Max	Play the ace and king, hoping that the queen-jack are doubleton Play the ace. Then either lead low to the eight or, if an honor has appeared from West, low to the ten Play the ace. Unless an honor appears from West, lead low to the ten next	7 82	2.85
261.	A 10 9 8 K x x x	4 3/Max	Play the ace, and run the ten if an honor appears, or cash the king and finesse the ten if an honor appears Run the ten. If an honor appears from East, finesse the eight next; if the ten loses, cash the king. Alternatively, if East is more likely to be short in the suit, finesse the ten first and cash the ace if it loses	9 94	3.00
262.	A 10 x x K 9 x x	4 3/Max	Play the ace and king, hoping that the queen and jack will be doubleton Lead low to the ten, and then cash the ace or lead low to the nine, and then cash the king; the latter line will be better if West is likely to be short in the suit	7 94	2.98
263.	A 10 x x K 8 x x	4 3 Max	Play the ace and king, hoping that the queen-jack will be doubleton Lead low to the ten. If it loses, cash the ace; if West plays the jack or queen on the first round, lead low to the eight next Play the king, and unless an honor appears from East, lead low to the ten	7 87	2.91
264.	A 10 x x K x x x	4 3/Max	Play the ace and king, hoping that the queen-jack will be bare Play the king, and unless an honor appears from East, lead low to the ten	7 84	2.91

(d) Declarer has a Combined Holding of Nine Cards

265.	A K 10 9 x x x x x	6/Max	Play the ace. If an honor drops from East, finesse the ten	46	5.42
266.	A K 8 x x x 10 x x	6 5 Max	Play the ace and king Lead low to the eight or run the ten or lead low to the ten Lead the ten, and play the ace whatever happens; then play the king. This line saves a trick if West is tempted to cover with Q J 9 x	41 95	5.31+
267.	A 10 x x x x K 9 x	6 5 Max	Play the ace, and finesse the nine if an honor appears from West, or play the king, and finesse the ten if an honor appears from East Lead low to the nine or ten Play the ace, and finesse the nine or play the king and finesse the ten	46 100	5.42
268.	9 8 7 6 x x A K 5	6 5 Max	Play the ace and king Lead low to the five Play the ace and king	41 95	5.31
269.	A K 10 9 x x x x x	5/Max	Play the ace. If an honor drops from East, finesse the ten next; otherwise play the king	46	4.42
270.	A K 9 x x 10 x x x	5/Max	Play the ace. If an honor drops from East, finesse the nine	46	4.42
271.	A K 8 x x 10 x x x	5 4 Max	Play the ace and king Lead low to the eight, run the ten or lead low to the ten Lead the ten, and play the ace whatever happens; then play the king. This line saves a trick if West is tempted to cover with Q J 9 x	41 95	4.31+
272.	A 10 x x x K 9 x x	5 4 Max	Play the ace (or king). If an honor falls, finesse the nine (or ten) Lead low to the nine or ten Play the ace (or king). If an honor falls, finesse the nine (or ten)	46 100	4.42

(c) Declarer Has a Combined Holding of Ten Cards

273.	A K x x x 10 9 8 x x	5	Lead the ten, and play the ace whatever happens; this saves a trick when West is lulled into covering with Q J x	78+	
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Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
V. THE DEFENSE HAS FOUR POINTS				
A. THE ACE				
(a) Declarer Has a Combined Holding of Five Cards				
274. K Q J 9 x	3	Finesse the nine	50	
(b) Declarer Has a Combined Holding of Six Cards				
275. K Q J 9 8 x	4 Max	Play the king, queen, and jack Play the king, queen, and jack	36	3.36
276. K Q J 9 x x	4 3 Max	Finesse the nine Finesse the nine Finesse the nine	31 82	3.13
277. K Q J 9 x x	3/Max	Lead to the king; then finesse the nine	55	2.55
278. K Q 9 x J 8	3	Lead to the jack, and run the eight next	51	
279. K Q 9 x J x	3	Lead to the jack; then finesse the nine	51	
280. K Q x x J 9	3	Finesse the nine	50	
(c) Declarer Has a Combined Holding of Seven Cards				
281. K Q J 9 x x x	5 4 3 Max	Lead to the king; then play the queen and jack Finesse the nine Finesse the nine, in case East is void Lead to the king; then play the queen and jack	52 92 99	4.38
282. K Q J 9 8 x x	4/Max	Lead to the king; then lead to the queen	61	3.61
283. K Q J 9 x x x	4 3 Max	Lead to the king; then lead to the queen Lead to the king; then finesse the nine Lead to the king; then lead to the queen	58 94	3.46
284. K Q J x x 9 x	4 3 Max	Lead to the king; then lead to the queen Lead low to the nine, in case West has a void or low singleton Lead to the king; then lead to the queen	44 93	3.31
285. K Q 9 x x J 8	4 3 Max	Lead to the jack; then play to the king and queen Lead low to the eight or (best) lead to the jack and then run the eight Lead to the jack; then play the king and queen	54 100	3.49
286. K Q 9 x x J x	4 3 Max	Lead to the jack, and then lead to the king Lead to the jack, and then finesse the nine Lead to the jack, and then lead to the king	52 93	3.40
287. K Q x x x J 9	4 3 Max	Finesse the nine. This offers a 5% better chance than hoping for a 3-3 break Finesse the nine Finesse the nine	42 93	3.35
288. K Q J 9 x x x	3	Lead to the king, to the queen, and to the jack. This is fractionally better than the third-round finesse	78	
289. K Q 9 x J x x	3	Lead low to the king. If it holds, lead low to the queen; if it loses, cash jack and queen	64	
290. K Q x x J 9 x	3	Lead to the king; then lead to the jack	56	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
291.	K Q x x J x x	3	Lead to the king, and then to the queen. This is 8% better than leading to honors at random and hoping for a 3-3 break	45	
292.	K 9 x x Q J x	3	Lead to the queen and then to the jack; play the king on the third round. This is 1% better than the third-round finesse of the nine	67	
293.	K x x x Q J 9	3	Lead to the queen and then to the jack	63	
(d) Declarer Has a Combined Holding of Eight Cards					
294.	K Q J 9 x x x x	6 5 Max	Lead to the king; then play the queen and jack Finesse the nine, in case East is void Lead to the king; then play the queen and jack	76 98	5.72
295.	K Q J x x x 9 x	5 4 Max	Lead to the king; then play the queen and jack Lead low to the nine, in case West is void Lead to the king, and then play the queen an jack	76 98	4.72
296.	K Q x x x x J 9	5 4 Max	Lead to the jack, and then to the king Finesse the nine, in case West is void Lead to the jack, and then to the king	76 98	4.72
297.	K Q 10 7 x J x x	4/Max	Lead to the jack first; this fails only if West is void	98	3.98
298.	K Q 9 x x J 8 x	4	Lead to the king, and then to the jack	88	
299.	K Q 9 x x J x x	4 Max	Lead to the king, and then to the jack	88	3.86
300.	K Q 8 x x J x x	4 3/Max	Play to a high honor, and play the jack on the first or second round Lead low to the jack. This fails only when West is void	76 98	3.74
301.	K Q x x x J 9 x	4/Max	Lead to the king, and then to the jack, or lead to the jack and then to the king. The latter line is better if East is likely to be short in the suit	76	3.74
302.	K Q J 9 x x x x	3	Lead to the king first, in case West has the singleton ace	90	
303.	K Q 9 x J 8 x x	3	Lead to the king, and then to the jack. This fails only when West has a low singleton	92	
304.	K Q 9 x J x x x	3	Lead to the king, and then to the jack. This fails only when West has a void or a low singleton	90	
305.	K Q 8 x J x x x	3	Lead low to the jack first, in case East is void	78	
306.	K Q 7 x J 9 x x	3	Lead to the king and then to the queen If East would not falsecard from A 10 8 x, lead to the king, and if the eight drops from East, lead to the jack next; otherwise lead to the queen	87 90	
307.	K Q x x J 9 x x	3	Lead to the king, and then to the queen	87	
(e) Declarer Has a Combined Holding of Nine Cards					
308.	K Q 9 x x x J 8 x	5	Lead to the king	100	
309.	K Q 8 x x x J x x	5	Lead low to the jack. This fails only when West is void	95	
310.	K Q 9 x x J 8 x x	4	Lead low to the king	100	
311.	K Q 8 x x J x x x	4	Lead low to the jack, in case East is void	95	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
V. THE DEFENSE HAS FOUR POINTS					
B. THE KING-JACK					
(a) Declarer Has a Combined Holding of Five Cards					
312.	A Q 10 9 x	4	Finesse the queen, hoping that West has king-jack doubleton	0.3	
		3/Max	Finesse the ten. If it holds, play the ace and queen	13	2.14
313.	A Q 10 x x	3	Finesse the ten, hoping that West has both the king and jack	24	
		2	Finesse the queen and then the ten, or (best) finesse the ten and then the queen	76	
		Max	Finesse the ten; if it loses, finesse the queen		2.00
314.	A Q 9 x x	2	Finesse the nine, and then finesse the queen	63	
315.	A 10 9 Q x	3	Lead the queen, hoping that East has the singleton jack	0.2	
		2/Max	Run the queen, finessing the ten next if it loses	76	1.76
316.	A 10 x Q x	2	Lead low to the queen. If it loses, finesse the ten	74	
317.	Q 10 9 A x	3	Play the ace, hoping that East has the singleton king	0.2	
		2/Max	Play the ace, and guess whether to play the queen or ten next	52	1.53
318.	Q x x A 10	2	Finesse the ten	52	
(b) Declarer Has a Combined Holding of Six Cards					
319.	A Q 10 9 8 x	5	Finesse the queen, hoping that West has the king-jack doubleton	1	
		4	Finesse the ten. If it holds, play the ace and queen	23	
		Max	Finesse the ten; then play the ace and queen		3.24
320.	A Q 10 9 x x	4	Finesse the ten, hoping that West has K J or K J x	5	
		3	Finesse the ten; if it loses, finesse the nine	63	2.68
		Max			
321.	A Q 10 8 x x	4	Finesse the ten, hoping West has K J 9 only	1	
		3/Max	Finesse the eight and guess whether to finesse the ten or queen next or finesse the ten and guess whether to finesse the queen or eight next	33	2.19
		2	Finesse the eight, ten or queen and guess which finesse to take next	86	
322.	A Q 9 8 x x	3	Finesse the eight, and guess whether to finesse the nine or queen next	24	
		2/Max	Finesse the eight; if it loses, finesse the nine	86	2.09
323.	A 10 9 x Q x	3/Max	Lead low to the queen, and finesse the nine next	24	2.24
324.	Q 10 9 8 A x	3	Run the ten. Then play the ace and queen. If East might be tempted to cover with K x x, the best practical chance is to lead the queen first	23	
				27	
325.	Q 9 x x A 10	3/Max	Finesse the ten, and then play the ace and queen	23	2.23
		2	Finesse the ten or play the ace and run the ten	100	
326.	Q x x x A 10	2/Max	Finesse the ten. If it loses to the jack, cash the ace, and if the king fails to appear, play low from the queen	68	1.68
327.	A Q 10 x x x	3	Finesse the ten	24	
		2	Finesse the queen and then the ten or (best) finesse the ten and then the queen	76	
		Max	Finesse the ten; if it loses, finesse the queen		2.00

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
328.	A Q 9 x x x	2/Max	Finesse the nine, and then finesse the queen	63	1.63
329.	A Q x 10 x x	3	Finesse the queen, hoping that West has king-jack doubleton	1	
		2	Play the ace, and lead low to the queen	55	
		Max	Lead toward the ace-queen, and play the ace, unless the jack appears from West; then lead low to the queen		1.56
330.	A Q x x x x	2/Max	Lead low from the ace-queen, in case East has the singleton king; then finesse the queen	50	1.50
			East may panic into playing the king from K x	54	
331.	A 10 9 Q x x	3	Lead the queen, hoping that East has the singleton jack or play the ace, hoping that West has the singleton king	0.5	
		2/Max	Lead low to the ten; if it loses to the jack, finesse the nine	76	1.77
			If East would play the king from K x, run the ten first; if this loses to the jack, finesse the nine next	78	
332.	A 10 x Q x x	2	Lead low to the queen; if it loses, finesse the ten next	74	
333.	A x x Q 10 9	3	Lead the queen, hoping that East has the singleton jack or play the ace, hoping that West has the singleton king	0.5	
		2/Max	Run the ten; if it loses to the jack, run the queen	76	1.77
			If East would play the king from Kx, lead low to the ten; if this loses to the jack, run the queen next	78	
(c) Declarer Has a Combined Holding of Seven Cards					
334.	A Q 10 9 x x x	6	Finesse the queen, hoping that West has king-jack doubleton	2	
		5	Finesse the queen; then play the ace	40	
		4	Lead toward the dummy, and play the ace unless the jack appears from West; then lead the queen	89	
		Max	Finesse the queen; then play the ace		4.28
335.	A Q 10 9 x x x	5	Finesse the ten	9	
		4	Finesse the ten; if it loses, finesse the nine next	59	
		3	Finesse the queen, and lead to the ten if it holds or (best) finesse the ten	93	
		Max	Finesse the ten; if it loses, finesse the nine next		3.61
336.	A Q 9 8 x x x	4/Max	Finesse the nine, and finesse the queen next if it loses	33	3.09
		3	Finesse the nine, and finesse the eight next if it loses	82	
337.	A Q x x x 10 x	4	Play the ace, and lead to the queen; finesse the queen and then cash the ace or (best)	18	
			lead low to the ten, and then finesse the queen	71	
		3	Lead low to the ten, and then finesse the queen with the additional chance of East playing the king from K x	78	
		2	Lead low to the ten, and then finesse the queen.		
		Max	This fails only when West has the singleton jack	99	2.88
338.	A 10 9 x x Q x	4/Max	Run the queen, and finesse the ten next if it loses or lead low to the ten and run the queen next	36	3.23
		3	Play the ace	89	
339.	Q x x x x A 10	4	Play the ace, and lead to the queen or (best) finesse the ten	18	
		3	Lead low to the ten	68	
		2	Play the ace, and lead to the queen. This fails only when West has a void or a low singleton	94	
		Max	Lead low to the ten		2.80

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
340.	A Q 10 9 x x x	4	Finesse the ten, hoping that West has both the king and jack	24	3.00
		3	Finesse the queen, and then the ten, or (best) finesse the ten and then the nine	76	
341.	A Q 10 8 x x x	Max	Finesse the ten and then the nine		2.51
		4	Finesse the eight	11	
		3	Finesse the queen; then finesse the ten	53	
		2	Cash the ace or (best) lead to the ten, and if it loses and the nine fails to appear on the second round, cash the ace next	91	
342.	A Q 10 x x x x	Max	Finesse the eight. If it loses, finesse the queen. If that loses, cash the ace		2.36
		4	Finesse the ten, hoping that West has K J x	7	
		3	Finesse the queen, and finesse the ten next	47	
343.	A Q 9 8 x x x	2	Play the ace on the first or second round. The best line is to finesse the ten and cash the ace next if it loses	85	2.08
		Max	Finesse the ten, and finesse the queen next if it loses		
		3	Finesse the eight, and finesse the nine next if it loses	50	
344.	A Q 9 x x x x	2	Finesse the eight. If it loses, (best) lead toward dummy and play the ace unless the jack or ten appears from West	91	2.1
		Max	Finesse the eight. If it loses, finesse the nine. If that loses, cash the ace		
		3/Max	Finesse the nine, and finesse the queen next if it loses	32	
		2	Play the ace, and lead to the nine or (best) finesse the nine, and play the ace next	79	
345.	A Q x x 10 x x	3	Play the ace, and unless the jack appears from East lead low to the queen		2.05
			If West would not falsecard from K J, lead to the ten if the king appears from West on the first round	22	
		2	Play the ace, and then lead low to the ten; then lead to the queen. This fails only when West has J x	94	
		Max	Finesse the queen; if it loses, lead low to the ten. If the queen holds, play the ace		
346.	A Q x x x x x		If West would not falsecard from K J, lead to the ten if the king appears from West on the first round. But if East would play the king from K x, the best practical play is to lead low to the ten; if this loses, finesse the queen	21.0	1.87
		3	Play the ace, and lead to the queen, or finesse the queen	18	
347.	A 10 9 8 Q x x	2	Lead low from dummy, then play the ace and lead to the queen	77	2.77
		Max	Play the ace, and lead to the queen		
348.	A 10 9 x Q 8 x	4	Run the queen, hoping that East has the singleton jack	1	2.68
		3/Max	Finesse the ten and then the nine or (best) run the queen, and finesse the ten next if it loses	76	
349.	A 10 9 x Q x x	4	Run the queen, hoping that East has the singleton jack	1	2.52
		3	Run the eight and then run the queen or (best) run the queen, and then finesse the ten	76	
		Max	Run the queen, and finesse the ten next if it loses		
350.	A 10 x x Q 9 x	3/Max	Lead low to the ten. If it loses to the jack, lead low to the nine. If the ten loses to the king, cash the queen and finesse the nine	68	2.52
			Lead low to the nine, and finesse the ten next if it loses to the jack. If East plays the king on the first round, finesse the nine next	52	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
351.	A 10 x x Q x x	3	Lead low to the queen, and finesse the ten next if it loses. If East plays the king on the first round, cash the queen and ace	28	
		2/Max	Play the ace and, unless the jack appears from West, lead low to the queen	94	2.16
352.	A x x x Q 10 9	3	Finesse the ten. If it loses to the king, finesse the nine. If the ten loses to the jack, run the queen next. If East plays the king on the first round, finesse the ten next if West omits to falsecard with K J x by taking the ten with the king	50 57	
353.	Q 10 9 8 A x x	4 3/Max	Play the ace, hoping that East has the singleton king	1	
354.	Q x x x A 10 9	3/Max	Run the ten, and run the nine next if it loses	69	2.70
		2	Finesse the ten, and finesse the nine next if it loses	68	2.68
355.	Q x x x A 10 x	3/Max	Finesse the ten and then the nine (best) or play the ace and run the ten	100	
		2	Lead low to the queen, and finesse the ten next if it loses. If West plays the king on the first round, play the ace next	26	2.12
		2	Play the ace and, unless the jack appears from West, lead low to the ten. This fails only when West has J x	94	
356.	10 9 8 7 A Q x	4 3	Run the ten, hoping that East has K J or K J x	9	
		3	Finesse the queen. If it loses, run the ten; if the queen holds, run the ten	62	
		Max	Run the ten, and finesse the queen next		2.69
357.	10 9 x x A Q x	4	Finesse the queen, hoping that East has king-jack doubleton	2	
		3/Max	Finesse the queen. If it holds, play the ace; if the queen loses, run the ten next	47	2.48
(d) Declarer Has a Combined Holding of Eight Cards					
358.	A Q 10 9 x x x x	7	Finesse the queen, hoping that West has king-jack doubleton	3	
		6/Max	Finesse the queen, in case East has the singleton jack	56	5.55
359.	A Q 10 9 x x x x	6 5	Finesse the ten	14	
		5	Finesse the queen and then the ten or (best) finesse the ten and then the queen	71	
		4	Finesse the queen or (best) finesse the ten	98	
		Max	Finesse the ten, and if it loses, finesse the nine		4.83
360.	A Q x x x x 10 x	5	Play the ace, and then lead to the queen	37	
			If East might play the king from K x, lead to the ten, and then finesse the queen	44	
		4	Lead low to the ten, and then finesse the queen	93	
		3	Lead low to the ten, in case either opponent is void	100	
		Max	Lead low to the ten, and then finesse the queen		4.27
361.	A 10 9 x x x Q x	5/Max	Run the queen. If it loses, finesse the jack next or lead low to the nine and run the queen if it loses	60	4.56
362.	Q 9 x x x x A 10	5	Play the ace, and then run the ten or lead the ten to the queen	59	
		Max	Play the ace, and then either run the ten or lead the ten to the queen		4.55
			The latter line is better against defenders who might cover the ten holding J x x		
363.	Q x x x x x A 10	5 4 3	Finesse the ten	47	
		4	Play the ace, and lead to the queen	88	
		3	Finesse the ten	100	
		Max	Finesse the ten		4.32
364.	A Q 10 9 x x x x	5 4/Max	Finesse the ten and then the nine	22	
		4/Max	Finesse the ten and then the nine	76	3.96
365.	A Q 10 8 x x x x	5 4	Finesse the ten	16	
		4	Finesse the queen; if it loses, finesse the ten	66	
		Max	Finesse the ten; if it loses, finesse the queen		3.70

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
366.	A Q 10 x x x x x	5	Finesse the ten	14	3.64
		4	Finesse the queen; if it loses, finesse the ten	66	
		Max	Finesse the ten and then the queen		
367.	A Q 9 x x 10 x x	5	Lead low to the nine or run the ten	14	3.80
		4	Finesse the queen, in case East has the singleton jack	71	
		Max	Finesse the nine and then the queen or run the ten, and finesse the nine if it loses. The latter line will be better if East is likely to be short in the suit		
368.	A Q 9 x x x x x	4	Finesse the nine and then the queen	50	3.35
		3	Finesse the nine. If it loses, finesse the queen (best) or play the ace	87	
		Max	Finesse the nine and then the queen		
369.	A Q x x x 10 x x	5	Finesse the queen, hoping that West has king-jack doubleton	3	3.41
		4	Play the ace, and unless the king appears from West, lead low to the queen	50	
		3	Play the ace, and lead low to the ten; this fails only if either opponent is void	96	
		Max	Lead to the ace and, unless West plays the king, lead low to the queen. If West plays the jack, finesse the queen It is assumed that West plays the jack from K J. If West is good enough to play the king from K J, also lead low to the queen on the second round		
370.	A Q x x x x x x	4	Finesse the queen or (best) play the ace, and lead low to the queen	34	3.17
		3/Max	Play the ace, and lead low to the queen	85	
371.	A 10 9 x x Q x x	4/Max	Finesse the ten and then the nine or run the queen, and finesse the ten next if it loses. The latter line is better if East is likely to be short in the suit	71	3.69
372.	A 10 x x x Q x x	4	Play the ace, and lead low to the queen, or lead low to the queen, and if it loses, finesse the ten next	50	3.46
		3/Max	Play the ace, and lead low to the queen. This fails only if either opponent is void	96	
373.	A 9 7 x x Q 10 8	5	Lead the queen, hoping that East has the singleton jack	3	3.79
		4/Max	Lead the queen; if it loses, run the ten next If East would play the king from K x and West would not falsecard with K J, lead low to the ten; if this loses to the jack, run the queen next	76	
374.	A 9 x x x Q 10 8	5	Lead the queen, hoping that East has the singleton jack	83	3.83
		4	Lead the queen; if it loses, run the ten next If East would play the king from K x and West would not falsecard with K J, lead low to the ten; if this loses to the jack, run the queen	3	
		3	Lead the queen or lead low to the ten, in case either opponent is void	74	
375.	A 9 x x x Q 10 x	4/Max	Lead low to the ten; if it loses to the jack, run the queen next	100	3.60
			There is the extra chance that East will play the king from K x	62	
		3	Lead low to the ten. This fails only if East is void	72	
376.	A x x x x Q 10 9	4	Run the queen; if it loses, run the ten If West would not falsecard with K J or K J x, lead low to the nine. If this loses to the jack, run the queen; if the nine loses to the king, finesse the ten	60	3.57
			If East would play the king from K x	62	
		3	Lead low to the nine	72	
		Max	Lead low to the nine; if it loses to the jack, run the queen through next	98	
			If West would not falsecard with K J or K J x, finesse the ten if the nine loses to the king	98	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
377.	A x x x x Q 10 x	4/Max	Play the ace, and then guess whether to lead to the queen or the ten	50	3.36
		3	Lead low to the ten. If it loses or holds, lead low to the queen next	90	
378.	Q 10 9 x x A 8 x	5	Lead low to the ace, hoping that East has the singleton king	3	
		4/Max	Finesse the eight. If it loses to the jack, run the queen next; if the eight loses to the king, run the ten next	71	3.74
			If West would play the king from K x, lead low to the ten; if this loses to the jack, finesse the eight next	72	
379.	Q 10 9 x x A x x	5	Play the ace, hoping that East has the singleton king	3	
		4/Max	Play the ace and lead low to the ten	67	3.68
			If West would play the king from K x, lead low to the ten; if it loses to the jack, run the queen next	72	3.70
380.	Q x x x x A 10 x	4	Play the ace and, unless the king appears from West, lead low to the queen	50	
		3	Play the ace and lead low to the ten. This fails only if either opponent is void	96	
		Max	Lead low to the ten, and then cash the ace or lead low to the queen, and finesse the ten next if it loses		3.41
381.	10 x x x x A Q x	5	Finesse the queen, hoping that East has king-jack doubleton	3	
		4	Play the ace, and lead low to the queen or finesse the queen, and then cash the ace	50	
		3	Play the ace, and lead low to the queen. This fails only if either opponent is void	96	
		Max	Lead low to A Q x. Finesse the queen if East plays the jack, otherwise play the ace and lead low to the queen		3.50
382.	A Q 10 9 x x x x	4	Finesse the ten	24	
		3	Finesse the ten the queen; if it loses, finesse again	76	
		Max	Finesse the ten; if it loses, finesse the nine		3.00
383.	A Q 10 8 x x x x	4	Finesse the ten	16	
		3	Finesse the queen; if it loses, finesse the ten	68	
		Max	Finesse the ten; if it loses, finesse the queen		2.73
384.	A Q 9 x x x x x	3/Max	Finesse the nine, and then finesse the queen	52	2.38
385.	A Q x x 10 x x x	4	Finesse the queen, hoping that West has K J doubleton	3	
		3	Finesse the queen or play the ace, and lead low to the queen	50	
		2	Play the ace, and lead low to the queen	100	
		Max	Lead low from the ten, and unless the jack appears, play the ace; then lead low to the queen		2.54
386.	A Q x x x x x x	3	Finesse the queen or play the ace and lead low to the queen	34	
			If East would not falsecard from J x, play the the ace, and duck on the second round if the jack appears from East	37	
		2/Max	Play the ace, and lead low to the queen	87	2.21
387.	A 10 9 8 Q x x x	4	Lead the queen, hoping that East has the singleton jack or play the ace, hoping that West has the singleton king	3	
		3/Max	Finesse the ten; if it loses to the jack, finesse the nine	78	2.81
			If West would not falsecard with K J x x, and East would play the king from K x, run the ten. If the ten loses to the jack, finesse the nine; if the king appears on the first round, play the ace next	84	2.84

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
388.	A 10 9 x	4	See 387 above	3	
	Q 8 x x	3	See 387 above	78	
389.	A 10 9 x	3	Finesse the ten, and then finesse the nine or lead the queen, and finesse the ten next if it loses.	73	
	Q x x x		The latter line is better if East is likely to be short in the suit	69	2.69
390.	A 10 x x	3/Max	Play the ace, and lead low to the nine	71	2.71
	Q 9 x x		If East would play the king from K x, lead low to the nine. If this loses to the jack, finesse the ten next; if East plays the king on the first round, play the ace next	50	
391.	A 10 x x	3	Play the ace, and lead low to the queen (best), lead low to the queen, and finesse the ten next if it loses, or lead low to the queen, and cash the ace next if it loses	100	
	Q x x x	2	Play the ace, and lead to the queen (best) or to the ten	83	2.50
		Max	Play the ace, and lead low to the queen		
391a.	Q x x x	4	Lead the queen, hoping that East has the singleton jack	63	2.62
	A 10 8 7	3/Max	Lead the ace, followed by the seven or eight and guess whether to play the queen or duck in dummy. If East's first play is the nine, jack or king, lead the ten on the second round intending to play low from dummy	100	
		2	Play the ace	3	
392.	A x x x	4	Play the ace, hoping that West has the singleton king	69	2.72
	Q 10 9 x	3/Max	Play the ace, and lead low to the ten If East would play the king from K x, lead low to the ten. If it loses to the jack, run the queen next; if the king appears on the first round, play the ace next	74	2.74
393.	A x x x	3/Max	Play the ace, and lead low to the ten	64	2.53
	Q 10 x x	2	Play the ace, and then lead low to the ten (best) or low to the queen	90	
(e) Declarer Has a Combined Holding of Nine Cards					
394.	A Q 10 9 x x x x	8	Finesse the queen	20	
	x	7	Finesse the queen (best), or finesse the ten	72	
		Max	Finesse the queen		6.92
395.	A Q 10 x x x x	7	Finesse the queen, hoping that West has K x x, K J or K x	27	
		6	Play the ace, and lead low to the queen	78	
		Max	Finesse the queen; if it loses, cash the ace next		5.94
396.	A Q x x x x x	7	Finesse the queen	20	
	10 x	6	Lead low from the ten, and play the ace unless the jack appears; then lead to the queen	78	
		5	Lead low to the ten	100	
		Max	Finesse the queen		5.87
397.	A 10 9 8 x x x	7	Run the queen, hoping that East has the singleton jack	6	
	Q x	6/Max	Run the queen; if it loses, play the ace next	77	5.83
398.	A 10 9 x x x x	7	Run the queen, hoping that East has the singleton jack	6	
	Q x	6	Run the queen, and play the ace next if it loses, or lead low to the queen, and play the ace next if it loses. The latter line is better if West is more likely to be short in the suit	72	
		Max	Run the queen; if it loses, play the ace next		5.78
399.	Q 10 9 x x x x	7	Play the ace, hoping that East has the singleton king	6	
	A x	6/Max	Play the ace, and lead to the queen	78	5.84

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
400.	Q x x x x x x A 10	6/Max 5	Play the ace, and lead to the queen Finesse the ten	78 100	5.73
401.	A Q 10 x x x x x x	6 5 Max 5	Finesse the queen Play the ace, and lead low to the queen Finesse the queen; if it loses, play the ace next Lead to the ace, then lead low to the queen. But finesse the queen if the jack appears originally.	27 83 83	4.98
402.	A Q x x x x 10 x x	6 5 Max	Finesse the queen Play the ace, and lead low to the queen Finesse the queen	20 78	4.92
403.	A Q x x x x x x x	6 5 Max	Finesse the queen Play the ace, and lead low to the queen Finesse the queen	20 72	4.81
404.	A 10 9 x x x Q x x	6 5/Max	Lead the queen, hoping that East has the singleton jack or play the ace, hoping that West has the singleton king Play the ace, and lead low to the queen	6 78	4.84
405.	A 10 x x x x Q x x	5/Max	Play the ace, and lead low to the queen	78	4.78
406.	A x x x x x Q 10 9	6 5 4 Max	Lead the queen, hoping that East has the singleton jack or play the ace, hoping that West has the singleton king Play the ace and lead low to the queen If East would play the king from K x, lead low to the ten; if it loses to the jack, run the queen next Run the ten; lead low to the ten or run the queen and play the ace if it loses Play the ace, and lead low to the queen	6 78 89 100	4.79
407.	A x x x x x Q 10 x	6 5/Max	Play the ace, hoping that West has the singleton king Play the ace, and lead low to the queen	6 78	4.79
408.	Q 10 9 x x x A x x	6 5/Max	Lead the queen, hoping that West has the singleton jack or play the ace, hoping that East has the singleton king Play the ace, and lead to the queen If West would play the king from K x, lead low to the ten; if it loses to the jack, run the queen next	6 83 89	4.89
409.	Q 8 x x x x A 10 9	6 5/Max	Play the ace, hoping that East has the singleton king or lead the queen, hoping that West has the singleton jack Play the ace, and lead to the queen	6 83	4.89
410.	Q x x x x x A 10 x	5/Max	Play the ace, and lead low to the queen	78	4.78
411.	10 x x x x x A Q x	6 5 Max	Finesse the queen Play the ace, and lead low to the queen Finesse the queen	20 78	4.92
412.	A Q 10 x x x x x x	5 4 Max	Finesse the queen Play the ace, and lead to the queen Finesse the queen; if it loses, play the ace next	27 83	3.98
413.	A Q x x x 10 x x x	5 4 Max	Finesse the queen Play the ace, and lead to the queen Finesse the queen	20 78	3.92
414.	A Q x x x x x x x	5 4 Max	Finesse the queen Play the ace, and lead to the queen Finesse the queen	20 72	3.81
415.	A 10 9 x x Q 8 x x	5 4/Max	Lead the queen, hoping that East has the singleton jack or play the ace, hoping that West has the singleton king Play the ace, and lead low to the queen If East would play the king from K x, lead low to the eight; if this loses to the jack, run the queen next	6 83 94	3.89

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
416.	A 10 9 x x Q x x x	5 4/Max	Lead the queen, hoping that East has the singleton jack, or play the ace, hoping that West has the singleton king Play the ace and lead low to the queen If East would play the king from K x, run the ten; if this loses to the jack, run the queen next	6 78 84	3.84
417.	A 10 x x x Q 9 x x	5 4/Max	Lead the queen, hoping that East has the singleton jack, or play the ace, hoping that West has the singleton king Play the ace, and lead to the queen If East would play the king from K x, lead low to the nine; if this loses to the jack, run the queen next	6 83 89	3.89
418.	A 10 x x x Q x x x	4	Play the ace and lead low to the queen	78	
419.	A x x x x Q 10 9 8	5 4/Max	Lead the queen, hoping that East has the singleton jack, or play the ace, hoping that West has the singleton king Play the ace, and lead to the queen If East would play the king from K x, lead low to the ten, and run the queen next if it loses to the jack	6 83 94	3.89
420.	A x x x x Q 10 9 x	5 4/Max	Lead the queen, hoping that East has the singleton jack, or play the ace, hoping that West has the singleton king Play the ace, and lead to the queen If East would play the king from K x, lead low to the ten, and run the queen next if it loses to the jack	6 83 89	3.89
(f) Declarer Has a Combined Holding of Ten Cards					
421.	A Q 10 x x x x x x x	5 Max	Finesse the queen Finesse the queen	39	4.28
422.	A Q x x x 10 9 8 x x	5/Max	Lead the ten, and play the queen, giving an extra chance if West is tempted to cover with K J x	39	4.28
423.	A 10 9 x x Q x x x x	5 4 Max	Play the ace, hoping to drop the singleton king Lead low to the queen, or (best) lead low to the ten Play the ace	26 100	4.15
(g) Declarer Has Eleven Cards					
424.	A Q 10 x x x x x x x x	6	Play the ace. This line is fractionally better than the queen finesse	52	

NOTE: Regarding 421-424, similar principles apply if declarer's ten or eleven cards are distributed differently between his hand and dummy.

VI. THE DEFENSE HAS FIVE POINTS

A. THE ACE-JACK

(a) Declarer Has a Combined Holding of Five Cards

425.	K Q 10 9 x	3	Finesse the ten	11	
426.	K Q 10 x x	2	Lead to the king, and whether it holds or loses, lead to the queen next This assumes that East will duck the king if he holds A x (x x x), which is best defense. If he always wins with these holdings, lead to the king; if it holds, lead to the queen; if the king loses, finesse the ten next	52 76	
427.	K 10 x Q x	2	Lead to the queen, and then finesse the ten	50	
428.	K x x Q 10	2	Finesse the ten	50	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
(b) Declarer Has a Combined Holding of Six Cards					
429.	K Q 10 9 8 x	4	Finesse the ten, hoping that West has A J x, J x x, A J, J x, or J	18	
430.	K Q 10 9 x x	4 3	Finesse the ten Lead to the king, then play the queen; this line gains a trick when East has A J, J x or J	14 72	
431.	K Q 10 9 x x	3 Max	Finesse the ten Finesse the ten	50	2.82
432.	K Q 9 8 x x	3 2/Max	Finesse the nine, hoping that West has A J 10, J 10 x or J 10 Finesse the nine. If this loses to the jack or ten, finesse the eight next If East would not duck with A x, A x x, A 10 x x or A J x x, lead to the king; if it holds, lead to the queen; if the king loses, finesse the nine	5 79	1.85
433.	K Q x x 10 x	2	Lead low to the ten. If the ten loses, play to the king; if the king holds, play low from the queen	81 56	
434.	K Q 10 x x x	2	Lead to the king and whether it holds or loses, lead to the queen next If East would not duck the king if he holds the ace, lead to the king; if it loses, finesse the ten; if the king holds, lead to the queen	55 76	
435.	K 10 x Q x x	2	Lead low to the queen, and then finesse the ten	51	
(c) Declarer Has a Combined Holding of Seven Cards					
436.	K Q x x x x x	5 4 Max	Duck one round, and then play the king (best), or lead the king Duck one round; then either duck again or lead the king Duck one round, and then lead the king	36 86	4.20
437.	K Q 10 8 x x x	5 4 3 2 Max	Finesse the ten. If the jack appears from West, duck the next round If West is good enough to play the jack from A J (x), you cannot duck the next round Finesse the ten or the eight Finesse the ten or the eight Finesse the ten or the eight Finesse the ten	21 19 68 94 99	3.82
438.	K Q 10 9 x x x	4 3 Max	Finesse the ten If East would not duck with Axx, lead to the king; if it holds, lead to the queen; if the king loses, finesse the ten Finesse the ten Finesse the ten	42 43 93	3.80
439.	K Q 9 8 x x x	4 3 2 Max	Lead to the king; if it holds, lead to the queen Lead to the king, and whether it holds or loses, lead to the queen next If East would not duck with A x, lead to the king; if it holds, lead to the queen; if the king lead to the nine Lead to the king. If it loses, lead to the nine; if the king holds, lead to the queen or nine; or finesse the nine, and if it loses, finesse the eight Lead to the king, and whether it holds or loses, lead to the queen next	21 74 76 96	3.35
			If East would not duck with A x, play to the nine if the king loses and to the queen if the king holds		2.90
					2.92

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
440.	K Q x x x 10 x	4 3 2 Max	Lead low to the king; then lead to the queen Lead low to the ten, and then lead to the king. This saves a trick when East has A J doubleton Lead to the king and then to the queen or lead low to the ten and then to the king. The latter line is better if West is more likely to be short in the suit Lead to the king and then to the queen	18 61 93	2.71
441.	K Q 10 9 x x x	3	Lead to the king, and whether it holds or loses, finesse the ten next This assumes that East will duck about half the time with A x and A x x, which is the best defense. If he always wins with these holdings, play to the queen if the king holds, and finesse the ten if the king loses. Similarly, if East always ducks with A x and A x x, play the queen if the king loses, and finesse the ten if the king holds	51 54 52	
442.	K Q 9 8 x x x	3 2 Max	Finesse the nine Finesse the nine. If it loses, play to the king; if that loses, finesse the eight (best), or play to the king. If it loses, finesse the nine and, if necessary, the eight; if the king holds, play to the queen (best) or finesse the nine Finesse the nine. If it loses, lead to the king; if that loses, finesse the eight	24 89	2.13
443.	K 10 9 x Q x x	3	Lead low to the queen; then finesse the ten	53	
444.	K 10 x x Q 9 x	3/Max	Lead low to the queen; then finesse the ten. This is better than leading to the king first because there is time to discover whether the insertion of the ace by East is from A J doubleton or ace singleton	31	2.31
445.	K x x x Q 10 9	3	Finesse the ten	50	
446.	K x x x Q 10 x	3/Max 2	Lead low to the ten and then low to the queen, hoping that East has A J, A J x or J x x Lead low to the queen and then low to the ten	19 77	1.95
447.	10 9 8 7 K Q x	3	Lead to the king. If it holds, lead to the queen; if the king loses, cash the queen This assumes that West will duck with A x x, which is the best defense. If he always wins with this holding, lead to the king; if it holds, lead to the queen; if the king loses, run the ten next)	36 45	
(d) Declarer Has a Combined Holding of Eight Cards					
448.	K Q x x x x x —	6/Max	Duck the first round, in case the ace is singleton; then play the king and queen	73	5.70
449.	K Q 10 x x x x x	6 5 4 Max	Finesse the ten Finesse the ten Finesse the ten Finesse the ten	34 85 98	5.17
450.	K Q x x x x x x	6/Max 5	Lead to the king, hoping that West has the doubleton ace Play low from both hands, in case the ace is singleton; then play the king and queen	14 73	4.80
451.	K Q 10 x x x x x	5/Max 4	Lead to the king. If it holds, lead to the queen; if the king loses, cash the queen next If East would not duck with A x, finesse the ten if the king loses and lead to the queen if the king holds Lead to the king. If it loses, finesse the ten; if the king holds, guess which honor to play next	47 54 88	4.30 4.40

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
452.	K Q x x x x 10 x	5/Max	Lead to the king and then to the queen	34	4.17
		4	Lead to the king and then to the queen (best) or lead low to the ten	85	
		3	Lead to the king or lead low to the ten. The latter line will be better if West is more likely to be short in the suit	98	
453.	K Q 10 x x x x x	4/Max	Lead to the king, and whether it holds or loses finesse the ten next	55	3.43
			This assumes that East will duck about half the time with A x. If he always ducks with this holding, finesse the ten if the king holds, and play the queen if the king loses.	59	
			Similarly, if East always wins with A x, finesse the ten if the king loses, and lead to the queen if the king holds	57	
454.	K 9 x x x Q 10 x	4	Lead low to the queen. If it holds, finesse the nine; if the queen loses, either play the king or finesse the nine	46	
		Max	Lead low to the queen, and then finesse the nine		3.42
455.	K x x x x Q 10 9	4	Finesse the ten	48	
		3	Finesse the ten	98	
		2	Finesse the ten (best) or lead to the queen	100	
		Max	Finesse the ten		3.46
456.	K x x x x Q 10 x	4/Max	Lead low to the king, and then finesse the ten	37	3.20
			The alternative is to lead low to the king or queen, playing the other top honor if it loses and ducking the next round if it holds, but this line is inferior against defenders who would not take the ace immediately		
		3	Lead low to the queen, and then lead low to the ten	88	
457.	K Q 10 x x x x x	3	Lead to the king, and whether it holds or loses, finesse the ten next	57	2.47
		Max	This assumes that East will duck about half the time with A x. If he always ducks with this holding, finesse the ten if the king holds, and play the queen if it loses.	61	
			Similarly, if East always wins with Ax, play to the queen if the king holds, and finesse the ten if the king loses	59	
458.	K 10 x x Q x x x	3/Max	Lead to the queen, and then finesse the ten	40	2.27
		2	Play low from both hands; then lead to the queen	90	
459.	K 9 8 7 Q x x x	3/Max	Lead to the queen, and then finesse the nine, hoping that East has 10, J, A x, A 10, A J or A x x; or lead to the king, and then run the nine. The latter line will be better if West is more likely to be short in the suit	23	2.12
		2	Finesse the nine. If this loses to the jack or ten, guess which honor to lead to next; if the jack or ten appears from West, run the eight; or run the nine. If this loses to the jack or ten, guess which honor to lead to next; if the jack or ten appears from East, finesse the eight	94	
460.	K x x x Q 10 9 8	3	Lead to the queen, and then run the ten or lead to the king and then finesse the ten	56	
461.	K x x x Q x x x	3/Max	Lead to either honor, and duck on the next round, hoping to find the right opponent with the doubleton ace	14	1.84
		2	Play low from both hands, in case the ace is singleton, and then lead to either honor	73	
(e) Declarer Has a Combined Holding of Nine Cards					
462.	K Q 8 x x x x 10 x	6/Max	Lead low to the king, and then low to the queen	72	5.67
		5	Lead low to the ten	100	
463.	K Q 10 9 x x x x x	4	Lead to the king; if it loses to the ace, lead to the queen next	77	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
464.	K 9 x x x Q 10 x x	4	Lead to the king, and play the queen next if it loses, or lead to the queen, and play the king next if it loses	59	
465.	K 9 x x x Q x x x	4/Max 3	Lead low to the queen; if an honor appears from East, finesse the nine next Lead low to the queen, in case East is void	53 95	3.48

NOTE: for 463-465, similar principles apply if declarer's nine cards are distributed differently between his hand and dummy.

(f) Declarer Has a Combined Holding of Ten Cards

466.	K 8 x x x x Q 10 x x	5	Lead low to the king. This fails only if East is void	89	
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NOTE: Similar principles apply if declarer's nine cards are distributed differently between his hand and dummy.

VI. THE DEFENSE HAS FIVE POINTS

A. THE KING-QUEEN

(a) Declarer Has a Combined Holding of Five Cards

467.	A J 10 9 x	3	Finesse the jack, then play the ace	7	
468.	A J 10 x x	2	Finesse the jack, then finesse the ten	76	
469.	A J 9 x x		Finesse the nine; if it loses to a the king or queen, finesse the jack next If West inserts a high honor on the first round, still finesse the nine next, for West should falsecard with holdings such as K 10 x, Q 10 x, etc. If he would not falsecard in this way, and would split high honors on the first round, finesse the jack next if the king or queen appears from West	37 50	

(b) Declarer Has a Combined Holding of Six Cards

470.	A J 10 x x x —	4 3/Max	Play the ace, and then lead low from the J 10, hoping that the king-queen are doubleton or tripleton Play the ace, and then lead low from the jack-ten, in case there is a doubleton honor	10 78	2.83
471.	A J 10 9 8 x	4	Finesse the jack, and then play the ace, hoping that West has x x x x x, K Q x, K Q, K x, Q x or singleton king or queen	14	
472.	A J 10 9 x x	3	Finesse the jack, and then finesse the ten	50	
473.	A J 9 x x x	3 2/Max	Finesse the jack, hoping that West has K Q 10 only Finesse the nine. If it loses to the ten, play the ace and a low card; if the nine loses to a high honor, finesse the jack next If East omits to falsecard with K Q 10	1 41 42	1.42
474.	A J x x 10 x	2	Lead low to the ten; if it loses, play the ace, and lead low from the jack If East would play an honor from Q x, K x or Q x x, lead low to the ten, and finesse the jack next if it loses	55 65	
475.	A J 10 x x x	2	Finesse the jack, and then finesse the ten	76	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
476.	A J 9 x x x	2	Finesse the nine, and then finesse the jack. If West inserts a high honor on the first round, still finesse the nine next; West should falsecard with K 10 x or Q 10 x	38	
			If West would split high honors and would not falsecard, finesse the jack next if West plays the king or queen on the first round	50	
477.	A J 8 10 x x	2	Run the ten; if it is covered win the ace and finesse the eight next; if it loses, finesse the jack next	40	
			If West is tempted to duck with Q x (x)(x) or K x (x)(x)	63	
478.	A J x 10 x x	2	Lead low to the jack; then play the ace	33	
			If East might be tempted to play an honor from K x, Q x or Q x x, lead low to the ten and then finesse the jack	41	
479.	A x x J 10 9	2	Run the jack, and then run the ten	76	
(c) Declarer Has a Combined Holding of Seven Cards					
480.	J 10 x x x x A	5	Play the ace, and then lead low from the J 10, hoping that the king-queen are doubleton	3	
		4	Play the ace, then lead low from the J 10, in case there is a doubleton honor	65	
481.	A J 10 9 x x x	5/Max 4	Finesse the jack, and then cash the ace	23	4.08
			Play the ace, and then lead the jack, in case East has a singleton honor	89	
482.	A J 10 9 x x x	4/Max 3	Finesse the jack, and then finesse the ten	53	3.45
			Finesse the jack	92	
483.	A J 9 x x x x	4/Max 3	Finesse the nine, and then finesse the jack	12	2.58
		2	Finesse the nine, and the jack	55	
			This fails only when West has a void or a singleton or when East has a singleton ten	91	
484.	A J 10 9 x x x	3	Finesse the jack, and then finesse the ten	76	
485.	A J 10 x x x x	3/Max	Finesse the jack, and then finesse the ten	45	2.28
		2	Play the ace, and lead low to the jack or finesse the jack, and then play the ace	85	
486.	A J 9 8 x x x	3	Finesse the eight, then finesse the nine	37	
		2	Finesse the eight, the nine and, if necessary, the jack (best) or finesse the jack, the eight, and then the nine	89	
		Max	Finesse the eight, the nine, and, if necessary, the jack		2.26
487.	A J 9 x x x x	3/Max	Finesse the nine, and then finesse the jack, hoping that East has x, x x, x x x, Q x x, K x x, or void	22	1.89
		2	Finesse the nine. If it loses to the ten, finesse the jack next. If it loses to the king or queen, cash the ace	69	
488.	A J 8 x 10 x x	3	Lead low to the eight. If this loses to the king or queen, lead from the ten and play the ace unless the nine appears from West	27	
			If West omits to falsecard with 9 x x x	28	
			If West is tempted to split his honors with K Q x	33	
		2	Play the ace, and unless an honor appears from West, lead low to the ten. This fails only when West has K x or Q x	90	
		Max	Lead low to the eight. If this loses to the king or queen, lead from the ten and play the ace unless the nine appears from West. If the eight loses to the nine, lead low to the jack next		2.15
			If West omits to falsecard with 9 x x x		2.16
			If West splits his honors with K Q x		2.22

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
489.	A J x x 10 x x	3	Lead low to the jack, hoping that West has K Q or K Q x	9	
		2	Lead low to the ace, and unless an honor appears from West, lead low to the ten next. This fails only when West has K x or Q x	87	
		Max	Lead low to the ace, and unless an honor appears from West, lead low to the ten. If East would play an honor from K x or Q x, lead low to the ten and finesse the jack next if it loses to West		1.90
490.	A 9 8 7 J x x	3	Run the nine. If this loses to the king or queen from West, run the jack next, hoping that East has 10 or 10 x	6	
			If East would not falsecard with 10 x, run the nine; if the ten appears from East, play the ace next; if the king or queen appears from East or the nine loses to the king or queen from West, run the jack next.	8	
			If East would play a higher honor from K 10 or Q 10, run the nine; if the king or queen appears from East, or the nine loses to the king or queen from West, run the jack next.		
			This succeeds when East has 10, 10 x, Q 10 or K 10	9	
		2/Max	Run the jack. If it loses, finesse the nine next; if that loses, finesse the eight	89	1.90
491.	A x x x J 10 9	3	Run the jack and then the ten	28	
		2	Run the jack and then the ten	100	
492.	J x x x A 10 x	3/Max	Lead low to the ten, and then play the ace, hoping that East has K Q or K Q x	9	1.93
		2	Play the ace, and unless an honor appears from West, lead low to the ten	87	
(d) Declarer Has a Combined Holding of Eight Cards					
493.	A J 10 9 x x x x	6/Max	Finesse the jack, and then play the ace	43	5.39
494.	A J 10 x x x 9 x	5/Max	Lead low to the ten; then run the nine. Do not lead the nine for the first finesse: West may have a singleton honor	60	4.56
495.	A J 9 x x x x x	5	Finesse the nine, and then finesse the jack	27	
			If West would not falsecard with 10 x x, play the ace if the nine loses to a high honor, and the ten fails to appear on the second round	31	
		4/Max	Finesse the nine, and then finesse the jack	79	4.04
		3	Finesse the jack or the nine in case East is void	98	
496.	A J x x x x 10 x	5	Lead low to the ten. If it loses to West, cash the ace; if East plays an honor on the first round, run the ten next (best) or run the ten. If West covers, duck the next round; if East wins the first round, finesse the jack	24	
			It is assumed that East will duck about 2/3 of the time with K x or Q x, which is optimal defense. If East would always duck, lead low to the ten and cash the ace on the next round even if East plays an honor.	27	
			If East would always play an honor from K x or Q x, lead low to the ten and finesse the next round even if the first round loses to West.	34	
			It has also been assumed that West would cover the ten 2/3 of the time with K x x or Q x x, which is optimal defense. If West would always cover, run the ten. If West covers, duck the next round, but if East wins the first round, cash the ace.	27	
			If West would always duck, run the ten and play low to the jack on the next round	34	
		4/Max	Lead low to the ten, and finesse the jack next	90	4.14
			Lead low to the ten. If it loses to West, cash the ace; If East plays an honor on the first round, run the ten next		4.06

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
			It is assumed that East will play an honor at most 1/12 of the time from K x or Q x. If East would always play an honor from K x or Q x, finesse the jack if the first round loses to West		4.24
			It is also assumed that West will cover at most 21/52 of the time with K x x or Q x x, when the ten is led from South. If West would always cover, run the ten and play low to the jack on the next round		4.14
497.	A 9 8 x x x J x	3 5 4 3 Max	Lead low to the ten Lead low to the jack, hoping that East has K 10 or Q 10 Lead low to the jack and then to the nine or play the ace or run the jack, and finesse the nine next or lead toward the ace, and play low unless an honor appears from West Lead low to the jack Lead low to the jack. If an honor wins from East, run the jack next; if East plays the ten on the first round, cash the ace next	100 7 85 100	
498.	A 9 x x x x J x	5 4 Max	Lead low to the jack, hoping that East has K 10 or Q 10 Lead low to the jack; if the ten appears from East, finesse the nine next Lead low to the jack. If an honor wins from East, run the jack next; otherwise cash the ace	7 73	3.74
499.	A J 10 x x x x x	4/Max 3	Finesse the jack, and then finesse the ten Finesse the jack, and then play the ace or finesse the jack and then the ten (best)	63 90	3.50
500.	A J 9 x x x x x	4/Max	Finesse the nine, and then finesse the jack If West would not falsecard from 10 x x, play the ace if the nine loses to a high honor, and the ten fails to appear on the second round	33 36	3.15
501.	A J 8 7 x 10 x x	3 4/Max	Finesse the nine, and then finesse the jack Run the ten. If it is covered, lead to the eight next; if the ten loses to East, finesse the jack next	84 42	3.35
			If West would not falsecard with K 9 or Q 9, and would not split his honors with K Q 9, lead low to the eight. If this loses to the nine, lead to the ten next; if the eight loses to a high honor, finesse the seven next; and if the king or queen appears from West on the first round, run the eight next.	44	3.37
			If West would split his honors with K Q x or K Q 9	47	3.40
502.	A J x x x 10 x x	3 4 3 Max	Lead low to the jack. If it loses, lead low to the ten next. This fails only if West is void Lead low to the jack, and then cash the ace Play the ace, and lead low to the ten. This fails only to a 5-0 break Lead low to the jack, and then cash the ace	98 37 96	3.19
503.	A 9 8 7 x J x x	4 3 Max	If East would play an honor from K x or Q x, lead low to the ten, and then finesse the jack Run the nine. If it loses to the king or queen from West, run the jack; if the king or queen appears from East, either run the jack or cash the ace This assumes that East will play a high honor from K 10 or Q 10 about half the time, which is the best defense. If he would always play the high honor from these holdings, run the nine, and run the jack next if it loses to the king or queen on either side Run the nine. If this loses to the ten, run the jack next; if the nine loses to the king or queen on either side, lead low to the jack. This fails only when either opponent is void, or West has the singleton ten Run the nine. If this loses to the ten, run the jack next; if the nine loses to the king or queen from West, run the jack next; if the king or queen appears from East on the first round, lead low to the jack next	13 16 93	3.24
					2.97

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
504.	A x x x x J 10 9	4 3 2 Max	Run the jack and then the ten Run the jack and then the ten Run the jack Run the jack and then the ten	54 96 100	3.50
505.	J 10 9 x x A x x	4 3 Max	Run the jack and then the ten Play the ace or lead low to the jack. This fails only if West is void Run the jack and then the ten	60 98	3.56
506.	A J 10 9 x x x x	3	Finesse the jack and then the ten	76	
507.	A J 10 x x x x x	3/Max	Finesse the jack and then the ten	65	2.54
508.	A J 9 x x x x x	3/Max	Lead low to the nine; then finesse the jack If West would not falsecard with 10 x x, play the ace if the nine loses to a high honor, and the ten fails to appear on the second round	35 38	2.19
		2	Play the ace, or take two finesses	84	
509.	A J 8 x 10 x x x	3 2 Max	Run the ten. If it loses to East, finesse the jack next; if the ten is covered, finesse the eight next Lead low to the jack, and finesse the eight next if it loses (best) or play the ace, and lead low to the ten Finesse the jack; if it loses, finesse the eight next	44 100	2.37
510.	A J x x 10 x x x	3/Max 2	Finesse the jack; then cash the ace Play the ace, and lead low to either honor	37 100	2.32
511.	A 9 8 7 J x x x	3 2 Max	Run the nine. If it loses to the king or queen from West, run the jack; if East plays an honor on the first round, cash the ace next If East would play an honor from K 10 or Q 10, run the nine, and run the jack next if it loses to the king or queen on either side Run the nine. If this loses, lead low to the eight next. This fails only when West has the singleton ten Play the ace, and then run the nine	13 16 97	2.05
(e) Declarer Has a Combined Holding of Nine Cards					
512.	A J 10 9 x x x x x	7/Max	Play the ace or finesse the jack, then play the ace	66	6.66
513.	A J 10 9 x x x x x	6/Max	Finesse the jack and then the ten	76	5.76
514.	A J 9 x x x x x x	6 5 Max	Play the ace, and lead to the jack or finesse the jack If West would not falsecard with K 10 x, Q 10 x or 10 x, lead toward dummy, and play the ace unless the ten appears from West. If West splits his honors with K Q x Finesse the jack or the nine, in case East is void Finesse the jack	53 59 66 95	5.48
			If West would not falsecard with K 10 x, Q 10 x or 10 x, lead toward dummy, and play the ace if the ten fails to appear		5.50
515.	A 8 7 x x x x J 10	6/Max 5	Run the jack, and then play the ace; this gains a trick when East has the singleton nine Run the jack, in case East is void	47 95	5.42
516.	A J 10 x x x x x x	5/Max	Finesse the jack and then the ten	76	4.71
517.	A J 9 x x x x x x	5/Max	Finesse the nine. If this loses to the king or queen, finesse the jack next If West would not falsecard with K 10 x, Q 10 x or 10x, lead toward dummy, and play the ace if the ten fails to appear and if West splits his honors with K Q x	57 59 66	4.53 4.55 4.61
518.	A J x x x x 10 x x	5/Max	Lead low to the jack or play the ace, and lead low to either honor	66	4.66

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
519.	A 9 x x x x J x x	5 4/Max	Play the ace, and lead low to the jack Lead low to the jack Lead toward dummy, and play the nine if West follows low; otherwise play the ace, and lead low to the jack	53 100	4.48
520.	A x x x x x J 10 9	5/Max 4	Run the jack and then the ten Run the jack	71 100	4.71
521.	A J 10 9 x x x x x	4	Finesse the jack and then the ten	76	
522.	A J 9 x x x x x x	4/Max	Finesse the nine; if this loses to the king or queen, finesse the jack next If West would not falsecard with K 10 x, Q 10 x or 10 x, lead toward dummy, and play the ace if the ten fails to appear from West If West splits his honors with K Q x	57 59 66	3.53 3.55 3.61
523.	A J x x x 10 x x x	4/Max	Finesse the jack or play the ace, and lead low to either honor	66	3.66
524.	A 9 x x x J x x x	4 3 Max	Play the ace, and lead low to the jack Lead low to the jack, or lead low to the nine Lead toward dummy, and play the nine if West follows low; otherwise play the ace, and lead to the jack	53 100	3.53
525.	A x x x x J 10 9 8	4	Run the jack and then the ten	76	

(f) Declarer Has a Combined Holding of Ten Cards

526.	A J 10 x x x x x x x	4/Max	Lead to the jack, in case East is void	89	3.89
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NOTE: Similar principles apply if declarer's cards are distributed differently between his hand and dummy.

VII. THE DEFENSE HAS SIX POINTS

A. THE ACE-QUEEN

(a) Declarer Has a Combined Holding of Five Cards

527.	K J 9 x x	2/Max 1	Finesse the nine and then the jack or finesse the jack and then the nine Immaterial: take two finesses	24 78	1.02
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(b) Declarer Has a Combined Holding of Six Cards

528.	K J 10 9 x x	3	Finesse the jack and then the ten	18	
529.	K J 9 8 x x	3 2/Max	Finesse the eight, hoping that West has A Q 10, Q 10 x or Q 10 Finesse the eight; if this loses, finesse the nine next	5 63	1.68
530.	K x x x J 9	1	Lead low to the nine or jack; if this loses, lead to the king. Finessing the nine first will be better against East, who might be tempted to play an honor from A Q and others	75	
531.	K J 9 x x x	2 1 Max	Finesse the jack or the nine Immaterial: take two finesses Finesse the jack, and guess which to play next if the queen wins or finesse the nine, and guess which finesse to take if the ten wins	25 79	1.04
532.	K J x x x x	2/Max 1	Lead to the jack, hoping that West has both the ace and queen Lead to the jack and then to the king (best) or lead to the king and then to the jack	24 76	1.00

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
533.	K 9 8 J x x	2 1/Max	Lead low to the king, hoping that West has A Q doubleton or the singleton queen Finesse the eight; if this loses to the ten, guess whether to play the nine or king next If East would play a high honor from A Q and others, run the nine first; if this loses to the ten, lead to the king next	1 80 88	0.81
534.	K x x J 9 x	2 1 Max	Lead low to the king, hoping that West has the ace-queen doubleton or the queen singleton Lead low to the king, and then back to the jack or nine (best) or lead to the nine and then to the king or lead to the jack and then to the king. The last two lines will be better if East is more likely to be short in the suit Lead low to the king and then back to the jack or nine	1 76	0.77
535.	K x x J x x	2 1 Max	Lead low to the king, hoping that West has the ace-queen doubleton Lead low to the king and then low to the jack (best) or lead low to the jack and then low to the king. The latter line will be better if East is more likely to be short in the suit If East would play an honor from A Q and others, lead low toward the jack, and duck whatever happens, then lead low to the king Lead low to the king and then low to the jack	1 74 79	0.75
(c) Declarer Has a Combined Holding of Seven Cards					
536.	K J 9 8 x x x	3 2 Max	Finesse the eight, hoping that the queen and ten are both with West Finesse the eight; if this loses to the ten, finesse the nine next (best), or finesse the jack, and then finesse the eight Finesse the eight and then the nine	24 76	2.00
537.	K 10 8 x J x x	3 2 Max	Finesse the eight Finesse the ten. If it loses to the queen, lead low to the king; if the ten loses to the ace, finesse the eight next Finesse the eight. If this loses to the nine, finesse the ten next	20 81	1.95
538.	K 10 x x J x x	3 2 Max	Finesse the ten, hoping West has A Q or A Q x Lead low to the king; then lead low to the ten Finesse the ten. If this loses to the queen, lead low to the king next	9 69	1.76
539.	K 9 8 7 J x x	3 2 Max	Run the jack, hoping that East has the singleton ten Run the jack, and then finesse the nine. If the ace appears from West on the first round, finesse the nine, and if necessary, the eight (best) or finesse the nine. If this loses to this queen, lead to the jack next; if the ace appears from West, finesse the nine next; if the nine loses to the ten, finesse the eight next If West would not falsecard with A Q 10 or A Q 10 x, run the nine. If this loses to the ten, finesse the seven next; otherwise run the eight. If East is tempted to play an honor from A Q x x x	1 76 77 78	1.77
540.	K x x x J 10 x	2	Lead low to the jack, and then low to the ten. This fails only when West has A Q doubleton, A Q and at least two others, or the singleton or doubleton queen	75	
541.	K x x x J 9 x	2 1/Max	Lead low to the nine. If it loses to the ten or the queen, lead low to the king; if it holds or loses to the ace, lead low to the jack. If an honor appears from East, lead low to the nine If West does not falsecard with A Q Lead low to the nine, then low to the jack, and then low to the king. This fails only when West has the Q 10 doubleton	40 41 98	1.36

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
542.	K x x x J x x	2/Max	Lead to the jack, and then, unless the queen appears from East, lead to the king or lead to the king and then to the jack. The latter line will be better if West is more likely to be short in the suit	26	1.12
		1	Lead low from both hands; then, unless the queen has appeared from West, lead to the jack; then lead to the king. This fails only when West has Q x	94	
(d) Declarer Has a Combined Holding of Eight Cards					
543.	K 10 8 x x J x x	4/Max	Finesse the ten; if this loses to the ace, finesse the eight	27	3.15
			Finesse the ten, and run the jack if it loses to the ace (best) or lead low to the king, and then low to the jack	3	
				90	
544.	K 9 8 x x J x x	4	Lead low to the king, hoping that West has the A Q doubleton	3	
		3	Lead low to the eight. If it loses to the ten, finesse the nine next; if the ace appears from West on the first round, lead low to the jack	84	
		Max	Finesse the eight. If it loses to the ten, finesse the nine next; if the ace appears from West on the first round, lead low to the king		2.82
545.	K x x x x J 10 x	4	Lead low to the king, hoping that West has the A Q doubleton	3	
		3/Max	Lead low to the jack, and then low to the ten	85	2.83
		2	Lead low to the jack. This fails only when East is void	98	
546.	K x x x x J 9 x	4	Lead low to the king, hoping that West has the A Q doubleton	3	
		3/Max	Lead low to the nine, and then low to the king	63	2.58
		2	Lead low to the nine, and then low to the jack. This fails only if East is void	98	
547.	K J 9 8 x x x x	3	Finesse the eight	27	
		2	Finesse the eight and then the jack (best), finesse the jack and then the eight or lead low to the king	83	
		Max	Finesse the eight; if it loses to the ten, finesse the jack		2.10
548.	K 10 8 x J x x	3	Run the jack. If this is covered, finesse the eight next	27	
		2	Finesse the ten. If this loses to the queen, lead low to the jack; if the ten loses to the ace, run the jack (best) or lead low to the king, and then low to the jack	92	
		Max	Finesse the ten. If this loses to the queen, lead low to the jack; if the ten loses to the ace, finesse the eight		2.19
549.	K 9 8 7 J x x x	3	Lead low to the king, hoping that West has the ace-queen doubleton or the queen singleton	6	
		2/Max	Finesse the nine. If this loses to the queen, lead low to the jack; if the nine loses to the ten, finesse the eight	88	1.94
550.	K x x x J 10 8 x	3/Max	Run the jack. If the ace appears from West, run the ten next; if the jack loses to the ace from East, guess whether to lead low or run the ten next; if the jack is covered, guess whether to lead to the ten or to the eight next	14	1.97
			This assumes that West will always play the ace from ace-queen doubleton and will cover with Q x about half the time, which is the best defense. If he always covers with Q x, lead to the eight if the jack is covered, lead the ten if the jack loses to the ace from East, and run the ten if the ace appears from West on the first round	17	2.01
			Similarly, if West never covers with Q x, lead low to the king if the jack loses to the ace from East, lead to the ten if the jack is covered, and run the ten if the ace appears from West on the first round	17	2.01
		2	Lead low to the jack, and then low to the king. This fails only when East has a void or a low singleton	92	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
551.	K x x x J 10 x x	3	Lead low to the king, hoping that West has A Q doubleton	3	
		2	Lead low to the king and then low to the jack or lead low to the jack. The latter line will be better if East is more likely to be short in the suit	87	
		Max	Lead low to the king, and then low to the jack		1.90
552.	K x x x J 9 x x	3	Lead low to the king, hoping that West has A Q doubleton	3	
		2/Max	Lead low to the king and then low to the nine	70	1.71
		1	Lead low to the nine (best) or lead toward the king, and duck if West fails to play an honor, or lead low to the jack	100	
553.	K x x x J x x x	3	Lead low to the king, hoping that West has A Q doubleton	3	
		2	Lead toward the king, and duck if the queen fails to appear; then lead to the king (best), or lead to the king and then to the jack	50	
		1/Max	Lead toward the king, and duck if the queen fails to appear; then lead to the king and finally to the jack	100	1.54

(e) Declarer Has a Combined Holding of Nine Cards

554.	K J 9 x x x x x x	4	Lead low to the jack	33	
		Max	Lead low to the jack		3.17
555.	K J x x x x x x x	4	Lead low to the jack	33	
		Max	Lead low to the jack		3.11
556.	K 9 8 7 x J x x x	4	Lead low to the king	27	
		3	Lead low to the nine (best), or run the nine	94	
		Max	Lead low to the king		3.16
557.	K x x x x J 10 9 8	4	Run the jack	50	
558.	K x x x x J 10 x x	4	Lead low to the king	33	
		3	Lead low to the king, in case West is void	95	
		Max	Lead low to the king		3.28

NOTE: for 554-558, similar principles apply if declarer's nine cards are distributed differently between his hand and dummy

(f) Declarer Has a Combined Holding of Ten Cards

559.	K J x x x x 10 x x x	5	Finesse the jack	63	
560.	K x x x x x J 10 9 x	5	Run the jack	63	

NOTE: for 559-560, similar principles apply if declarer's nine cards are distributed differently between his hand and dummy

VII. THE DEFENSE HAS SIX POINTS

B. THE KING-QUEEN-JACK

(a) Declarer Has a Combined Holding of Five Cards

561.	A 10 9 8 x	2	Finesse the ten, and then play the ace	25	
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(b) Declarer Has a Combined Holding of Six Cards

562.	A 10 9 8 x x	3/Max	Finesse the ten, and then play the ace	16	1.99
		2	Play the ace, and then lead low from the 1098; this gains a trick when East has a singleton or doubleton honor	87	
563.	A 10 9 8 x x	2	Finesse the ten and then the nine	77	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
(c) Declarer Has a Combined Holding of Seven Cards					
564.	A 10 9 8 x x x	4/Max 3 2	Finesse the ten, and then cash the ace Finesse the ten, and then play the ace (best), or play the ace Finesse the ten, in case East is void	65 91 99	3.55
565.	A 10 9 8 x x x	3/Max 2	Finesse the ten and then the nine; then play the ace Finesse the ten and then the nine (best) or play the ace	74 96	2.70
566.	A 10 9 8 x x x	2	Finesse the eight, nine, and, if necessary, ten	89	
567.	A 10 9 x x x x	2	Finesse the ten and then the nine; then play the ace	68	
568.	A 10 x x 9 x x	2	Lead low to the nine. If this loses to West, cash the ace. If an honor appears appears from East on the first round, run the nine, and if it loses finesse the ten	58	
(d) Declarer Has a Combined Holding of Eight Cards					
569.	A 10 9 8 x x x x	5/Max 4	Play the ace, in case East has a singleton honor Finesse the ten, in case East is void	85 98	4.81
570.	A 10 9 8 x x x x	4/Max 3	Finesse the ten and then the nine Finesse the ten and then the nine	90 98	3.88
571.	A 10 9 8 x x x x	3/Max 2	Finesse the ten and then the nine Finesse the ten and then the nine	92 98	2.90
572.	A 10 x x x 9 x x	3 2/Max	Play the ace, and lead low to the nine Lead low to the nine and then low to the ten	85 100	2.82
573.	A 8 7 x x 10 x x	3/Max 2	Run the ten, or lead low to the ten, in case East has the singleton nine Run the ten, or lead low to the ten, in case East is void	71 98	2.69
574.	A 10 9 8 x x x x	2	Finesse the ten and then the nine; this fails only when West has a void or a low singleton	92	
(c) Declarer Has a Combined Holding of Nine Cards					
575.	A 10 9 8 x x x x x	7 6/Max	Play the ace, hoping for a 2-2 division Finesse the ten, and then play the ace	41 95	6.36
576.	A 10 9 x x x x x x	6 5/Max	Play the ace, hoping for a 2-2 division Finesse the ten, and then play the ace	41 95	5.36
577.	A 10 x x x x 9 x x	5 4 Max	Play the ace Lead low to the ten, or lead low to the nine Lead low to the ten or nine; then play the ace	41 95	4.36
578.	A 10 x x x 9 x x x	4 3 Max	Play the ace, hoping for a 2-2 division Lead low to the ten or nine Lead low to the ten or nine; then play the ace	41 95	3.36

VIII. THE DEFENSE HAS SEVEN POINTS

A. THE ACE-KING

(a) Declarer Has a Combined Holding of Five Cards

579.	Q J 9 8 x	2	Finesse the eight. If it loses to the ace or king on either side, lead the queen and jack next	11	
580.	Q J 9 x x	1	Lead to the queen and then to the jack	78	
581.	Q 9 x J x	1	Lead low to the jack. If it loses to West, finesse the nine next	62	
582.	Q x x J 9	1	Finesse the nine	51	

Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
(b) Declarer Has a Combined Holding of Six Cards				
583. Q J 9 8 x x	2	Finesse the nine	51	
584. Q x x x J 9	1	Finesse the nine. If it loses to the ten, play the jack and then low from the queen. This is only fractionally better than leading low to the jack and then ducking two rounds, and the latter line might be better if East is more likely to be short in the suit	56	
585. Q J 9 x x x	1	Lead to the queen and then to the jack	79	
586. Q 9 x J x x	1	Lead low to the jack. If it loses to West, finesse the nine next	64	
587. Q x x J x x	1	Lead to either honor and then back to the other	49	
(c) Declarer Has a Combined Holding of Seven Cards				
588. Q J 9 x x x x	3/Max 2 1	Lead to the queen and then to the jack Finesse the nine, and then lead to the queen Lead to the queen and then to the nine or jack (best) or finesse the nine, and then lead to the queen	38 80 96	2.12
589. Q J x x x 9 x	3/Max 2 1	Lead to the queen and then to the jack Lead low to the nine. If it loses to the ten, duck the next round Lead low to the nine. This fails only when West has the singleton ten	30 74 99	1.98
590. Q J 9 8 x x x	2/Max	Lead low to the queen and unless West inserts an honor, finesse the nine next This assumes East would duck with K x or A x half of the time, which is the best defense If East would always win with K x or A x, lead to the jack if the first round holds If East would always duck with K x or A x, lead to the jack if the first round loses	58 63 63	1.58 1.63 1.63
591. Q J 9 x x x x	2/Max	Lead low to the queen and then lead to the jack This assumes East would duck with K x or A x half of the time, which is the best defense If East would always win with K x or A x, finesse the nine if the first round loses to East If East would always duck with K x or A x, finesse the nine if the first round holds	52 55 57	1.43 1.46 1.47
592. Q J x x 9 x x	2/Max 1	Lead to the queen and then to the jack Lead low to the queen. If it loses, lead low to the nine and then low to the jack. This fails only when West has the doubleton ten	49 95	1.38
593. Q J x x x x x	2/Max 1	Lead to the queen and then to the jack Lead to the queen; if it loses, duck one round, and then lead to the jack (best) or duck one round, and then lead to the queen and jack	45 85	1.28
594. Q 9 8 x J x x	2	Lead low to the jack. If it loses to West, finesse the nine next; if an honor appears from East on the first round, lead to the jack again	56	
595. Q x x x J 9 x	2/Max	Lead low to the nine. If it loses to a high honor from West, lead low to the queen; otherwise lead low to the jack If East would play the ten from A 10, K 10 and 10 x x x, the best defense, play low to the nine if on the first round the ten is played by East and West wins this trick. Hence you get only one trick if East holds 10 x x x	33 32	1.30 1.29
	1	Lead low to the nine and then low to the jack. This fails only if West has A10 or K10	97	

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
596.	Q x x x J x x	2	Lead low to the queen or jack, and then back to the other honor, hoping to find either opponent with A K x or the right opponent with A K doubleton	16	
		1	Lead toward the jack and duck; then lead to the jack and to the queen. This fails only when West has K x or A x	87	
		Max	Lead low to the jack. If it loses, duck the next round, and then lead to the queen		0.93
(d) Declarer Has a Combined Holding of Eight Cards					
597.	Q J 10 6 x x 8 x	4/Max	Lead to the queen and then to the jack	85	3.83
		3	Lead low to the eight, in case West is void	100	
598.	Q J 9 8 7 x x x	3	Lead low to the queen. If it loses, finesse the nine	75	
599.	Q J x x x x x x	3/Max	Lead to the queen and then to the jack	63	2.50
600.	Q 10 9 6 x J x x	3/Max	Lead the jack, in case East is void	98	2.98
601.	Q x x x x J 9 x	3	Lead low to the jack. If it loses to West, lead toward the queen but only play the queen in case the ten appears from West	50	
		2/Max	Lead low to the nine and then low to the jack. This fails only if East is void	98	2.41
602.	Q J 9 8 x x x x	2	Lead low to the queen. If it loses, finesse the nine	77	
603.	Q 9 8 7 J x x x	2	Lead low to the jack. If it loses to West, finesse the nine next	66	
604.	Q 9 x x J x x x	2/Max	Lead low to the jack. If it loses to West, finesse the nine next	64	1.58
		1	Finesse the nine (best) or lead low to the queen and then low to the jack, in case West has a bare honor	100	
605.	Q x x x J x x x	2/Max	Lead to the queen (or jack); if it loses, duck the next round	37	1.32
		1	Duck the first round, then lead low to either honor	100	
(e) Declarer Has a Combined Holding of Nine Cards					
606.	Q J 7 x x x x 9 x	5/Max	Lead low to the queen and then to the jack	84	4.79
		4	Lead low to the nine, in case West is void	100	
607.	Q x x x x x J 9 x	4	Finesse the nine. This fails only when West has A K 10 x, A K 10 or 10	83	
608.	Q J 8 x x 10 7 x x	3/Max	Lead low to the queen, in case either opponent is void	100	3.00
609.	Q J x x x x x x x	3/Max	Lead low to the queen and then low to the jack	83	2.78
610.	Q 9 x x x J x x x	3	Lead low to the jack and then low to the queen, or finesse the nine. The latter line will be better if West is more likely to be short in the suit	83	

VIII. THE DEFENSE HAS SEVEN POINTS

B. THE ACE-QUEEN-JACK

(a) Declarer Has a Combined Holding of Five Cards

611.	K 10 9 x x	1	Finesse the ten and then the nine	78	
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	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
612.	K 10 x x x	1	Finesse the ten and then lead to the king	63	
(b) Declarer Has a Combined Holding of Six Cards					
613.	K 10 9 8 x x	2	Finesse the ten and then the nine	50	
614.	K 10 9 x x x	1	Finesse the ten and then the nine	79	
(c) Declarer Has a Combined Holding of Seven Cards					
615.	K 10 9 8 x x x	2	Finesse the eight and then the nine	76	
616.	K 10 9 x x x x	2/Max	Finesse the nine and then the ten	61	1.51
617.	K 10 x x 9 x x	2/Max 1	Lead low to the ten and then low to the king Lead low to the ten. If this loses to the queen or the jack, lead low towards the king but play the king only if the jack or queen appears from West	37 92	1.25
618.	K 10 x x x x x	2/Max 1	Lead low to the ten and then low to the king Duck one round; then lead to the ten, and lead to the king	32 79	1.08
619.	K 9 8 7 x x x	2 1/Max	Lead to the nine and then to the king (best) or lead to the king, hoping that West has the ace and two other cards Finesse the seven and then the eight. This fails only if West has xx, x, or a void	18 95	1.11
620.	K x x x x x x	2 1 Max	Duck one round, and then lead to the king (best) or lead to the king, hoping that West has the ace and two other cards Duck two rounds, and then lead to the king Duck one round, and then lead to the king	18 77	0.87
(d) Declarer Has a Combined Holding of Eight Cards					
621.	K 10 9 x x x x x	3/Max 2	Finesse the ten and then the nine Finesse the ten and nine (best) or lead to the king	75 92	2.66
622.	K 10 x x x 9 x x	3/Max 2	Finesse the ten. If this loses to the queen or jack, lead low towards the king but play the king only if the jack or queen appears from West Finesse the ten. If it loses to the jack or queen, lead low to the nine next. This fails only if West is void	67 98	2.59
623.	K 10 9 8 x x x x	2	Finesse the eight and then the nine	83	
624.	K 10 x x x x x x	2/Max	Finesse the ten, and then lead to the king	52	1.38
625.	K x x x x x x x	2 1 Max	Lead low to the king, preferably ducking one round first Duck one round. Then lead low to the king (best) or duck a second round Duck one round, and then lead low to the king	34 87	1.21
(e) Declarer Has a Combined Holding of Nine Cards					
626.	K 10 9 x x x x x x	5 4/Max	Lead low to the king, hoping that West has the doubleton ace Finesse the ten. This gains a trick when East is void or has the singleton ace	20 89	3.98
627.	K 10 x x x x 9 x x	5 4/Max	Lead low to the king, hoping that West has the doubleton ace Finesse the ten, and then lead low to the king	20 89	4.03

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
628.	K 8 x x x x 10 x x	5/Max 4	Lead low to the king, hoping that West has the doubleton ace Lead toward the king, and play the king if the nine fails to appear from West West, however, should falsecard from Q J 9	20 84 78	3.94
		3	Lead low to the ten	100	
629.	K x x x x x x x x	5/Max 4	Lead low to the king, hoping that West has the doubleton ace Duck one round, and then lead low to the king	20 72	3.81
630.	K 9 x x x x x x x	4/Max 3	Lead low to the king, hoping that West has the doubleton ace Duck one round, and then lead low to the king	20 72	2.81
631.	K 8 x x x 10 x x x	4/Max 3	Lead low to the king, hoping West has the doubleton ace Lead toward the king, and play the king if the nine fails to appear from West West, however, should falsecard from Q J 9	20 78	2.98

IX. THE DEFENSE HAS EIGHT POINTS

(a) Declarer Has a Combined Holding of Five Cards

632.	Q 10 9 8 x	2	Finesse the ten, hoping that West has J, A J, K J, or J x	2	
633.	Q 10 x x x	1	Finesse the ten, and then lead to the queen	37	

(b) Declarer Has a Combined Holding of Six Cards

634.	Q 10 9 8 x x	2	Finesse the ten and then the nine	18	
635.	Q 10 x x x x	2 1/Max	Lead to the queen, hoping that West has the A K J only Lead to the ten and then to the queen	1 41	0.42
636.	Q 10 9 x x x	1	Finesse the ten and then the nine	51	
637.	Q 10 x x x x	1	Finesse the ten, and then lead to the queen	38	

(c) Declarer Has a Combined Holding of Seven Cards

638.	Q 10 x x x x x	3/Max 2 1	Lead to the ten and then to the queen Lead to the ten and then to the queen Lead to the ten and then to the queen	12 55 91	1.58
639.	Q 10 x x x x x	2/Max 1	Lead to the ten and then to the queen Lead to the ten. If it loses to the jack, lead to the queen. If it loses to the ace or king, duck one round and then lead to the queen	22 69	0.89
640.	Q 9 8 7 x x x	2 1/Max	Lead low to the queen Finesse the seven and then the eight	7 85	0.88
641.	Q x x x 10 9 x	2 1/Max	Lead low to the queen, hoping that West has A K x or A K J Lead low to the ten and then low to the nine. This fails only when West has A J or K J	7 97	0.97
642.	Q x x x 10 x x	2 1/Max	Lead low to the queen, hoping that West has A K x or A K J Lead low to the ten. If an honor appears from East, lead low to the ten again; if the ten loses to West on the first round, duck one round, and then lead to the queen	7 70	0.70

	Dummy Declarer	Tricks Required		% Chance of Success	Tricks per Deal
(d) Declarer Has a Combined Holding of Eight Cards					
643.	Q 10 x x x x x x	3/Max 2	Finesse the ten, and then lead to the queen Finesse the ten, and then lead to the queen, in case East is void	33 84	2.15
644.	Q x x x x 10 x x	3 2/Max	Lead low to the queen. If the jack appears from West, cover with the queen, and duck the next round; if the ace or king appears on the first round, lead to the queen again Lead toward the queen, and duck the trick. If an honor appears on the first round, lead low to the ten next; otherwise lead to the queen	20 90	1.95
645.	Q x x x x x x x	1 3/Max 2	Lead low to the ten, in case West is void Lead low to the queen Duck one round, and then, unless the ace or king appears from East, lead low to the queen	100 14 82	1.88
646.	Q 10 x x x x x x	2/Max	Finesse the ten, and then lead to the queen	35	1.19
647.	Q x x x 10 x x x	2/Max 1	Lead low to the queen, and then, unless the jack appears from West, lead low to the ten Lead low to the queen and then low to the ten, or lead from the ten, and duck unless the jack appears from West; then, unless the ace or king appears from East, lead low to the queen. The latter line will be better if East is more likely to be short in the suit	20 94	1.15
648.	Q x x x x x x x	2 1 Max	Lead low to the queen Duck one round, and then lead low to the queen Lead low to the queen	14 84	0.92
(e) Declarer Has a Combined Holding of Nine Cards					
649.	Q 10 9 x x x x x x	3 Max	Finesse the ten Finesse the ten	70	2.66
650.	Q x x x x x x x x	3/Max	Lead low to the queen, or duck one round, and then lead low to the queen	53	2.48

NOTE: for 649-650, similar principles apply if declarer's nine cards are distributed differently between his hand and dummy

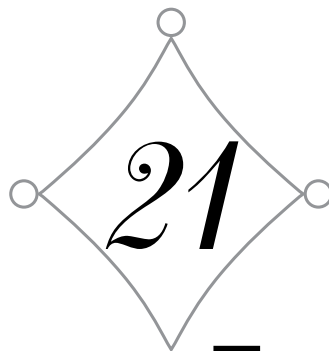
X. THE DEFENSE HAS NINE POINTS

(a) Declarer Has a Combined Holding of Seven Cards

651.	J 10 8 x x x x	1	Lead to the jack, then lead to the ten or finesse the eight	73	
652.	J 10 x x x x x	1	Lead to the jack and then to the ten	68	
653.	J x x x 10 x x	1	Lead low to the ten. If it loses to West, duck the next round, then lead low to the jack	69	

(b) Declarer Has a Combined Holding of Eight Cards

654.	J x x x x 10 x x	2/Max 1	Lead low to the ten. If it loses to West, lead low to the jack Lead low to the ten	88 100	1.88
655.	J 10 x x x x x x	1	Lead low to the jack and then low to the ten	84	
656.	J x x x 10 x x x	1	Lead low to the jack (or ten). If it loses, lead low to the other honor	92	



AT THE TABLE

The *Laws of Contract Bridge* and the *Laws of Duplicate Bridge* are available on the ACBL home page: www.acbl.org. This chapter is concerned with common situations and procedures that players encounter at the bridge table in clubs and tournaments. Except where noted, numbered laws cited in this chapter are from the *Laws of Duplicate Bridge*.

ALERT PROCEDURE. It will behoove all players to become familiar with this aspect of bridge competition, but it is important to note that the procedures outlined in this book are subject to change. For the most current version of the Alert Procedure, visit <http://www.acbl.org/play/alertprocedures.html>.

The objective of the Alert system is for both pairs at the table to have equal access to all information contained in any auction. In order to meet this goal, it is necessary that all players understand and practice the principles of Full Disclosure and Active Ethics. Ethical bridge players will recognize the obligation to give complete explanations. They will accept the fact that any such information is entirely for the benefit of the opponents, and may not be used to assist their own partnership.

This procedure uses the admittedly “fuzzy” terminology of “highly unusual and unexpected” as the best practical solution to simplifying the Alert Procedure. “Highly unusual and unexpected” should be determined in light of historical usage rather than local geographical usage. To ensure full disclosure, however, at the end of the auction and before the opening lead, declarers are encouraged to volunteer to explain the auction (including available inferences).

According to the *Laws of Duplicate Bridge*: Law 40.B. Concealed Partnership Understandings Prohibited

A player may not make a call or play based on a special partnership understanding unless an opposing pair may reasonably be expected to understand its meaning or unless his side discloses the use of such call or play in accordance with the regulations of the sponsoring organization.

Bridge is not a game of secret messages; the auction belongs to everyone at the table.

Remember that the opponents are entitled to know the agreed meaning of all calls.

The bidding side has an obligation to disclose its agreements according to the procedures established by ACBL.

When asked, the bidding side must give a full explanation of the agreement. Stating the common or popular name of the convention is not sufficient.

The opponents need not ask exactly the “right” question. Any request for information should be the trigger.

Opponents need only indicate the desire for information – all relevant disclosure should be given automatically.

The proper way to ask for information is to say, “Please explain.”

Players who remember that a call requires an Alert but cannot remember the meaning must still Alert.

In all Alert situations, tournament directors should rule with the spirit of the Alert procedure in mind and not simply by the letter of the law.

Players who, by experience or expertise, recognize that their opponents have neglected to Alert a special agreement will be expected to protect themselves.

Adjustments for violations are not automatic.

There must have been misinformation.

An adjustment will be made only when the misinformation was a direct cause of the damage. Note also that an opponent who actually knows or suspects what is happening, even though not properly informed, may not be entitled to redress if he or she chooses to proceed without clarifying the situation.

When an Alert is given, ask – do not assume.

Announcements

An Announcement is one word or a short phrase that tells the opponents directly the meaning of partner’s call. When bidding boxes are used, the “Alert” strip is tapped also. Announcements are required in the following instances:

After a natural 1NT opening bid. Example: A 15-17 1NT opening bid is made. The partner of the bidder will say aloud, “Fifteen to seventeen.”

After a diamond or heart bid meant as a transfer (to hearts and spades, respectively) in response at any level to any level natural notrump opening, overcall or rebid.

An Announcement also is used for those methods that initially treat the bid as a transfer even though on rare occasions

the bidder will have a strong hand without the next higher suit. (When the message is sent that the transfer was not a transfer, just the first step in showing another type of game-going hand, the call that sends that message *must be Alerted*). Example: 1NT – Pass – 2♦ (transfer to hearts) or 1♦ – 1NT – 2♦ – 4♥ (transfer to spades). The 1NT bidder will say aloud, “Transfer.”

After a 1NT forcing or semi-forcing response to a 1♥ or 1♠ opening bid with no interference. Example: 1♥ – Pass – 1NT. The opening bidder will say aloud, “Forcing” or “Semi-forcing” if there was no other meaning attached to the agreement (such as showing four or more spades).

After a non-forcing opening 1♣ or 1♦ for which the opener could have fewer than three cards in the suit opened. After the opening bid, the opening bidder’s partner says, “May be short.”

How to Alert

Using spoken bidding, the partner of the player making an Alertable call says “Alert.” Using bidding boxes, an Alert is made by tapping an Alert card on the table or by tapping the Alert strip on the side of the bid box. In addition, the Alerter must say “Alert.”

Using screens, all Alerts are immediate – there are no delayed Alerts. All Announcements become Alerts.

How to Announce

When bidding boxes are not in use, the partner says aloud the required spoken statement.

When bidding boxes are being used, the Alert strip is tapped and the appropriate spoken statement is made.



It is the responsibility of the Alerter or Announcer to ensure that the opponents are aware that an Alert has been made. When in doubt whether to Alert, just do it!

Failure to Alert or Announce

If partner fails to Alert or Announce, a player may not make any indication during the auction. Showing surprise or discomfort may awaken partner to the error and would be a violation of Law. In addition, a player may not make allowances for partner’s error. The auction must continue as if partner had acted properly.

When the auction is over, the declaring side *must* reveal to the defenders, after first calling the Tournament Director, any errors of explanation (including Alerts or Announcements that were omitted) before the opening lead is faced. A defender must reveal any of his partner’s errors but may not do so until after the play has been completed. A defender (or any other

player) who becomes aware of his own error or omission should correct it immediately. Again, in either case the Tournament Director should be called first.

Types of Alerts

Pre-Alerts

Pre-Alerts are given before the auction period begins on the first board of a round. Pre-Alerts are designed to act as an early warning of any unusual methods for which the opponents may need to prepare. Additionally, a pre-Alert is required when playing methods permitted by the ACBL Mid-Chart or SuperChart in an event conducted using that chart. Pre-Alerts are given aloud by saying what the systems or methods are.

Immediate Alerts

Immediate Alerts are given at the time partner makes a call which requires an Alert. These Alerts are given in the form described under How to Alert above.

Delayed Alerts

Alerts given after the auction is completed for Alertable calls above the level of 3NT starting with the opening bidder’s second turn to call. The dummy or declarer Alerts the defenders before the opening lead. The defenders Alert after the opening lead has been made but before it is faced.

ANNOUNCEMENT. See previous entry.

CARD PLAYED. Related: Played Card.

CHANGING A CALL. The act of substituting a call for a call made previously at the same turn. According to Law 25A.1 regarding unintended calls, “Until his partner makes a call, a player may substitute his intended call for an unintended call but only if he does so, or attempts to do so, without pause for thought. The second (intended) call stands and is subject to the appropriate law.”

CLAIM OR CONCESSION. Law 68A: “Any statement to the effect that a contestant will win a specific number of tricks is a claim of those tricks. A contestant also claims when he suggests that play be curtailed, or when he shows his cards (unless he demonstrably did not intend to claim – for example, if declarer faces his cards after an opening lead out of turn. Law 54, not this law, will apply).”

The definition is the same for duplicate and social bridge, but the procedure following a claim or concession is quite different in the respective forms of the game.

In social bridge, the player who claims, or concedes, must put his cards face up on the table and make a comprehensive statement of his intentions. If the claim is disputed, play continues with claimer’s cards exposed. Claimer is restricted by the statement he made: He may not take an unannounced finesse, except one proven or virtually proven. If he may have been unaware that a trump remained out, his opponents may require him to draw, or not draw, trumps. He may adopt only a routine line of play, not an unannounced unusual line.

If claimer is declarer, either defender (or both) may face

his cards for partner's inspection without penalty. If claimer is a defender, declarer may prohibit the other defender from making a play that could be suggested by seeing partner's cards.

In duplicate bridge, a claim or concession ends play. When there is any dispute the director is called to hear the claimer repeat his statement and to adjudicate the result. In adjudicating, the director restricts claimer's proposed line of play as in rubber bridge.

A concession may be withdrawn if the player has conceded a trick he has already won or must win on any possible play of the remaining cards. In duplicate, this right lapses with the expiration of the normal protest period. If a conceded trick cannot be lost by any probable play, the concession may be withdrawn: in rubber bridge until the cards are mixed together; in duplicate until the conceding side calls on a subsequent deal or the round ends. In duplicate, agreeing to an opponent's claim, "acquiescing," is not conceding. An acquiescence may be withdrawn within the normal protest period. In either game, a concession by one defender is withdrawn if the other objects immediately.

In both codes of law this general principle is established: After any disputed claim, the objective is to settle the issue as equitably as possible to both sides, but any doubtful point should be resolved in favor of the claimer's opponents.

CLOCK. Devices used at tournaments and many clubs to indicate to players how much time is left in the round and when the round is ended. The clocks usually are large display boxes with the time indicated by lights in digital format. A sound usually is emitted when two minutes remain in the round, and a second sound occurs when the round is over.

Clocks also are used to time pairs in a team event. If there are penalties for slow play, it becomes necessary to determine who was responsible for the slow play. The only realistic way to do this is to time the individual pairs with chess clocks or similar devices.

COLLECTION AND ARRANGEMENT OF TRICKS.

A key issue in Law 65D: "A player should not disturb the order of his played cards until agreement has been reached on the number of tricks won. A player who fails to comply with the provisions of this law jeopardizes his right to claim ownership of doubtful tricks or to claim (or deny) a revoke."

COMMUNICATION BETWEEN PARTNERS. The act of conveying information within a partnership by bids and defensive plays. It is a breach of ethics when information is conveyed intentionally by a remark, gesture or mannerism.

COMPARING SCORES. Discussion of results already achieved by contestants in a duplicate competition. Making such comparisons with other contestants playing the same board in tournament play before the session's play has been completed has long been held to be unethical. Since 1963, these comparisons have been declared illegal, and the director is authorized to assess

penalties for such actions.

The private scores kept by many tournament players furnish material for long and involved discussions of what might have been, and are very useful for later study and as a reminder of holdings.

In club games where traveling score slips are used to facilitate the scoring of the game, knowledge of previous results on an individual board is legitimately available to the players after the board has been played. Courtesy requires that the player responsible for scoring the result make the slip available to the other players, who are entitled to see it. Discussion of previous results should be held in abeyance until both (or all) boards of the current round have been completed. Score comparison is not regarded with disfavor in Europe. Players may compare scores on boards already played by both partnerships unless specifically instructed to the contrary. Related: Estimation.

CONCEDE. To yield one or more of the remaining tricks to the opponents. Refer to Laws 68, 69, 70, 71 and Claim or Concession.

CONVENTION. A call or play with a defined meaning that may be artificial. The oldest convention is the fourth-best lead, which dates back to Hoyle about 1740. The oldest bidding convention is the takeout double, which was not as obvious when it originated about 1912 as it is today.

CONVENTION CARD. A printed card listing commonly used conventions. The modern ACBL convention card is helpful in listing various actions in black, blue and red ink.

A convention listed in black - e.g., Stayman in response to

SPECIAL DOUBLES After Overall: Penalty <input type="checkbox"/> Negative thru <u>3</u> Responsive thru <u>3</u> Maximal Support: Dbl thru <u>2</u> Rebid Card-showing Min. Offshape T/O		NOTRUMP OVERCALLS Direct: <u>15 to 18</u> Systems on Conv. Balancing: <u>11 to 14</u> Jump to 2NT: Minors <input type="checkbox"/> 2 Lowest Conv.		NAMES Susan Spade & Harold Heart GENERAL APPROACH Two Over One: Game Forcing <input type="checkbox"/> Game Forcing Except When Suit Rebid <input type="checkbox"/> VERY LIGHT: Openings <input type="checkbox"/> 3rd Hand <input type="checkbox"/> Overcalls <input type="checkbox"/> Preempts <input type="checkbox"/> FORCING OPENING: 1 <input type="checkbox"/> 2 <input type="checkbox"/> Natural 2 Bids <input type="checkbox"/> Other	
SIMPLE OVERCALL 1 level: <u>6 to 18</u> HCP (usually) often 4 cards: <input type="checkbox"/> very light style <input type="checkbox"/> Responses New Suit: Forcing <input type="checkbox"/> NF <input type="checkbox"/> Const <input type="checkbox"/> NF <input type="checkbox"/> Jump Raise: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak		DEFENSE VS NOTRUMP strong <input type="checkbox"/> weak <input type="checkbox"/> vs: <input type="checkbox"/> + other <input type="checkbox"/> majors <input type="checkbox"/> 2 <input type="checkbox"/> + major <input type="checkbox"/> natural <input type="checkbox"/> 2 <input type="checkbox"/> majors <input type="checkbox"/> natural <input type="checkbox"/> 2 <input type="checkbox"/> spades <input type="checkbox"/> natural <input type="checkbox"/> Dbl: one suit <input type="checkbox"/> penalty <input type="checkbox"/> Other: 2NT= minors		NOTRUMP OPENING BIDS 1NT <u>15 to 17</u> to 5-card Major common <input type="checkbox"/> System on over Dbl <input type="checkbox"/> 2 <input type="checkbox"/> Stayman <input type="checkbox"/> Puppet <input type="checkbox"/> 2 <input type="checkbox"/> Transfer to <input type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2 <input type="checkbox"/> Transfer to <input type="checkbox"/> 2 <input type="checkbox"/> clubs <input type="checkbox"/> Neg. Double <input type="checkbox"/> 3-lvl <input type="checkbox"/> 2NT <input type="checkbox"/> diamonds <input type="checkbox"/> Other:	
JUMP OVERCALL Strong <input type="checkbox"/> Intermediate <input type="checkbox"/> Weak <input type="checkbox"/> Redouble implies no fit		OVER OPP'S T/O DOUBLE New Suit Forcing: 1 level <input type="checkbox"/> 2 level <input type="checkbox"/> Jump Shift: Forcing <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> Redouble implies no fit		NOTRUMP 20 to 21 Puppet Stayman <input type="checkbox"/> Transfer Responses: 3 <input type="checkbox"/> slam try in minor 3NT <input type="checkbox"/> Gambling Conventional NT Openings	
OPENING PREEMPTS Sound <input type="checkbox"/> Light <input type="checkbox"/> Very Light <input type="checkbox"/> Conv./Resp.		2NT OVER Limit <input type="checkbox"/> Limit <input type="checkbox"/> Weak <input type="checkbox"/> Majors <input type="checkbox"/> Minors <input type="checkbox"/> Other		MAJOR OPENING Expected Min. Length 4 5 1st/2nd <input type="checkbox"/> <input type="checkbox"/> 3rd/4th <input type="checkbox"/> <input type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> After Overall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> Conv. Raise: 2NT <input type="checkbox"/> 3NT <input type="checkbox"/> Splitter <input type="checkbox"/> Other:	
DIRECT CUEBID OVER: Minor <input type="checkbox"/> Major <input type="checkbox"/> Natural T/O <input type="checkbox"/> Michaels <input type="checkbox"/>		VS Opening Preempts Double Is Takeout thru <u>4</u> Penalty <input type="checkbox"/> Conv. Takeout: Lebensohn 2NT Response <input type="checkbox"/> Other:		MINOR OPENING Expected Min. Length 4 3 0-2 Conv. 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> RESPONSES Double Raise: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> After Overall: Force <input type="checkbox"/> Inv. <input type="checkbox"/> Weak <input type="checkbox"/> Forcing Raise: J/S in other minor <input type="checkbox"/> Single raise <input type="checkbox"/> Other:	
SLAM CONVENTIONS Gerber <input type="checkbox"/> 4NT: Blackwood <input type="checkbox"/> RKCB <input type="checkbox"/> 1430 <input type="checkbox"/> vs Interference: DOPV <input type="checkbox"/> DEPO <input type="checkbox"/> Level: <input type="checkbox"/> ROPI <input type="checkbox"/>		LEADS (circle card led, if not in bold) versus Suits versus Notrump x (K) x T 9 x A K J x A Q J x K Q x K J T x A J T 9 A T 9 x Q J x K T 9 x K Q J x K Q T 9 J T 9 Q T 9 x Q J T x Q T 9 x K @ T 9 J T 9 x T 9 x x		DEFENSIVE CARDING Standard: <input type="checkbox"/> vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> Except <input type="checkbox"/> Upside-Down: count <input type="checkbox"/> attitude <input type="checkbox"/> FIRST DISCARD Lavinalthal <input type="checkbox"/> Odd/Even <input type="checkbox"/> OTHER CARDING Smith Echo <input type="checkbox"/> Trump Suit Pref. <input type="checkbox"/> Foster Echo <input type="checkbox"/>	
LENGTH LEADS: 4th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> 3rd/5th Best vs Suits <input type="checkbox"/> vs NT <input type="checkbox"/> Attitude vs NT <input type="checkbox"/>		OTHER CONV. CALLS: New Minor Forcing <input type="checkbox"/> 2-Way NMP <input type="checkbox"/> Weak Jump Shifts: In Comp. <input type="checkbox"/> Not in Comp. <input type="checkbox"/> 4th Suit Forcing: 1 Rtd. <input type="checkbox"/> Game <input type="checkbox"/> Unusual vs. Unusual Truscott vs. Big Club		DESCRIBE RESPONSES/REBIDS 2 <input type="checkbox"/> Strong <input type="checkbox"/> Other <input type="checkbox"/> 2 <input type="checkbox"/> Resp. Neg <input type="checkbox"/> Waiting <input type="checkbox"/> 2 <input type="checkbox"/> 5 to 10 HCP <input type="checkbox"/> decent suit <input type="checkbox"/> feature <input type="checkbox"/> Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> 2 <input type="checkbox"/> 5 to 10 HCP <input type="checkbox"/> Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/> 2 <input type="checkbox"/> 5 to 10 HCP <input type="checkbox"/> Natural: Weak <input type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/> 2NT Force <input type="checkbox"/> New Suit NF <input type="checkbox"/>	
Primary signal to partner's leads Attitude <input type="checkbox"/> Count <input type="checkbox"/> Suit preference <input type="checkbox"/>		SPECIAL CARDING <input type="checkbox"/> PLEASE ASK			

a 1NT opener – requires neither an Alert nor an Announcement. A convention listed in blue – *e.g.*, 2♦ as a transfer to hearts in response to a 1NT opener – should be Announced. A convention listed in red – *e.g.*, 2♦ as forcing Stayman in response to a 1NT opener – must be Alerted.

The convention card is used in duplicate bridge to indicate the conventions and special agreements players have incorporated into their bidding systems. This information is meant to be available for the opponents. Players are prohibited from referring to their own convention cards during the auction.

ACBL regulations stipulate that each member of a pair must have a convention card filled out legibly and identically. The cards must be filled out before beginning play. The card should list offensive style, bidding conventions, defensive conventions and understandings and lead agreements.

The card used by the American Contract Bridge League lists offensive bids on the front, defensive bids and lead understandings on the back. The common conventions are printed on the card so players merely have to make checkmarks. Open areas also are provided so players can add information about conventions or understandings that are not in the printed matter.

The card used by the World Bridge Federation is more complicated than the ACBL card. Pairs planning to play in major world events must submit their cards in advance for WBF approval. Failure to do so can result in penalties. Pairs competing in world events often have to submit additional pages reflecting any unusual methods.

Sponsoring organizations have a right to regulate conventions under Law 40E.

COUNTING CARDS. It is each player's responsibility – albeit not a legal requirement – to determine that the hand he is about to play contains exactly 13 cards. Each player should make this determination before looking at the face of any card.

COURTESY. Included in the Proprieties, Law 74.

DECLARATION. (1) Contract, *e.g.*, a heart declaration. (2) A statement of intent as to further line of play made by the declarer at some point previous to the play of the last trick of any given deal. Related: Call.

DIRECTOR'S DISCRETIONARY POWERS. Law 12: "On application of a player within the period established under Law 92B or on his own initiative, the director may award an adjusted score when these laws empower him to so do (in team play see Law 86). This includes:

1. The director may award an adjusted score when he judges that these Laws do not provide indemnity to a non-offending contestant for the particular type of violation committed by an opponent.
2. The director awards an artificial adjusted score if no rectification can be made that will permit normal play of the board.
3. The director may award an adjusted score if there has been an incorrect rectification of an irregularity."

DISCIPLINARY CODE. A set of rules and regulations drawn up by a bridge organization to cover acts by members that require discipline. Such codes are in effect at all levels, from the club to national organizations to the World Bridge Federation.

DISQUALIFICATION. Law 91 provides that a director is specifically empowered to suspend a player for the balance of a session or, subject to the approval of the tournament committee or the sponsoring organization, to disqualify a player, pair or team for cause in order to maintain discipline or order.

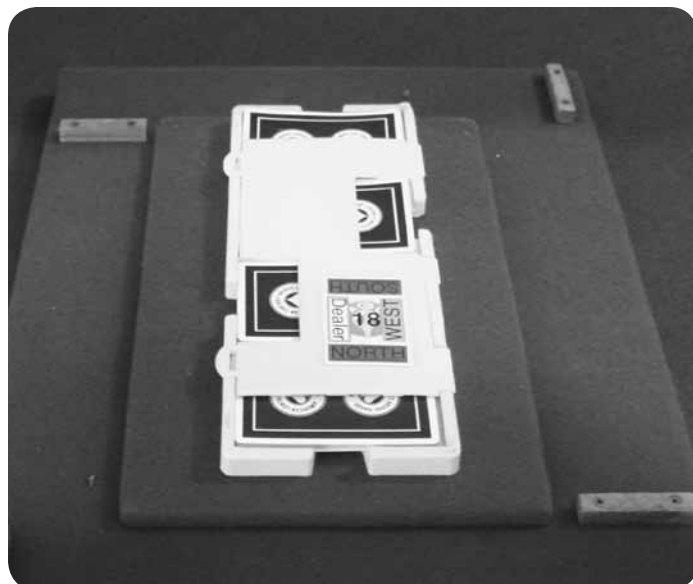
DUMMY'S RIGHTS. Law 42 states that dummy is entitled to give information, in the director's presence, as to fact or law. Dummy may keep count of tricks won and lost in accordance with Law 65B. Dummy plays the cards of the dummy as declarer's agent as directed.

Dummy may ask declarer (but not a defender) when he has failed to follow suit to a trick whether he has a card of the suit led. Dummy may try to prevent an irregularity by declarer. Dummy may draw attention to any irregularity, but only after play has concluded.

Law 43 states that unless attention has been drawn to an irregularity by another player, dummy should not initiate a call for the director during play. Dummy may not call attention to an irregularity during play. Dummy must not participate in the play, nor may he communicate anything about the play to declarer. Dummy may not exchange hands with declarer. Dummy may not leave his seat to watch declarer's play. Dummy may not, on his own initiative, look at the face of a card in either defender's hand.

DUPLICATE BOARD. An oblong or square board or packet used in various forms of duplicate bridge, slotted with four sections, each deep enough to hold one quarter of a standard deck of playing cards.

The face, or top, of each board has listings appropriate to the board's use, as follows: numbered so that it can be quickly



distinguished from companion boards of the same set, with one slot marked to indicate the dealer. With some boards, vulnerability conditions are marked in the slot itself (usually in red) and on the face of the board.

Sometimes the cards to be placed in the slots are shuffled by the players and dealt at the beginning of each contest, but for larger tournaments, organizers use computer-generated deals that are made by players at the table from hand records passed out by the tournament directors. In some events, boards arrive at the table ready to play, prepared from computer-generated deals and inserted in the boards by a Duplimate machine or similar device.

As adapted for use in contract bridge, the boards are usually packed in sets of 32 or 36 in a carrying case designed for them. Dealer and vulnerability follow a standardized pattern, with North dealing the first board, East the second, South the third and West the fourth with the same rotation repeated for every subsequent set of four. Vulnerability is arranged in a 16-board pattern as follows:

Board	1	2	3	4	5	6	7	8
Dealer	N	E	S	W	N	E	S	W
Vulnerability	No	N-S	E-W	Both	N-S	E-W	Both	No

Board	9	10	11	12	13	14	15	16
Dealer	N	E	S	W	N	E	S	W
Vulnerability	E-W	Both	No	N-S	Both	No	N-S	E-W

Thus every player deals in each of the four possible vulnerability situations. George Beynon noted that this pattern can be put into a magic square, in which N means N-S vulnerable; E for E-W; B for Both; and O for no vulnerability thus:

O	N	E	B
N	E	B	O
E	B	O	N
B	O	N	E

The first duplicate boards (then called trays) were devised by Cassius M. Paine and J. L. Sebring in 1891. They were square boards, called Kalamazoo after the company that manufactured them. The first oblong boards were produced by William McKenney in 1928 using paper, and the first metal boards were manufactured in 1931 by F. Dudley Courtenay. The first plastic boards were used by the ACBL at the North American Bridge Championships in Salt Lake City in 1976. The ACBL now uses plastic boards exclusively.

Square and circular boards are also used, and paper, cardboard, wood and plastic are alternative materials. Wallets made of plastic and foldable when not in use are popular in Europe and South America.

ERRORS IN SCORING. Law 79 C1 states, “An error in computing or tabulating the agreed-upon score, whether made by player or scorer, may be corrected until the expiration of the period specified by the Tournament Organizer. Unless the Tournament Organizer specifies a later time, this correction period expires 30 minutes after the official score has been made available for inspection.” Related: Correction Period.

ETHICS AND CONDUCT. The term “ethics” is commonly used in relation to the observance of fair play. Breaches of ethics are generally thought of as unfair practices that fall short of deliberate cheating.

The Laws deal with the whole question of proper behavior at bridge under the general heading, “Proprieties.” Refer to Laws 72-4 and 81.

ETIQUETTE. Much of the popularity of contract bridge is attributable to the high standards of etiquette observed by players. No other modern game leans so heavily on the expectation that participants will conduct themselves in a highly civilized manner.

In tournament bridge, violations of proper etiquette are to be expected from inexperienced players, either through ignorance or inadvertence. A well-mannered opponent who is the victim of such a violation will, if he considers that comment is called for, be at pains to make it clear that his comment is intended to be helpful rather than admonitory.

At the other end of the scale is the noxious violation by the experienced player who complains loudly – but unofficially – of a violation of ethics or etiquette committed against him. “I wuz robbed!” is never heard from a player of high standards of etiquette. He either makes an official protest or says nothing.

The laws deal with the requirements for proper behavior under the heading “Proprieties.” Matters of etiquette, as distinct from questions of ethics, are dealt with in Part III of the Proprieties.

Among the breaches of good manners frequently observed are the following: discussion between two partners of a board just played when there is another board to play; looking at an opponent’s hand after it has been placed in the board without asking permission, and criticism of an opponent’s bidding or any implication of bad faith on the part of the opponents without having previously called the director to the table.

EXPLANATION OF CALL OR PLAY. During the auction and before the final pass, any player may, at his own turn to call, ask for a full explanation of any call made by an opponent. After the auction, a question such as, “Is there anything we should know about this?” is appropriate. After the auction and throughout the play, any player except dummy may, at his own turn to play, ask for an explanation of opposing calls or card play conventions.

A player who asks for an explanation of a bid should beware of giving information to his partner by his question. For example, a player who asks the meaning of a normal 1♣ opening bid when he holds great club strength may be subject to penalty under Law 16. It is better to ask a question in general terms, rather than draw attention to one particular suit bid and so expose oneself to the suggestion that the question may be lead-directing.

When the auction is over, it is recommended that dummy volunteer any explanation about his side’s bidding that he may think necessary. Voluntary explanations during the auction are not advisable because they may enlighten partner (or appear to enlighten him).

If a player gains information as a result of his partner’s

explanation, he must carefully avoid taking advantage of it. However, it would be improper to offer an immediate correction of partner's incorrect explanation of the partnership understanding. More often than not, this would give unauthorized information to partner.

If the offending side is also the declaring side, the mistaken information should be corrected before the opening lead is made. If the offending side is the defending side, no correction can be offered until completion of the deal – again, to correct earlier could result in unauthorized information for partner. If the non-offending side feels they have been injured by the incorrect information given, they have the right to seek adjudication of the board by the director, and failing that, by an appeals committee.

A tournament director may direct a player to leave the table while his partner gives an explanation; and it may be proper for him to depart voluntarily (at his partner's request or of his own volition) if a possibility of a misunderstanding exists. Related: Alert Procedure and Private Convention.

EXPOSED CARD. For cards exposed during the bidding, refer to Law 24.

Law 48 A: "Declarer is not subject to restriction for exposing a card, and no card of declarer's or dummy's hand ever becomes a penalty card. Declarer is not required to play any card dropped accidentally."

Law 49: "Except in the normal course of play or application of law ... when a defender's card is in a position in which his partner could possibly see its face, or when a defender names a card as being in his hand, each such card becomes a penalty card." Related: Penalty Card.

EXPOSED HAND. A hand placed in full view of all the players. This usually refers to dummy's hand, but it may also apply to the hand of declarer or a defender, which may become exposed by accident or in the process of making a claim. Covered in Laws 48, 49, 62, 64, 68.

FACE-DOWN LEAD. A procedure first introduced experimentally by the WBF in 1972 and adopted by the ACBL in 1975, recommending that the opening leader place his opening lead face down on the table, after which his partner may ask questions about the auction. This ensures that the leaders' partner will have the opportunity to ask questions about the auction before dummy is tabled, and that his questions will not influence the opening leader in his choice.

A face-up lead does not, however, deprive the leader's partner of the right to ask questions. The face-down lead has a secondary purpose: If the lead is out of turn, the card can be retrieved without penalty.

FACED CARD. A card exposed to all the players. It may be a card in the dummy, a penalty card or a card exposed by a player making a claim or his opponent. No revoke penalty can be exacted for failure to play a faced card. Related: Played Card.

FACT. A happening at a bridge table. When the facts are in dispute or their interpretation is a matter of judgment, the

matter may be referred to the tournament committee. This includes the significance or otherwise of hesitations. The committee may not overrule the director on a point of law, although an appeal may be forwarded to the ACBL Laws Commission.

GATHERING TRICKS. The taking in of tricks won by a side. The tricks taken by a side should be arranged in such a way that their number and sequence are apparent. Refer to Law 65.

GESTURE. A mannerism that suggests a call, lead, play, or plan of play. Refer to Law 16.

HANDLING CARDS. The handling of cards other than a player's own is improper. At duplicate, a player may ask to see his opponent's (or his partner's) card, and the player involved will turn it for him. An example would be when declarer's opponents have turned their cards face down but declarer has not, and declarer wishes to inspect the other cards played to that trick. A player who wishes to inspect a hand belonging to another player must ask that player's permission. Taking another's hand out of a board without permission is officially discouraged and is illegal if the opponents are not present. It is the cause of most fouled boards. Related: Inspection of tricks.

HESITATION. See next entry.

HUDDLE. A longer-than-usual pause preceding an action in the bidding (usually) or the play.

Probably no action in bridge produces more appeals at the tournament level than huddles. Even if the huddle is followed by a positive action, some measure of unauthorized information may have been passed. The ethics of the game require the partner of the huddler not to take cognizance of the information that the huddler had a problem. Modern committees tend to look askance at any unusual action taken by the partner of the huddler.

Usually the action is compared with what most players of the same expertise would do without benefit of the partner's huddle. The results of such committee actions often find the huddler's side receiving a negative ruling. Therefore it is important that a player set a tempo for his bidding in order to avoid huddling and becoming a target for committee action.

One of the situations that used to cause difficulties was the problem that a player had after a preemptive bid on his right. Many hands seemed too good to pass but did not offer a clear-cut alternative action.

A huddle followed by a pass creates an ethical problem for partner. Should he take action on some sort of otherwise unattractive holding? Partner's huddle has reduced the danger that the right-hand opponent holds a powerful defensive hand. This frequently recurring problem was answered in the United States by the skip-bid warning rule, which puts the player following the preempter under the obligation to take a huddle at all times when a skip bid has been made so that his partner will have no ethical problem in connection with a valid huddle.

The requirement to huddle for about 10 seconds occurs when the bidder places the Stop card on the table before pulling

the bid card. A similar procedure applies in international competition.

In the play, a hesitation by one defender will often reveal that he holds a key card. His partner is not necessarily barred from making the indicated play, but should satisfy himself before doing so that he would have had sound technical reasons for playing in the same way without any hesitation and that there is no equally reasonable alternative.

A hesitation in the play when there is no possible reason to think (*e.g.*, when playing a singleton, or when following suit with insignificant low cards) is an offense against the Proprieties. In such cases, the director may award an adjusted score under Law 73. Related: Rhythm, Unauthorized Information, Skip Bid and Skip-Bid Warning.

ILLEGAL CALL. A call out of rotation, insufficient or otherwise improper, during the bidding period.

IMPROPER CALL. A bid or double during the auction when the caller is under obligation to pass.

IMPROPER REMARK. Any statement or question by a player during the play or bidding that refers to a possible holding or interpretation of an action of the current hand. The Proprieties state that any information must be exchanged between partners by proper calls at a steady rhythm, or by the order of play of cards when a choice of possible plays is present. Related: Coffeehouse Bridge and Proprieties.

INADMISSIBLE CALLS. Refer to Laws 36-39.

INADVERTENT CALL. Discussed in Changing A Call.

INADVERTENT INFRINGEMENT OF LAW. A violation of the proper procedure without deliberate attempt to do so. It is assumed that all infringements of laws are inadvertent, and the penalties prescribed for such infringements are designed to indemnify the non-offenders against potential loss as a result of such inadvertence.

INCOMPLETE HAND. An original holding of fewer than 13 cards with the other three hands correct. The missing card or cards are deemed to have been part of the original hand providing attention is drawn to the irregularity during the bidding and play. Refer to Law 14.

If the missing card is in one of the other hands and has been looked at, then the normal procedure is to award an artificial adjusted score under Law 13. This Law does, however, give players an option of playing the board if the information gained is inconsequential.

INCORRECT CARD. Any card played improperly in that it may become a revoke or is played out of turn.

INDEMNIFY. To give redress to a side that has been injured by an infraction of the laws by the other side. In duplicate bridge, it is the duty of the tournament director to impose penalties for infractions. Refer to Law 10. In rubber bridge,

a penalty may be imposed by agreement of the players, or by either member of the non-offending side (except dummy), so long as he does not consult his partner.

INSPECTION OF TRICKS. (1) A trick may be inspected by any player until such player has turned his play to the trick face down. (2) Until play ceases, a quitted trick may not be inspected except at the director's specific instruction. (3) After play ceases, the played and unplayed cards may be inspected to settle, for example, a claim of a revoke or of the number of tricks won and lost; but no player should handle cards other than his own. Refer to Law 66.

INSUFFICIENT BID. A bid lower in rank than a bid previously made in the auction. The next bidder has the right to accept the insufficient bid. If the insufficient bid is not conventional and if the next player does not accept it, the player may correct his insufficient bid by making it sufficient in the same suit, without penalty. However, penalties apply even if the player makes his bid sufficient in the same suit if his insufficient bid was conventional. Refer to Law 27.

IRREGULARITY. A deviation from correct procedures set forth in the Laws and Proprieties.

KIBITZING. The act of watching a game from the sidelines. In serious play at top clubs and tournaments, the level of play is usually high, so there are rules – written and unwritten – concerning the deportment of any onlooker. Refer to Laws 11 and 76.

A kibitzer should know that it is extremely important not to give away information about the nature of the hand or the holding being watched. In ACBL tournaments, kibitzers usually are permitted, although one kibitzer may be removed at a player's request without cause. Any kibitzer can be removed for cause (failing to observe the proprieties for kibitzers). Refer to Curiosities chapter for kibitzer stories.

KNOCK. (1) An action, of doubtful propriety, consisting of hitting the table lightly instead of speaking the word "pass." While it is true that bridge laws technically condone passes executed in irregular style provided the offender is consistent in passing that way all the time, the best practice and that most approved by top tournament directors remains the spoken word "pass" when bidding boxes are not being used. (2) An informal method of Alerting.

These two meanings create ambiguity: A player who knocks intending an Alert may be assumed by the next player to have passed. So knocking is a mannerism to be avoided no matter what the meaning.

LATE PAIR. A pair desiring to enter an event after it has started. An astute director can usually add one or more pairs to a game during the first round (or even later) without disrupting play for those who have already started.

LAWS. *Laws of Contract Bridge* and *Laws of Duplicate Bridge* (available at www.acbl.org).

LAWS COMMISSION OF THE AMERICAN CONTRACT BRIDGE LEAGUE. A committee of the American Contract Bridge League charged with formulating and promulgating the official *Laws of Contract Bridge* and *Duplicate Contract Bridge*. In the preparation of international codes, the Commission collaborates with other bodies.

Former members of the Commission who have made substantial contributions to the development of the Laws include B. Jay Becker, Walter Beinecke, Easley Blackwood, John Gerber, Sam Gold, Charles H. Goren, Lee Hazen, Edward Hymes Jr., Oswald Jacoby, Albert Morehead, William E. McKenney, Geoffrey Mott-Smith, Donald Oakie, George Reith, Harold Richard, Alfred Sheinwold, Harold Vanderbilt and Waldemar von Zedtwitz.

Members of the 2001 Laws Commission were Ralph Cohen and Chip Martel, co-chairs; Karen Allison, Ron Gerard, Amalya Kears, Sami Kehela, Henry Lortz, Dan Morse, Jeff Polisner, Eric Rodwell, George Rosenkranz, Roger Stern, Peggy Sutherlin, Katie Thorpe and Bobby Wolff.

As of 2011, the ACBL Laws Commission was made up of Chip Martel, chair; Adam Wildavsky, vice-chair; Gary Blaiss, Peter Boyd, Chris Compton, Allan S. Falk, Ron Gerard, Robb Gordon, Georgia Heth, Jeffrey Polisner, Eric Rodwell, Matt Smith, John Solodar, Roger Stern and Howard Weinstein.

LAWS OF BRIDGE. In 1743, Edmond Hoyle published *A Short Treatise on the Game of Whist, Containing the Laws of the Game*. The Laws as codified there became so universally accepted that they guided whist players for more than 100 years. The Arlington and Portland clubs revised the code in 1864, and the Portland Club became the recognized authority in the newer game of bridge. The laws of the newer game appeared under the pen name of Boaz in 1895. Other clubs adopted their own versions until in 1902, a committee representing many card clubs promulgated an American code. This set of laws was not received with universal acclaim, and gradually the laws of the Whist Club (New York) became standardized.

Bridge, which had surpassed whist, was itself superseded by auction bridge, and in 1909, the Portland and Bath clubs in England framed a Code of Laws of Auction Bridge; The Whist Club followed with its Laws of Auction Bridge in 1910. These were revised in 1911, 1912, 1915, 1917 and 1926.

In the Twenties, auction bridge began to be succeeded by the then-new game of contract bridge, and in 1927, the Whist Club adopted a code based essentially on the 1926 Laws of Auction Bridge. This time, the American clubs were ahead of their British counterparts, the Portland and other clubs adopting a code in 1929.

For several years thereafter, the Whist Club, the Portland Club and the Commission Française de Bridge worked through their committees to make a code that would be international in scope, finally agreeing on one on Oct. 19, 1932. This code was revised by equivalent groups in 1935, 1948 and 1963.

Meanwhile, the peculiar requirements of duplicate bridge, which was sweeping the country and most of the world, pointed up the necessity for a code to cover duplicate. The first such code was the result of a committee of the American Bridge

League, adopted in November 1928. The 1932 revision of the *Laws of Contract Bridge* necessitated a 1933 revision of the duplicate laws. In America, a further revision in 1943 of the laws of duplicate led to an international effort (1948-49 by the Portland Club, the European Bridge League and the National Laws Commission of America) that revised the *Laws of Contract Bridge* and the *Laws of Duplicate Contract Bridge*. These laws remained in vogue throughout the world until the revision of both, under the same international groups, which became effective July 1, 1963.

The duplicate laws were revised again in 1975 and became a worldwide code with the involvement of the World Bridge Federation. They were revised again in 1986 under the auspices of the ACBL (with major contributions from Edgar Kaplan, Roger Stern, Karen Allison and Amalya Kears) and the World Bridge Federation. They became effective March 31, 1987.

The contract bridge laws were revised again in 1992 by the same bodies, with major contributions on the American side from Edgar Kaplan, Karen Allison, Roger Stern, Ralph Cohen and Bobby Wolff. The new laws became effective Jan. 1, 1993. The most recent revision was published in 2008.

Former members who have made substantial contributions include Jean Besse, Geoffrey Butler, Richard Goldberg, Colin Harding, Robert Howes, Edgar Kaplan and Edgar Theus, all deceased.

LEAD. The first card played to a trick. Refer to Law 44.

LEAD OUT OF TURN. An irregularity in play. Refer to Law 54 for opening lead out of turn, Law 55 for declarer's lead out of turn and Law 56 for defender's lead out of turn.

LEAD OUT OF WRONG HAND (by declarer). Declarer leading from his or dummy's hand incorrectly. Refer to Law 55.

OUT OF HAND

BY BILL BUTLER



“ Our bridge teacher says you're to make the opening lead face down! “

LEGAL. Applied to any call or play not in contravention of the mechanics of the game as set forth in the Laws. A legal convention is one that is listed properly on the convention card that is either approved by the tournament committee or by the tournament director for use in that event. Related: Proprieties.

LEGAL WORDS IN AUCTION. Only 15 words can be legally used in an auction: one, two, three, four, five, six, seven, spades, hearts, diamonds, clubs, notrump, double, redouble and pass. Of course, the suits can be in the singular and notrump in the plural. The word Alert is legal, but it is a required notification, not a legal call, bid or play.

MAJOR PENALTY CARD. Refer to Penalty Card.

MINOR PENALTY CARD. Refer to Penalty Card.

MISHEARING. Regarding the mishearing of a bid or called card, there is no recourse. If a player is not sure what a previous bid was, he may and should ask for a review of the auction when it becomes his turn to bid. If left-hand opponent bids 1♠, partner passes and right-hand opponent bids 4♠, a bid of 3♦ is insufficient even though the caller may have thought that right-hand opponent bid 2♠. The use of Bidding Boxes helps to avoid such problems, especially for the hearing impaired.

In the play, dummy should not put a card in the played position until he has ascertained that the card was specifically named by declarer, and it is declarer's duty to see that any card he has named is the one actually placed in the played position by dummy.

MISINFORMATION. Incorrect information given to opponents. It includes such items as wrong explanations of bids, incorrect rulings by the director and incorrect advisories on signaling methods. Rulings by directors are subject to review if the players feel the director has made a wrong interpretation or has applied the wrong law. Situations involving misinformation given to opponents frequently are subject to appeal.

MISNOMER. A bid or play improperly called. For example, if a player bids 1♥ when he meant to bid 1♠, he may substitute his intended call if he does so without pause for thought; otherwise his call, if legal, stands. If the call is illegal, it is subject to penalty. Should a player change a call after a pause, he is giving unauthorized information to his partner, and a penalty under this provision should be enforced. Law 25.

If a card is called by declarer from dummy in error, declarer may change the call if he does so without pause for thought, otherwise the called card, if a legal play, stands as the card played (Law 45). Even with Bidding Boxes, misnomers sometimes occur, although not as often. Sometimes the cards in the bidding box stick; sometimes the player fails to notice what was bid previously. If the player places a bid on the table that he did not intend, he is allowed to change it if he calls attention to it before his partner makes his next call, but there must be no pause for thought. For example, if a player thinks he is placing

the 2♠ card on the table but the cards stick and the 2NT bid card lands on the table, he is allowed to change his call to 2♠. Refer to Law 25.

MISSING CARD. A card not in any of the four hands. If three of the four hands have a correct number of cards and the fourth is deficient, and the fact is determined before play ends, a search for the card must take place. If the card is located, it is deemed to have been in the hand that is deficient. In rubber bridge, if the card cannot be found, the hand is thrown out and a new deck of cards substituted. In duplicate, the director consults players who have played the board, and a new deck is used to supply the board. If the missing card is found among the played cards, Law 67 applies. If the card is found elsewhere, it is restored to the deficient hand. A card restored to a hand under the provisions of Law 14B is deemed to have belonged continuously to the deficient hand and may become a penalty card and failure to have played it may constitute a revoke.

MIXING CARDS AFTER PLAY. Illegal if a claim has been made to inspect the cards for a revoke, or to ascertain honors or the number of tricks won or lost. Refer to Law 66.

OBLIGATION TO PASS. When a player bids out of turn, the Laws may require as a penalty that his partner must pass when next it is his turn to call, or for the duration of the auction. This is an "obligation to pass." If a player under such an obligation to pass makes a bid, double or redouble, both members of the offending side must pass for the entire auction. Refer to Laws 27 to 40.

OFFENDER. The player who commits an irregularity. The Laws assume that an offender commits the irregularity without doing so deliberately, and the penalties are devised with a goal of rectifying such an error as equitably as possible. If a player commits an irregularity with the intent of invoking a law to his advantage or with the intent of gaining or giving information improperly, it is a violation of the Proprieties. It is unethical conduct and is not acceptable under any conditions. Law 12 or Law 72 may be invoked.

OFFENSE. A breach of law.

OPTIONS. (1) Alternative actions available to a player in certain circumstances after an irregularity by the opposing side. An opening lead by the wrong defender is a case in which the declarer has five options. Refer to Laws 53 and 54. (2) Alternative play possibilities available to a declarer.

OUT OF TURN. Not in rotation. For a call out of rotation, refer to Laws 30-32. For a lead out of turn, refer to Laws 53-56. For a play out of turn, refer to Law 57.

PARTIAL DESIGNATION. An incomplete request for a card to be played from the dummy. If the suit alone is named, the lowest card in the suit must be played. If a card is named but not a suit, and the card is ambiguous, the card must be taken from the suit previously led if possible.

PASS OUT OF ROTATION. An irregularity in the auction. This can occur in three different circumstances: when it is the turn of left-hand opponent, partner or right-hand opponent to call. Damage to the opponents can vary according to the circumstances, so the prescribed penalties also vary. Refer to Law 30. A conventional pass out of rotation is treated under Law 31, Bid out of Rotation.

PENALTY. The adjustment made in the case of an irregularity or rule violation; minus score incurred by a player whose contract is defeated. In the *Laws of Duplicate Bridge*, “penalty” is defined this way: “A penalty is of two kinds: (1) disciplinary – those applied for the maintenance of courtesy and good order (Law 91) and (2) procedural – those (additional to any rectification) awarded at the director’s discretion in cases of procedural irregularities (Law 90). The Curiosities chapter has some stories of epic minus scores.

PENALTY CARD. A card that has been prematurely exposed by a defender must be left face up on the table until legally played or permitted to be picked up. If it is a lead out of turn, declarer has several options, some of which permit the penalty card to be picked up; if it remains a penalty card on a lead out of turn or is prematurely exposed in any other condition, it must be played at the first legal opportunity that the player may have to play it.

In 1987, the Laws introduced a distinction between major and minor penalty cards. A minor penalty card is a single card below the rank of an honor (9 spot or lower) exposed unintentionally (as in playing two cards to a trick or dropping a card accidentally). When a defender has a minor penalty card, he may not play any other card of the same suit below the rank of an honor until he has first played the penalty card, but he is entitled to play an honor card instead. Offender’s partner is not subject to lead restriction, but information gained through seeing the penalty card is unauthorized.

A major penalty card is any card of honor rank or any card exposed through deliberate play (for example, in leading out of turn or in revoking and then correcting). When one defender has two or more penalty cards, all such cards become major penalty cards. Penalty cards are covered in Law 50.

PLAY AFTER AN ILLEGAL PLAY. Such action forfeits (waives) any penalty incurred by the illegal play, unless the illegal play constitutes a revoke. This is in accordance with the principle that the non-offending side may “condone” an offense. Such a play may be made only by the player to the left of the hand making the illegal play, and such right is not affected by partner’s calling attention to the illegality of the play. Refer to Law 60.

PLAY OUT OF TURN. A play is considered to be in turn if it is made after the player to the right has led or played, or if it is a lead by a player who has won the preceding trick or is the opening leader. Any other order constitutes a play out of turn, and is covered by the rule for a premature lead or play by a defender, or lead or play from the wrong hand by declarer. Refer to Laws 53-56.

PLAYED CARD. In duplicate, each player except dummy plays a card by detaching it from his hand and facing it on the table immediately before him. Declarer plays a card from dummy’s hand by naming the card he proposes to play, after which dummy picks up the card and places it face up on his side of the table. In playing from dummy’s hand, declarer may, if he prefers, pick up the desired card, and place it in such position as to indicate that it has been played. However, this is not correct in duplicate play.

In addition, a card must be played if it is a defender’s card held so that it is possible for his partner to see its face; or if it is a card from declarer’s hand that declarer holds face up in front of him with intent to play, and that is touching or near the table.

Declarer must play a card in dummy that he touches for purposes other than arranging or in reaching for the card immediately above or below the card touched. Any player also plays a card by naming or otherwise designating it as the card he proposes to play. Also, any penalty card must be played if it can be played legally (without revoking). Refer to Law 45.

POINTING CARDS. When four cards have been played to a trick in duplicate, each player turns his own card face down on the edge of the table immediately before him. If his side won the trick, the card is pointed lengthwise toward his partner. If the opponents won the trick, the card is pointed lengthwise toward his opponents. Each player should arrange his own cards in an orderly, overlapping row in the sequence played.

At the completion of the play, each player should have an accurate count of tricks won and lost. Should there be a disagreement, the tricks can be inspected in turn, and the disagreement reconciled. Should any alteration of this order of play of the cards occur, the director must assume the possibility that the player whose cards are disarranged is in error. This order of play should never be disturbed until the director has been summoned in the event of a disagreement.

PREMATURE LEAD OR PLAY. A lead or play made before the proper time or before a player’s proper turn. This irregularity may occur before or after the auction ends. Declarer incurs no penalty for a premature lead or play. Refer to Law 24 for a card led during the auction, Law 54 for a faced opening lead out of turn and Law 57 for a premature lead or play by a defender. Related: Lead Out of Turn.

PRIVATE CONVENTION. A partnership understanding that is not made known to the opponents. The use of such a convention is a violation of the Laws and the Proprieties: “It is improper to convey information to partner by means of a call or play based on special partnership agreement, whether explicit or implicit, unless such information is fully and freely available to the opponents (Laws 40 and 75).

This requirement is not easy to fulfill in tournament play. Many partnerships have elaborate understandings about the precise natural meaning to be allocated to certain bids and sequences. It is difficult to draw a hard-and-fast line to separate convention from style.

ACBL standards require that the opponents automatically be Alerted to any conventional bid embodying an understanding

that is not classified as a Class A Convention. In other national contract bridge organizations, any conventional bid should be Alerted. Related: Alert Procedure.

Other explanations should not be volunteered until the end of the auction. Related: Explanation of Conventional Call or Play.

PROPRIETIES. There are three different kinds of improper conduct: breaches of ethics, breaches of good manners, and cheating. Premeditated cheating is unforgivable. It is not dealt with by the Laws at all, for such a highly civilized game as bridge depends upon the assumption that players will not cheat.

Breaches of ethics or etiquette, however, are dealt with by the Laws. Related: Ethics and Conduct and Etiquette.

The proper code of behavior is set out in Laws 72-76. In the tournament world, breaches of the Proprieties are punishable by the award of an adjusted score and by disciplinary penalties. In rubber bridge, there is no way of adjusting the score except by agreement of the players or as provided in Law 16.

QUESTION. Contestants are allowed to ask questions about bids and defensive conventions – at the appropriate times. Related: Alert Procedure, Explanation of Call or Play and Face-Down Lead.

RECTIFICATION. An adjustment made to permit the auction or play to proceed as normally as possible after an irregularity has occurred. In the bidding stage, irregularities (other than violations of ethical procedure) are covered by specific penalties, as are most of the possible irregularities in the play. In the case of a failure to follow suit that is later corrected, it is possible that the offender inadvertently gains information that he is not entitled to under normal play. In this case, rectification is called for.

Occasionally, the bidding will have started at a table when it is discovered that the traveling pair is at the wrong table and should not be playing the board against those opponents. In this case, the director may seat the proper pair at the table and have the bidding repeated. If no additional information is gained, the board is permitted to stand. If the bidding progresses differently, an adjusted score usually is given.

REDOUBLE OUT OF ROTATION. An improper call at partner's or right-hand opponent's turn, when the auction is over or when an opponent's contract is redoubled. If it is partner's turn to call, he must pass and continue to pass for the balance of the auction. If the partner of the offender has the opening lead, declarer may require or forbid the lead of a specified suit. Also, the offender is not permitted to redouble the same bid he redoubled out of turn.

If it is the turn of the right-hand opponent to bid, the redouble must be repeated if this opponent passes. If the opponent bids, the offender may make any legal call, but his partner must pass at his next opportunity. Refer to Law 32.

RENOUNCE. A term from Auction Bridge meaning to fail to follow suit when able to do so; also (noun), the play involving such failure. Related: Revoke.

RESERVE ONE'S RIGHTS. In special circumstances, a player may announce "I reserve my rights." This applies when there is a possibility that an opponent has received unauthorized information. This option is not available in North America. In ACBL territory, a player is supposed to call the tournament director immediately.

REVIEWING THE BIDDING. A player who does not hear a call distinctly may forthwith require that it be repeated. Any player may, when it is his turn to call, require that all previous calls be restated unless he is required by law to pass. In rubber bridge, after the auction is closed, any player may require such a review before his side has faced any cards. In duplicate, after the auction is closed, the declarer or either defender may require such a review at his own first turn to play. When bidding boxes are in use, the bidding sequence is available to all throughout the bidding process. Related: Law 20, Bidding Box, Explanation of Call or Play and Face-Down Leads.

REVOKE. Failure to follow suit when holding cards in the suit led, or the play of a card of a suit other than that called for by a lead penalty. A revoke becomes established once either member of the offending side leads or plays to the next trick, or when the revoking side makes a claim or concession. If the player realizes he has misplayed in time, he may replace the illegal card with a legal one. If the offending player is the declarer, he may put the misplayed card back in his hand because there has been no unauthorized information given to partner. However, if the offending player is a defender, the misplayed card becomes a major penalty card, and the appropriate Laws are applied.

The rules regarding inquiries when a player fails to follow suit vary according to where a tournament is played.

In North America, it is permissible for dummy to ask declarer, "No spades, partner?" It is not permitted outside of North America and is subject to penalty.

Dummy may ask only declarer, but declarer may ask either defender who has failed to follow suit whether he has a card of the suit led.

Any player except dummy may call attention to a revoke during the play. The dummy gains this right when play is completed.

Law 64 in the latest edition of the *Laws of Duplicate Bridge* (published 2008) deals with procedure after establishment of a revoke:

A. Rectification following a Revoke

When a revoke is established:

1. and the trick on which the revoke occurred was won by the offending player (a trick won in dummy is not won by declarer for the purposes of this law), at the end of the play the trick on which the revoke occurred is transferred to the non-offending side together with one of any subsequent tricks won by the offending side.

2. and the trick on which the revoke occurred was not won by the offending player (a trick won in dummy is not won by declarer for the purposes of this law) then, if the offending side won that or any subsequent tricks, after play ends one trick is transferred to the non-offending side

B. No Rectification

There is no rectification as in A following an established revoke:

1. if the offending side did not win either the revoke trick or any subsequent trick.
2. if it is a subsequent revoke in the same suit by the same player.
3. if the revoke was made in failing to play any card faced on the table, including a card from dummy's hand.
4. if attention was first drawn to the revoke after a member of the non-offending side has made a call on a subsequent deal.
5. if attention was first drawn to the revoke after the round has ended.
6. if it is a revoke on the twelfth trick.
7. when both sides have revoked on the same board.

If a player realizes he has revoked and the opponents fail to call attention to his revoke, the player is not required to call attention to his own mistake. However, any attempt to deliberately conceal the fact that he has revoked is a serious offense against the Proprieties. Refer to Laws 61-64.

RIGHTS. A player does not forfeit his rights if a director is called when an irregularity occurs. Neither does an opponent of the violator lose any rights if the violator or his partner is the first to call attention to the irregularity.

ROTATION. The order in which actions take place at the bridge table. In the bidding stage, the dealer has the first action, followed in turn by the player on his left, his partner and the right-hand opponent. In the play of the cards, the player to declarer's left has the initial lead. The duty of making the initial lead to each subsequent trick falls on the player whose card was the winning card played to the preceding trick. Any deviation from this clockwise rotation in bidding or play constitutes an irregularity. In tournaments, the director should be summoned when such an irregularity occurs.

RULINGS OUT OF THE BOOK. In all tournament play, whether at the club level or at the level of international competition, the director should carry a Law book to the table where an irregularity occurs and quote the Law that applies directly from the book.

SCORE CORRECTIONS. Information available in items on Correction Period and Errors in Scoring.

SILENCE. Observed during the play of important events, at least in theory. However, this is honored in the breach more often than in actuality. In the playing rooms of top-level clubs, any noise or disturbance is severely frowned upon. Should a disturbance occur, the officer of the day or other official will usually make the necessary remonstrance.

SIMULTANEOUS LEADS, CALLS OR PLAYS. If one of the simultaneous acts is legal, that action stands. If the other is out of rotation, it is treated as a call, lead or play out of rotation, and the director applies the appropriate penalty. On many

occasions, simultaneous actions take place in which neither is out of rotation. For example, if East and South play a card simultaneously when it was East's turn to play, Law 58A clearly states that South's play is subsequent and not out of rotation. Similarly, if East and South bid simultaneously, Law 33 calls South's action subsequent, not out of rotation. In the bidding situation, South's bid stands and is still subject to penalty if it is insufficient (Law 27) or inadmissible (Law 36).

SKIP-BID WARNING. A notice given to the opponent by a player who is about to skip at least one level of the bidding. Where bidding boxes are not in use, such a player announces, "I am about to make a skip bid, please wait." The next player to call is expected to hesitate approximately 10 seconds before making his call.

When bidding boxes are in use – which is in nearly all settings today – the player who is about to skip the bidding pulls the red Stop card from the bidding box and places it on the table before making his bid.

Use of the Stop card is not required by law, but the Proprieties call for players to use it at all times or never. It is a breach of the proprieties for players to vary their use of the Stop card. Even worse is to use the Stop card solely for the purpose of making sure that one's partner is aware of the jump bid – or to use it to distinguish between strong and weak skip bids.

The skip-bid warning and the Stop card are used to avoid problems with unauthorized information that can be transmitted when the player to the left of the skip bidder huddles before passing or bidding (long thought indicating no clear-cut action). Equally inappropriate is a fast pass, indicating a poor hand, or a fast double, indicating a very good hand.

All these actions could be perfectly ethical for the player who makes them. However, each one puts an ethical burden on partner. Partner is not supposed to act on the basis that a quick pass shows very little strength, a quick double shows a lot of strength, and a slow pass or bid shows doubt as to whether the pass or the double should have been made.

Regardless of what they do next, players who are in the habit of pausing for roughly the same duration after every skip bid relieve their partners of such ethical dilemmas.

In 1938, Sam Fry Jr. was the first to propose such a compulsory pause. The ACBL adopted the procedure in 1957.

Skip-bid warnings are not necessary when screens are in use because the two calls from one side of the screen come to the attention of the players on the other side at the same time. Related: Unauthorized Information.

SLOW PASS. A pass made with enough of a pause to indicate that the passer also was considering an alternative action. It is possible that such action could convey unauthorized information to partner, so the slow pass often results in director calls and appeals. The partner of the slow passer often finds himself in an impossible situation where any action he takes could be appealed as being a result of the unauthorized information provided by the slow pass. In recent years, appeals committees at the world level and the national level have frequently adjusted results as a result of slow pass situations.

Here are four situations that arise as a result of a slow pass.

(1) If the opening bidder takes some time before passing, he probably was considering opening the bidding. Of course, it is possible he was considering some other action, such as a weak two-bid, but the likelihood is that he was considering opening the bidding with a one-bid. His partner must be careful not to take advantage of the implied message.

(2) A slow pass could indicate a willingness to go to a higher level if the opponents compete. If opener starts with 1♠ and thinks for some time before passing partner's raise to 2♠, it is clear that he considered his hand almost good enough to bid again. If the opponents compete, partner is not allowed to use this inference.

(3) A slow pass often is extremely revealing in competitive situations, and this is the area where most of the director calls and appeals occur. Some of the problems are avoided by the Skip-Bid Warning. Nevertheless, many situations arise where it is next to impossible for the partner of the slow passer not to be influenced, at least subconsciously. Appeals committees take this into consideration when ruling on slow pass situations.

(4) Even a slow final pass can send unauthorized information. In a slam auction, for instance, the slow pass could indicate that the passer was thinking of making a Lightner double. If partner makes an opening lead that fits the Lightner double, the opponents certainly will have grounds for appeal. Related: Unauthorized Information.

SORTING THE CARDS. The act of arranging the cards of a hand into suits and by order within suit after the cards have been dealt. Many fine players, after arranging their hand, then remove a couple of cards from a long suit and put them apart from the rest of the cards in the suit as a protection against an inadvertent glance of an opponent. Among the habits that experienced players develop are placing a singleton in the middle, rather than at an end of the hand, and not rearranging the cards when the last card of a suit has been played. It is a violation of the Proprieties to note from what part of a hand an opponent or partner draws a card in order to get a clue as to his holding or distribution.

SPECIFIED SUIT. A suit of which the lead may be required or forbidden because of an irregularity earlier in the auction or play.

STOP. The word or card from the bidding box used to announce a skip bid.

SUFFICIENT BID. A bid of the same number of a higher-ranking denomination or of a greater number in a lower-ranking suit or the same denomination. If the enforcement of a penalty permits a player to substitute a sufficient bid for an incorrect call, a double of an opponent's bid may not be substituted, even though such double is a legal call. Related: Insufficient Bid.

SURPLUS CARDS. A card or cards in excess of 13 in a bridge hand before the play begins, or cards in excess of the number of tricks remaining to be played after play has commenced. Related: Laws 13 and 67 and Missing Card.

TAP THE TABLE. (1) Give an informal Alert or (2) make an informal pass. Both practices are undesirable because they can be confused with each other and create problems.

TARDINESS. Late arrival at rubber bridge games curtails the length of time available for play and is inconsiderate of the host. At duplicate tournaments, far more people may be inconvenienced when the start of a second session is delayed while the director seeks substitutes for no-shows. Purchase of an entry into an event obligates the players to abide by the conditions of play, including reporting on time for all following sessions of the same event. Related: Time Limit on Right to Play.

TRANSFERRED TRICK. A trick transferred to the non-offending side after a revoke has been established. Refer to Law 64.

UNAUTHORIZED INFORMATION. Information given to a partner by means other than a legal call or play. Such information may be conveyed by questions, tone of voice, special emphasis, mannerisms, grimaces, remarks, squirms or huddles. If such information is received, a player should be governed by Law 16. Understanding the concepts embodied in this law and how they apply is so important that the entire law is cited herein.

Law 16 - Authorized and Unauthorized Information

A. Players' Use of Information

1. A player may use information in the auction or play if:

(a) it derives from the legal calls and plays of the current board (including illegal calls and plays that are accepted) and is unaffected by unauthorized information from another source; or

(b) it is authorized information from a withdrawn action (see D); or

(c) it is information specified in any law or regulation to be authorized or, when not otherwise specified, arising from the legal procedures authorized in these Laws and in regulations (but see B1); or

(d) it is information that the player possessed before he took his hand from the board (Law 7B) and the Laws do not preclude his use of this information.

2. Players may also take account of their estimate of their own score, of the traits of their opponents and any requirement of the tournament regulations.

3. No player may base a call or play on other information (such information being designated extraneous).

4. If there is a violation of this law causing damage, the director adjusts the score in accordance with Law 12C.

B. Extraneous Information from Partner

1. (a) After a player makes available to his partner extraneous information that may suggest a call or play, for example by a remark, a question, a reply to a question, an unexpected Alert or failure to Alert – “unexpected” applying in relation to the basis of his action – or by unmistakable hesitation, unwonted speed, special emphasis, tone, gesture, movement or mannerism, the partner may not choose from among logical alternatives one that could demonstrably have

been suggested over another by the extraneous information.

(b) A logical alternative action is one that, among the class of players in question and using the methods of the partnership, would be given serious consideration by a significant proportion of such players, of whom it is judged some might select it.

2. When a player considers that an opponent has made such information available and that damage could well result, he may announce, unless prohibited by the regulating authority (which may require that the director be called), that he reserves the right to summon the director later.

The opponents should summon the director immediately if they dispute the fact that unauthorized information might have been conveyed.

3. When a player has substantial reason to believe that an opponent who had a logical alternative has chosen an action that could have been suggested by such information, he should summon the director when play ends (it is not an infraction to call the director earlier or later). The director shall assign an adjusted score (Refer to Law 12C) if he considers that an infraction of law has resulted in an advantage for the offender.

C. Extraneous Information from Other Sources

1. When a player accidentally receives unauthorized information about a board he is playing or has yet to play, as by looking at the wrong hand; by overhearing calls, results or remarks; by seeing cards at another table; or by seeing a card belonging to another player at his own table before the auction begins, the director should be notified forthwith, preferably by the recipient of the information.

2. If the director considers that the information could interfere with normal play, he may, before any call has been made:

- (a) adjust the players' positions at the table, if the type of contest and scoring permit, so that the player with information about one hand will hold that hand; or
- (b) if the form of competition allows it, order the board redealt for those contestants; or
- (c) allow completion of the play of the board, standing ready to award an adjusted score if he judges that unauthorized information may have affected the result; or
- (d) award an artificial adjusted score.

3. If such unauthorized information is received after the first call in the auction has been made and before completion of the play of the board, the Director proceeds as in 2(c).

D. Information from Withdrawn Calls and Plays

When a call or play has been withdrawn as these Laws provide:

1. For a non-offending side, all information arising from a withdrawn action is authorized, whether the action be its own or its opponents'.

2. For an offending side, information arising from its own withdrawn action and from withdrawn actions of the non-offending side is unauthorized. A player of an offending side may not choose from among logical alternative actions one that could demonstrably have been suggested over another by the unauthorized information.

UNINTENTIONAL. A violation of rules, ethics or proprieties is assumed in bridge circles to be unintentional, not deliberate. It is the purpose of the Laws to provide indemnities for the non-offending side to permit an accurate or fairly accurate result on the board or a hand. Any intentional violation contravenes the philosophy of the game. An assumption that such an act by an opponent is intentional is as much a violation of ethics as such an intentional act itself would be.

VIOLATION. The disregard of a law or propriety. It is assumed that any violation that occurs is either through carelessness or ignorance. A penalty for a violation is enforced in an attempt to indemnify the non-offending side, not to punish the offender. Related: System Violation.

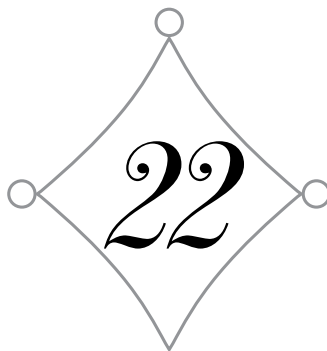
WAIVE A PENALTY. In rubber bridge, either member of a partnership, without consulting the other member, may waive a penalty (condone an irregularity). If either member so elects, the right to enforce a penalty is forfeited. In duplicate, players do not have the right to waive penalties on their own initiative, and the director may allow or cancel any waiver of penalties made by the players without his instructions. However, the right to penalize an irregularity may be forfeited. Related: Laws 10, 11.

WARNING PARTNER. A privilege of all players (including a dummy who has not intentionally looked at another hand) if the player feels that his partner is about to commit an irregularity. Examples: "It's not your lead, partner." "No hearts, partner?" "The lead is in the dummy, partner." It is not permitted during the auction to warn partner about a convention you or an opponent may be using, or to review the auction to apprise partner of a previous bid you think he may have misunderstood.

A defender's question to draw attention to a possible revoke ("Having no hearts, partner?") can be controversial because it can convey information. Such questions were barred by the 1987 Duplicate Code, but zonal bodies were later given authority to permit such questions. They are permitted in Zone 2 (North America) and Zone 7 (South Pacific) but not elsewhere. When such questions are barred, an illegal question creates an automatic revoke penalty if partner has a card of the suit. Refer to Law 61B.

WITHDRAWN CARD. It is not permitted to withdraw a card previously played except to correct a revoke, or a card played by an opponent after such a card was withdrawn. Declarer may insist that a card he called to be played from dummy be substituted for a card actually put into the playing position by the dummy. In this case, too, the opponent may withdraw his card without penalty and substitute a different proper card. In the case of the unethical Alcatraz Coup, redress is called for under the general powers of the director.

WRONG BOARD. Occasionally the play of a wrong board is commenced before it is discovered that it is a wrong board. If this occurs, the director should be summoned and he will act under Law 15.



MATHEMATICS AND BRIDGE

In many ways, bridge is a game of numbers. You have to be able to count high-card points, suits, the opponents' distributions, the odds of success when considering one play over another. You don't have to be a math whiz to be successful at bridge, but a general knowledge of certain mathematical principles as they relate to bridge will be of benefit to most aspiring players. This chapter has most of what you need to know – perhaps more than most will want to digest, but it's there for your edification if you have a curious mind.

BLACKWOOD THEORY OF DISTRIBUTION. A formula applied when missing four cards including the queen.

♠ K J 10 7 4
 ♠ A 8 6 2

South lays down the ace and both defenders play low. On the second round West plays low, and South has to decide whether to finesse or play for the drop.

Mathematically it is extremely close. Easley Blackwood suggested a rule based on the so-called "Law of Symmetry." If the combined North-South holding in their shortest suit is:

- (a) five cards, or four cards divided 2-2: play for the drop;
- (b) four cards divided 3-1 or 4-0, or fewer than four cards:

finesse. This formula was tested on a large number of published hands and produced excellent results. It is best, however, to apply it only when there are no indications from the bidding and play, which is rarely the case.

BRIDGE MATHEMATICS. Related: Mathematics of Bridge.

COMBINATION. The idea of a combination is fundamental to bridge calculations. Examples where this conception is used are in calculating the probability of a specified hand pattern or the division of a suit among the four players. It is also frequently used in calculating the respective probabilities of (or the ratio between) the division of the combined holding of the defenders in a specified suit or with specified honor holdings.

Our general expression for a combination is ${}_n C_r$ which we read as "the number of combinations of n things taken r at a time." For example, ${}_4 C_2$ means the number of ways in which we can select two items out of a total of four items.

We note that if $r = n$ we can write ${}_n C_n$ in place of ${}_n C_r$.

Whatever the number n represents ${}_n C_n$ is equal to 1. After all, there is only one way in which we can select n items out of a total of n items. There is also only one way in which we can select no (0) articles.

The values of a selected number of combinations are given in Mathematical Tables, Table 5.

If we wish to calculate the value of a combination, we need to understand the concept of the "factorial." For bridge purposes, the factorial of a number is the product of all numbers from 1 up to and including the specified number, e.g., five factorial (written 5!) is $1 \cdot 2 \cdot 3 \cdot 4 \cdot 5$. When using factorials in our calculations, we often find it simpler to reverse the above order, setting out 5! as $5 \cdot 4 \cdot 3 \cdot 2 \cdot 1$.

Conventionally the value of 0! is taken as 1.

Consider the number of ways in which 13 cards can be selected from a pack of 52 cards. Our first can be any one of the 52 cards, our second any one of 51 cards, etc. We have the following calculation:

$$52 \cdot 51 \cdot 50 \dots 41 \cdot 40$$

which is the same as multiplying all the numbers from 52 down to 1 and dividing the answer by the product of all the numbers from 39 down to 1. We can express this calculation in mathematical shorthand as:

$$\frac{52!}{39!}$$

However, this is not the whole story. The answer we obtain would be correct if we were interested in the order in which we select the 13 cards. This is not the case. The order in which the cards are selected is irrelevant for our purpose. Let us take one of the 13 cards at random. It could have been selected on any one of our 13 draws. A second of these cards could have been selected on any one of the remaining twelve draws, and so on. In other words, we have $13 \cdot 12 \cdot 11 \dots \cdot 1$ (or 13!) ways in which those 13 cards could be selected. This means that the total number of ways in which 13 cards can be selected from a pack of 52 cards is

$$\frac{52!}{39! \cdot 13!}$$

Our general formula for this type of calculation is

$$\frac{n!}{r! (n-r)!}$$

Let us now look at a simple example where the defenders have a combined holding of four cards in a specified suit. This means that they hold 22 cards in the other three suits. A named player can have a holding in the specified suit of:

- 0 cards in ${}_4C_0 \cdot {}_{22}C_{13}$ ways.
- 1 card in ${}_4C_1 \cdot {}_{22}C_{12}$ ways.
- 2 cards in ${}_4C_2 \cdot {}_{22}C_{11}$ ways.
- 3 cards in ${}_4C_3 \cdot {}_{22}C_{10}$ ways.
- 4 cards in ${}_4C_4 \cdot {}_{22}C_9$ ways.

Bearing in mind that 26 cards can be divided between the two defenders in ${}_{26}C_{13}$ (or 10,400,600) ways, we obtain the following table:

	Percent
${}_4C_0 \cdot {}_{22}C_{13}$	= 1 • 497,420
	= 497,420 = 4.7826
${}_4C_1 \cdot {}_{22}C_{12}$	= 4 • 646,646
	= 2,586,584 = 24.8696
${}_4C_2 \cdot {}_{22}C_{11}$	= 6 • 705,432
	= 4,232,592 = 40.6957
${}_4C_3 \cdot {}_{22}C_{10}$	= 4 • 646,646
	= 2,586,584 = 24.8696
${}_4C_4 \cdot {}_{22}C_9$	= 1 • 497,420
	= 497,420 = 4.7826
TOTAL	10,400,600 100.0001

The extra 0.0001% is, of course, due to approximating.

We note that ${}_n C_r = {}_n C_{(n-r)}$. In other words, ${}_4 C_1$ is equal to ${}_4 C_3$. This is obvious, for if one player can hold r cards in a specified number of ways his partner must be able to hold the remainder of the partnership cards in exactly the same number of ways.

Now let us examine the problem of a holding of specified cards. Let us assume that the four cards held by the defense in a named suit consist of K-Q-x-x. What is the probability that a named defender, e.g., West, holds both the king and the queen? He can hold:

- K-Q-x-x = ${}_4C_4 \cdot {}_{22}C_9$
= 1 • 497,420
= 497,420
 - K-Q-x = ${}_2C_2 \cdot {}_2C_1 \cdot {}_{22}C_{10}$
= 1 • 2 • 646,646
= 1,293,292
 - K-Q = ${}_2C_2 \cdot {}_{22}C_{11}$
= 1 • 705,432
= 705,432
- 2,496,144 Total

The respective percentages are: 4.7826; 12.4348; 6.7826. The total is exactly 24%.

When we compare the probability of his holding the doubleton K-Q with the probability of his holding the singleton K, half our work is already done. We have:

- K-Q = ${}_2C_2 \cdot {}_{22}C_{11}$ = 1 • 705,432
= 705,432 = 6.7826%
- K = ${}_1C_1 \cdot {}_{22}C_{12}$ = 1 • 646,646
= 646,646 = 6.2174%

We find that 705,432 and 646,646 have a highest common factor (HCF) of 58,786 giving us a ratio of 12:11.

As ${}_2C_2$ and ${}_1C_1$ are equal to 1, we are really comparing ${}_{22}C_{11}$ and ${}_{22}C_{12}$. This comparison can be made without the above calculations if we note that

$${}_n C_{(r+1)} = \frac{{}_n C_r (n-r)}{r+1}$$

In our above example we have n = 22 and r = 11, so

$${}_{22}C_{11} = \frac{{}_{22}C_{11} (22-11)}{11+1} \quad \text{or} \quad \frac{{}_{22}C_{11} \cdot 11}{12}$$

giving us a ratio of ${}_{22}C_{12}$ to ${}_{22}C_{11}$ or 11:12. Alternatively we can use the formula

$${}_n C_{(r-1)} = \frac{{}_n C_r \cdot r}{n-(r-1)} \quad \text{or} \quad {}_{22}C_{11} = \frac{{}_{22}C_{12} \cdot 12}{22-(12-1)}$$

giving us the ratio of ${}_{22}C_{11}$ to ${}_{22}C_{12}$ as 12:11. This method may be used to draw other comparisons, e.g., which has the greater probability, and by how much, that a named player will hold two out of four missing cards or that he will hold three of such cards? We have a comparison between

$${}_4C_2 \cdot {}_{22}C_{11} \quad \text{and} \quad {}_4C_3 \cdot {}_{22}C_{10}$$

We know that

$${}_{22}C_{11} = {}_{22}C_{10} \cdot 12/11$$

and that

$${}_4C_2 = {}_4C_3 \times 3/2$$

$$\text{so } {}_4C_2 \cdot {}_{22}C_{11} = {}_4C_3 \cdot \frac{3}{2} \cdot {}_{22}C_{10} \cdot \frac{12}{11}$$

The ratio is thus

$${}_4C_2 \cdot {}_{22}C_{11} : {}_4C_3 \cdot {}_{22}C_{10} :: 18 : 11$$

This means that the chance of a named player holding two of four missing cards is higher than his chance of holding three of such cards. However, the overall chance of a 3-1 or 1-3 break is 22 : 18 (or 11 : 9) as there are two different (and equal) ways in which the defenders' cards can be divided so that one of them holds three cards, but only one way in which each of them holds two cards.

There are many other problems in which we can use this method of calculating the ratios between two (or more) different probabilities.

CHANGING PROBABILITIES DURING PLAY. Refer to Probabilities A Posteriori and Probabilities A Priori.

COMPENSATION. A method of playing a one-table game with the luck of the deal virtually eliminated. It was devised by players in Kharkov, Ukraine, and was developed by players in Moscow.

By analyzing thousands of deals with the aid of a computer, they calculated the scoring expectation with a given number of high-card points in the partnership hands. This established a table so that players can measure at the end of a deal whether they have met, fallen short of or surpassed expectations.

Their table is: 20 points, 0; 21, 50; 22, 70; 23, 110. For higher point counts, the expectation varies with vulnerability: 24 points, 200 not vulnerable, 290 vulnerable; 25, 300, 440; 26, 350, 520; 27, 400, 630; 28, 430, 630; 29, 460, 660; 30, 490, 690; 31, 600, 900; 32, 700, 1050; 33, 900, 1350; 34, 1000, 1500; 35, 1100, 1650; 36, 1200, 1800; 37+, 1300, 1950.

An example of how the scoring works: a vulnerable partnership that bids and makes 3NT for 600 with 24 points collects 600 minus 290 for a score of 310.

EXPECTATION. The average result that would be achieved over a long trial period. In order to compute the expectation of a particular play, it is necessary to consider not only the frequency of gain or loss but the amount that is being risked. For example, let us compute the expectation of a pair that reaches a contract of 4♠ not vulnerable, at rubber bridge. This contract, we will say, depends on winning one of two finesses (a 75% chance).

Assuming the contract will make or fail by one trick and that the pair will receive 300 points for making the game.

The pair's expectation is:

(75%) chance of success	•	(+ 420) result of success	+		•	(25%) chance of failure		•	(-50) result of failure
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This sum is $315 - 12.5 = 302.5$. In making this computation we take into account that 75% of the time the pair will score + 420 and 25 % of the time the pair will score -50.

Let us contrast this expectation with that of a pair with the same cards that stops in 3♠.

The expectation of the latter is (assuming 50 points for a part score):

(75%) chance of an overtrick	•	(+ 170) result of overtrick	•		•	(25%) chance of making		•	(+ 140) result when just making
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This sum is $127.5 + 35.0 = 162.5$. Thus, the expectation of the pair's bidding game is higher. This indicates that it is favorable to attempt the game under these conditions. By bidding the game, a pair will win an average of 302.5 points whereas by stopping short it will win an average of only 162.5. A similar calculation will indicate that it is not profitable (in the long run) to bid such a game which depends on two successful finesses (only a 25% chance).

In the play of the hand, the declarer may sometimes be unable to determine the correct play without resorting to at least a rough calculation of the expectation of different lines.

<i>West</i>	<i>East</i>
♠ A K 6 2	♠ 5 4
♥ A K 6 2	♥ 5 4
♦ A K 2	♦ 5 4
♣ 3 2	♣ A K Q 7 6 5 4

West plays 6NT against the opening lead of the ♦Q. East-West are vulnerable. How should West play?

A safety play for the contract is available. West needs only six club tricks for his contract. By ducking the first round of clubs he ensures his contract without an overtrick (+ 1440). By trying to run the clubs, he will make an overtrick (+ 1470) unless North holds all four clubs. If declarer fails to make the safety play and North has four clubs, he will be down three tricks (minus 300).

The expectation of the safety play is:

$$(100\%) \cdot (+ 1440) = 1440$$

The expectation of trying to split the clubs is:

$$(5\%) \cdot (-300) + (90\%) \cdot (+1470)$$

chance North has four clubs	chance clubs are not 4-0
-----------------------------------	--------------------------------

$$+ (5\%) \cdot (1440)$$

chance South has four clubs	
--------------------------------	--

This expectation is only 1380. Therefore, the safety play is the superior play.

<i>West</i>	<i>East</i>
♠ Q 5 4 3	♠ J 2
♥ Q 5 4 3	♥ J 2
♦ A K 2	♦ 5 4
♣ 3 2	♣ A K Q 7 6 5 4

West plays in 1NT against an opening lead of the ♦Q. East-West are not vulnerable. Once again the safety play guarantees the contract (with an overtrick) for + 120. If West fails to employ the safety play and North has all four clubs, he will be set two tricks for -100.

The expectation of the safety play is:

$$(100\%) \cdot (+ 120) = 120$$

while the expectation of trying to run the clubs without loss is:

$$(5\%) \cdot (-100) + (90\%) \cdot (+ 150)$$

$$+ (5\%) \cdot (+ 120) = 136$$

(assuming the defenders will discard correctly on the run of clubs).

In this case, the safety play is not the superior play. (This does not take into account the fact that if the clubs were 4-0 there might have been some North-South bidding. Such a consideration makes the safety play even less desirable.)

EXPECTED NUMBER OF CONTROLS IN BALANCED HANDS.

A table of the number of controls statistically predictable in balanced hands of varying strength was analyzed and described by George Rosenkranz in the December 1974 issue of *The Bridge World* (refer to chart on page 574). Knowledge of the average expectations of numbers of aces and kings for the strength in point count already shown is useful in determining whether or not to bid aggressively.

The table shows the approximate frequencies of specific numbers of controls (ace = 2, king = 1) in all hands with 4-3-3-3, 4-4-3-2 or 5-3-3-2 distribution. Blanks indicate zero frequency; asterisks indicate less than one-half of 1 percent frequency.

FIBONACCI NUMBERS. The number of items of information (different distributions, for example) that can be shown with efficient (usually highly artificial) relays and responses, in any given bidding space, is always a Fibonacci number. Fibonacci numbers are members of this sequence:

1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144 ...

Each number is the sum of the previous two numbers.

If you have a bidding space of 10 bids (1♣ through 2NT, for example), the total number of items of information that can be shown by relays is 55, the tenth Fibonacci number.

This kind of information can help you modify your relay structure. It can help you decide if you should improve the efficiency of the relay structure.

If you would gain only one bid, you may not want to increase the number of artificial bids to improve efficiency. But if the bid you would gain keeps you under game, you may want to improve the efficiency. This information can also help you decide if you should try to pack more information into the same bidding space. It may even indicate that it is impossible to show the information that you want to show in the available bidding space.

EXPECTED NUMBER OF CONTROLS IN BALANCED HANDS

HCP	Relative Freq.	0	1	2	3	4	5	6	7	8	9	10	11	12	
3	1216	67	33												
4	1891	40	39	21											
5	2505	23	48	29											
6	3129	12	41	47											
7	3795	5	30	46	19										
8	4192	2	19	44	28	7									
9	4377	*	10	35	44	11									
10	4379	*	5	24	44	27									
11	4179	*	2	14	40	33	11								
12	3755	*	1	8	30	42	17	2							
13	3242		*	3	20	39	34	4							
14	2687		*	1	11	33	38	17							
15	2115		*	*	5	24	42	23	6						
16	1596			*	2	14	36	37	10	1					
17	1155			*	1	8	27	39	24	1					
18	799			*	*	3	18	39	30	10					
19	526				*	1	10	32	40	15	2				
20	333				*	*	5	22	38	31	4				
21	201				*	*	2	13	35	35	15				
22	115					*	1	6	26	43	20	4			
23	62.9					*	*	3	17	38	35	7			
24	32.6					*	*	1	9	31	38	21			
25	16.0						*	*	4	21	43	26	6		
26	7.32							*	1	12	37	41	9		
27	3.21								*	*	6	28	41	25	
28	1.28								*	*	2	18	44	32	4
29	0.48									*	1	9	35	49	6

HAND PATTERNS. There are 39 possible hand patterns, ranging from the most balanced, 4-3-3-3, to the most unbalanced, 13-0-0-0. A player can hold specifically four spades, three hearts, three diamonds and three clubs in ${}_{13}C_4 \times {}_{13}C_3 \times {}_{13}C_3 \times {}_{13}C_3$ different ways, which computes to 16,726,464,040 or 2.634% of the 635,013,559,600 hands that could be held (refer to Number of Possible Hands). This, of course, is not the percentage probability that a player will have a 4-3-3-3 hand, because the four-card length need not be in spades, but could be in any of the four suits, so the chance of a 4-3-3-3 hand is 10.536%.

A rearrangement of the suits in a particular distributional pattern is termed a Permutation of the pattern; 4=3=4=2 is a permutation of a 4-4-3-2 pattern. If we use the same letter of the alphabet to indicate the same length in a suit, there are three classes of hands: AAAB, such as 4-3-3-3 or 4-4-4-1, etc., which has four permutations; AABC, such as 4-4-3-2 or 5-5-2-1, etc., which has 12 permutations; ABCD, such as 5-4-3-1 or 7-3-2-1, etc., which has 24 permutations.

Thus, the probability of five spades, four hearts, three diamonds and one club is .539%, but the probability of some 5-4-3-1 distribution is 24 times as great, or 12.931%.

For all possible hand patterns, refer to Mathematical Tables, Table 1.

HIGH-CARD POINT PROBABILITIES. Average high-card point (HCP) counts are easy to calculate. Before any cards are seen, the average HCP count for any one hand is 10 and the average HCP count for a partnership is 20. This is based on the popular count of ace = 4, king = 3, queen = 2, jack = 1.

If a player has seen that his hand has x HCPs but has no information about the strength of any other hand, then on the average, the remaining high-card points are split equally among the other three hands, giving an average HCP count of $(1/3)(40 - x)$ for each.

However, averages do not mean very much because hands so often vary from the averages. Probabilities can be calculated for the various possible HCP counts, and the appended tables present the results of these calculations.

Table 1 is largely self-explanatory, but it is important to note that its probabilities apply only when there is no information about the strength of any hand. Many bridge players complain that it is hard to get a decent hand. Table 1 shows that the probability of 11 or fewer HCPs is 65.183%, so about $2/3$ of all hands are too weak to open at the one level. Those opening 1NT on 15-17 HCPs can see from Table 1 that the probability of an HCP count in this range is 4.424% + 3.311% + 2.362% = 10.097%.

Table 2 is also largely self-explanatory, but it is important

Table 1

Probabilities of High-Card Point Counts for One Hand

HCP	Percentage	HCP	Percentage
0*	.364	19	1.036
1	.789	20	.644
2	1.356	21	.378
3	2.462	22	.210
4	3.845	23	.112
5	5.186	24	.056
6	6.554	25	.026
7	8.028	26	.012
8	8.892	27	.0049
9	9.356	28	.0019
10	9.405	29	.00067
11	9.945	30	.00022
12	8.027	31	.00006
13	6.914	32	.00002
14	5.693	33	.000004
15	4.424	34	.0000007
16	3.311	35	.0000001
17	2.362	36	.000000009
18	1.605	37**	.0000000006

Table 2

Probabilities of High-Card Point Counts for a Partnership

HCP	Percentage	HCP	Percentage
0	.00005	21	8.047
1	.0005	22	7.566
2	.002	23	6.831
3	.006	24	5.907
4	.018	25	4.892
5	.043	26	3.883
6	.093	27	2.943
7	.196	28	2.124
8	.341	29	1.463
9	.588	30	.955
10	.955	31	.588
11	1.463	32	.341
12	2.124	33	.186
13	2.943	34	.093
14	3.983	35	.043
15	4.892	36	.018
16	5.907	37	.006
17	6.931	38	.002
18	7.566	39	.0005
19	8.047	40	.00005
20	8.222		

* The probability of a yarborough (no card higher than a 9) is 0.054703%. The probability of a square yarborough (4-3-3-3 suit distribution and no card higher than a 9) is 0.007744%.

** A hand cannot have more than 37 high-card points without exceeding 13 cards.

to note that its probabilities apply only when there is no information about the strength of any hand. Table 2 shows that the probability of 26 or more HCP in a partnership's hands is $100\% - 87.354\% = 12.646\%$, or about one deal in eight. Similarly, the probability of 33 or more HCP in a partnership is $100\% - 99.652\% = .348\%$, or about one deal in 300. Also,

the probability of 37 or more HCP in a partnership is $100\% - 99.991\% = .009\%$, or about one deal in 10,000. Readers can calculate the probabilities of other numbers of HCP for game or slam after allowing for their judgments of how many distributional points are present.

MATHEMATICAL APPROXIMATIONS. When we deal with a quantity which can be expressed as a whole number we can express it exactly – we do not need to approximate. This does not mean that we never approximate. An example of an approximation is when we give the number of possible deals as 5.36×10^{28} . Rather than write out all 29 digits, we express the quantity briefly with an error of less than 0.1% (itself an approximation). When we cannot express a quantity as a whole number, we can adopt one of two forms, vulgar fractions or decimal fractions. If we use vulgar fractions, we can always express a quantity (or number) precisely, *e.g.*, $1/2$, $5^5/13$, $2/3$, etc. We have, however, the disadvantage that when calculating with numbers of which two or more contain vulgar fractions we have to find the common denominator of such fractions, *e.g.*,

$$5^5/13 \times 2/3 = 70/13 \times 2/3 = 140/39 = 3 \frac{23}{39}.$$

Further disadvantages are the space occupied and the greater possibility of error in calculating or writing down the numbers. When we use decimal fractions, we frequently are able to express a number precisely, *e.g.*, $1/2 = 0.5$. When we have a recurring decimal, the number is still expressed precisely, *e.g.*,

$$1/7 = 0.142857 = 142857/999999 = 1/7$$

However, the great advantage when calculating with decimals is that we have a constant common denominator – the appropriate power of 10. When we have recurring decimals we may lose this advantage and either have to approximate or revert to vulgar fractions.

When our number is one that cannot be expressed precisely in decimal fractions, we are forced to approximate. The most widely used quantity which can be expressed only as an approximation is the relationship (or ratio) between the circumference of a circle and the diameter of that circle, which is expressed by the Greek letter pi. We give this with the first 10 decimal places, *i.e.*,

$$3.1415926535$$

It is customary to round up the last decimal figure we decide to use by increasing it by 1 if the following figure is 5 or more, *e.g.*, our approximations for pi would be:

$$3.14 \quad 3.142 \quad 3.1416 \quad 3.14159 \quad \text{etc.}$$

Our next problem is to decide how many decimal places we need in order to achieve our required degree of accuracy. If we wish to express a simple number, the choice is easy. We can choose quite arbitrarily, and anyone who is given that number knows that it is accurate to within one-half either way of the last digit, *e.g.*, 3.142 must lie between 3.1415 and 3.142499.

Our difficulty arises when we have to perform mathematic operations on one or more approximations. We may not achieve the degree of accuracy we require, *e.g.*, we have:

$$3.14 \cdot 4 = 12.56$$

$$3.142 \cdot 4 = 12.568 \text{ (or } 12.57)$$

If we wish our answer to be accurate to *n* places of decimals, it will usually be sufficient if we approximate to *n* + 1

decimal places. If we want to be extra careful, we can use $n + 2$ decimal places – no real problem if we have access to a modern calculator or computer. However, if we multiply by large numbers, any approximation error will be magnified and we should increase our number of decimal places when we make our original approximations.

We should try to use standard methods for similar problems. Failing this, we may find ourselves embarrassed by discrepancies. An instructive example appears in this book. Although the articles mentioned were first published in the encyclopedia in 1964, it was only in 1982 that the discrepancy was pointed out by Dr. Bruno Burian, the well-known Italian bridge mathematician. Under the heading “Mathematic Assumptions,” the defenders hold Q-J-x-x of a suit. A comparison is made between the probabilities of a named defender holding the doubleton Q-J or the singleton J. These are given as:

Q-J	52.17%	${}_{22}C_{11}$
J	47.83%	${}_{22}C_{12}$

The notation ${}_{22}C_{11}$ can be read: the number of combinations of 22 things taken 11 at a time.

Under the heading “Probabilities a Posteriori” we compare the equivalent holding of a doubleton K-Q or the singleton K when the opponents have a combined holding of K-Q-x-x. The comparison is given as:

K-Q	6.8%
K	6.2%

The percentages are based on 100% representing all possible divisions of the four cards, but the comparison is K-Q doubleton = 53.31% and singleton K = 47.69%.

In the first case, the approximate ratio is 52:48 or 13:12, while in the second case it is 34:31. The discrepancy is shown more clearly by using a common base:

$$13:12 = 442:408 \quad 34:31 = 442:403.$$

There is a discrepancy of more than 1%. In fact the precise ratio between the holding of the doubleton K-Q (or Q-J) and the holding of the singleton K (or J) is the very simple one of 12:11. A comparatively easy method of making the calculation is given in the heading Combination.

MATHEMATICAL ASSUMPTIONS. In all calculations of odds or probabilities, certain assumptions are made. The accuracy of an answer depends upon the validity of the assumptions. A condition that is taken for granted is that the pack has been sufficiently shuffled so that all possible deals are equally probable.

Many controversies arise because the parties fail to mention the assumptions they make. By listing these clearly, the cause of dispute is often immediately apparent. An example is the following:

North
5 4 3 2

South
A K 10 9 8

On the play of the ace, West plays the jack, and East the 6. Dummy is entered and the 3 is led, East playing the 7. Should the king be played or the finesse taken? Only two cases have to be considered:

- (a) Where West originally held Q-J 52.17% ${}_{22}C_{11}$
 (b) Where West originally held J 47.83% ${}_{22}C_{12}$

South can make any of the following assumptions:

- (1) With Q-J, West will always play the jack. In this case, playing for the drop is a 52% chance.
- (2) With Q-J, West will always play the queen. In this case, the finesse is a 100% chance (a sure thing).
- (3) With Q-J, West will play either honor indiscriminately. This means that in the 52.17% of the cases when he held the Q-J, he will have played the queen 26% of the time and the jack 26% of the time. When he has the singleton jack, he is bound to play it all 48% of the times.

The odds are thus 24 to 13 in favor of the finesse. Assumption (3) is based on a postulate to Bayes’s Theorem, published more than 200 years ago, providing that in the absence of knowledge to the contrary, we assume that all prior probabilities are equal. It is the assumption a player should make in normal circumstances. Related: Optimum Strategy, Restricted Choice and Suit Combinations.

MATHEMATICAL TABLES. The following tables give a variety of information. When a percentage given is less than .0001th of 1%, the number of zeros before the first significant figure is indicated in parentheses. Thus 0.(6)3 should be read as .000003.

Table 1
Probable Percentage Frequency of Distribution Patterns

This table may be used to determine percentages of various distribution patterns, both for hand patterns and suit patterns. Figures are expressed in percentage of hands. The percentage expectation of a particular pattern with the suits identified is given in the last column. For example, the chance that a given player has four spades, four hearts, three diamonds, and two clubs is 1.796%.

<i>Pattern</i>	<i>Total</i>	<i>Specific</i>
4-4-3-2	21.5512	1.796
4-3-3-3	10.5361	2.634
4-4-4-1	2.9932	0.748
5-3-3-2	15.5168	1.293
5-4-3-1	12.9307	0.539
5-4-2-2	10.5797	0.882
5-5-2-1	3.1739	0.264
5-4-4-0	1.2433	0.104
5-5-3-0	0.8952	0.075
6-3-2-2	5.6425	0.470
6-4-2-1	4.7021	0.196
6-3-3-1	3.4482	0.287
6-4-3-0	1.3262	0.055
6-5-1-1	0.7053	0.059
6-5-2-0	0.6511	0.027
6-6-1-0	0.0723	0.006
7-3-2-1	1.8808	0.078
7-2-2-2	0.5129	0.128
7-4-1-1	0.3918	0.033

<i>Pattern</i>	<i>Total</i>	<i>Specific</i>
7-4-2-0	0.3617	0.015
7-3-3-0	0.2652	0.022
7-5-1-0	0.1085	0.005
7-6-0-0	0.0056	0.0005
8-2-2-1	0.1924	0.016
8-3-1-1	0.1176	0.010
8-3-2-0	0.1085	0.005
8-4-1-0	0.0452	0.002
8-5-0-0	0.0031	0.0003
9-2-1-1	0.0178	0.001
9-3-1-0	0.0100	0.0004
9-2-2-0	0.0082	0.0007
9-4-0-0	0.0010	0.(4)8
10-2-1-0	0.0011	0.(4)4
10-1-1-1	0.0004	0.0001
10-3-0-0	0.00015	0.(4)1
11-1-1-0	0.(4)2	0.(5)2
11-2-0-0	0.(4)1	0.(5)1
12-1-0-0	0.(6)3	0.(7)3
13-0-0-0	0.(9)6	0.(9)2

Table 1A

Probable Frequency of High-Card Content

This table gives the expectancies of having specific point counts, using the 4-3-2-1 count. Note that the chances of holding exactly one-fourth of the points – 10 – is the most probable, but only by a slight margin over 9. The chart also shows why many players prefer to use a lower range for an opening notrump, say 12-14, rather than the usual 15-17 or 16-18. The chance to use notrump as an opening bid comes up far more often. The chance of holding 12-14 points comes to 20.6345%, or one hand in five. The chance of holding 15-17 is only 10.0963%, or one hand in 10 – only about half as often as 12-14. Of course most of the hands with these counts will not be opened 1NT for one reason or another – usually distribution.

<i>Point Count</i>	<i>%</i>	<i>Point Count</i>	<i>%</i>
0	.3639	16	3.3109
1	.7884	17	2.3617
2	1.3561	18	1.6051
3	2.4624	19	1.0362
4	3.8454	20	.6435
5	5.1862	21	.3779
6	6.5541	22	.2100
7	8.0281	23	.1119
8	8.8922	24	.0559
9	9.3562	25	.0264
10	9.4051	26	.0117
11	8.9447	27	.0049
12	8.0269	28	.0019
13	6.9143	29	.0007
14	5.6933	30	.0002
15	4.4237	31-37	.0001

Table 2

Probability of Holding an Exact Number of Cards of a Specified Suit

This table gives the probability (a priori, before dealing) of holding an exact number of cards in a specified suit. The number of times the specified number of cards can be expected in any suit in the course of 100 deals is four times as great.

<i>Number of Cards</i>	<i>%</i>
0	1.279
1	8.006
2	20.587
3	28.633
4	23.861
5	12.469
6	4.156
7	0.882
8	0.117
9	0.009
10	0.0004
11	0.(5)9
12	0.(7)8
13	0.(9)16

Table 3

Probability of Distribution of Cards in Three Hidden Hands

This table gives the probability of distribution of the remaining cards in a suit for a one-hand holding in column (a); among the other three hands, column (b); expressed as a percentage, column (c). For brevity, probabilities of less than half of 1% are omitted.

<i>(a)</i>	<i>(b)</i>	<i>(c)</i>	<i>(a)</i>	<i>(b)</i>	<i>(c)</i>
0	6-4-3	25.921		3-3-3	11.039
	5-4-4	24.301		4-4-1	9.408
	5-5-3	17.497		6-2-1	4.927
	6-5-2	12.725		5-4-0	2.605
	7-4-2	7.069		6-3-0	1.390
	7-3-3	5.184	5	3-3-2	31.110
	8-3-2	2.121		4-3-1	25.925
	7-5-1	2.121		4-2-2	21.212
	6-6-1	1.414		5-2-1	12.727
	8-4-1	0.884		5-3-0	3.590
1	5-4-3	40.377		4-4-0	2.493
	6-4-2	14.683		6-1-1	1.414
	6-3-3	10.767		6-2-0	1.305
	5-5-2	9.911	6	3-2-2	33.939
	4-4-4	9.347		4-2-1	28.282
	7-3-2	5.873		3-3-1	20.740
	6-5-1	4.405		4-3-0	7.977
	7-4-1	2.447		5-1-1	4.242
	8-3-1	0.734		5-2-0	3.916
	8-2-2	0.601		6-1-0	0.870
2	4-4-3	26.170	7	3-2-1	53.333
	5-4-2	25.695		2-2-2	14.545
	5-3-3	18.843		4-1-1	11.111
	6-3-2	13.704		4-2-0	10.256
	6-4-1	5.710		3-3-0	7.521
	5-5-1	3.854		5-1-0	3.077
	7-3-1	2.284	8	2-2-1	41.211
	7-2-2	1.869		3-1-1	25.185
	6-5-0	0.791		3-2-0	23.247

(a)	(b)	(c)	(a)	(b)	(c)	(a)	(b)	(c)	(d)	
3	4-3-3	27.598		4-1-0	9.686	3	10	6-4	46.20	(420)
	5-3-2	27.096		5-0-0	0.671			5-5	31.18	(252)
	4-4-2	18.817	9	2-1-1	48.080			7-3	18.48	(240)
	5-4-1	11.290		3-1-0	27.122			8-2	3.78	(90)
	6-3-1	6.021		2-2-0	22.191			9-1	0.35	(20)
	6-2-2	4.927		4-0-0	2.608			10-0	0.01	(2)
	7-2-1	1.642	10	2-1-0	66.572	2	11	6-5	57.17	(924)
	6-4-0	1.158		1-1-1	24.040			7-4	31.76	(660)
	5-5-0	0.782		3-0-0	9.388			8-3	9.53	(330)
4	4-3-2	45.160	11	1-1-0	68.421			9-2	1.44	(110)
	5-3-1	13.548		2-0-0	31.579			10-1	0.10	(22)
	5-2-2	11.085						11-0	0.002	(2)
						1	12	7-5	45.74	(1584)
								6-6	30.49	(924)
								8-4	19.06	(990)
								9-3	4.23	(440)
								10-2	0.46	(132)
								11-1	0.02	(24)
								12-0	0.0003	(2)
						0	13	7-6	56.62	(3432)
								8-5	31.85	(2574)
								9-4	9.83	(1430)
								10-3	1.57	(572)
								11-2	0.12	(156)
								12-1	0.003	(26)
								13-0	0.00002	(2)

Table 4

Probability of Distribution of Cards in Two Hidden Hands

This table gives the probability of distribution of cards in two given hands. Column (a) shows number of cards in the two known hands; column (b) shows the number of outstanding cards in the two hidden hands; column (c) the ways in which these cards may be divided; column (d) shows the percentage of cases in which the distribution in column (c) occurs, followed by a bracketed figure showing the number of cases applicable. By dividing the percentage in column (d) by the bracketed figure, the probability that one opponent will hold particular specified cards of that remainder can be obtained.

(a)	(b)	(c)	(d)	
11	2	1-1	52	(2)
		2-0	48	(2)
10	3	2-1	78	(6)
		3-0	22	(2)
9	4	3-1	49.74	(8)
		2-2	40.70	(6)
		4-0	9.57	(2)
8	5	3-2	67.83	(20)
		4-1	28.26	(10)
		5-0	3.91	(2)
7	6	4-2	48.45	(30)
		3-3	35.53	(20)
		5-1	14.53	(12)
		6-0	1.49	(2)
6	7	4-3	62.17	(70)
		5-2	30.52	(42)
		6-1	6.78	(14)
		7-0	0.52	(2)
5	8	5-3	47.12	(112)
		4-4	32.72	(70)
		6-2	17.14	(56)
		7-1	2.86	(16)
		8-0	0.16	(2)
4	9	5-4	58.90	(252)
		6-3	31.41	(168)
		7-2	8.57	(72)
		8-1	1.07	(18)
		9-0	0.05	(2)

Table 4A

Probability of Distribution of Two Residues between Two Hidden Hands

A residue is said to be favorably divided when it is divided as evenly as possible, e.g., 8 cards divided 4-4 or 7 cards divided 4-3. In this table, column (a) shows the number of cards outstanding in each of the two suits in the two hidden hands; column (b) shows the percentage of cases in which both residues will divide as evenly as possible; column (c) shows the percentage of cases in which at least one residue will divide favorably.

(a)	(b)	(c)
8-8	11.87%	53.57%
8-7	21.77	73.13
8-6	12.44	55.81
8-5	23.10	77.45
8-4	13.86	59.56
7-7	40.42	83.93
7-6	23.10	74.60
7-5	43.31	86.69
7-4	25.99	76.88
6-6	13.20	57.86
6-5	24.75	78.61
6-4	14.85	61.37
5-5	46.75	88.90
5-4	28.05	80.47
5-3	53.29	92.53

Table 5

Tables of Combinations (Values for ${}_n C_r$)

In making mathematical computations involving bridge the formula ${}_n C_r$ appears frequently. The formula involves factorial numbers, so the computation is tedious ($13!$ means $13 \cdot 12 \cdot 11 \cdot 10 \cdot 9 \cdot 8 \cdot 7 \cdot 6 \cdot 5 \cdot 4 \cdot 3 \cdot 2 \cdot 1$). Values of ${}_n C_r$ appear in the table below.

Total number from which combinations can be taken					
<i>r</i>	2	3	4	5	6
2	1				
3	3	1			
4	6	4	1		
5	10	10	5	1	
6	15	20	15	6	1
7	21	35	35	21	7
8	28	56	70	56	28
9	36	84	126	126	84
10	45	120	210	252	210
11	55	165	330	462	462
12	66	220	495	792	924
13	78	286	715	1287	1716
14	91	364	1001	2002	3003
15	105	455	1365	3003	5005
16	120	560	1820	4368	8008
17	136	680	2380	6188	12376
18	153	816	3060	8568	18564
19	171	969	3876	11628	27132
20	190	1140	4845	15504	38760
21	210	1330	5985	20349	54264
22	231	1540	7315	26334	74613
23	253	1771	8855	33649	100947
24	276	2024	10626	42504	134596
25	300	2300	12650	53150	177100
26	325	2600	14950	65780	230230
	7	8	9	10	
7	1				
8	8	1			
9	36	9	1		
10	120	45	10	1	
11	330	165	55	11	
12	792	495	220	66	
13	1716	1287	715	286	
14	3432	3003	2002	1001	
15	6435	6435	5005	3003	
16	11440	12870	11440	8008	
17	19448	24310	24310	19448	
18	31824	43758	48620	43758	
19	50388	75582	92378	92378	
20	77520	125970	167960	184756	
21	116280	203490	293930	352716	
22	170544	319770	497420	646646	
23	245157	490314	817190	1144066	
24	346104	735471	1307504	1961256	
25	480700	1081575	2042978	3268760	
26	657800	1562275	3124550	5311735	

${}_{22} C_{11} =$	705432	${}_{25} C_{11} =$	4457400
${}_{23} C_{11} =$	1352078	${}_{25} C_{12} =$	5200300
${}_{23} C_{12} =$	1352078	${}_{25} C_{13} =$	5200300
${}_{24} C_{11} =$	2496144	${}_{26} C_{11} =$	7726160
${}_{24} C_{12} =$	2704156	${}_{26} C_{12} =$	9657700
${}_{24} C_{13} =$	2496144	${}_{26} C_{13} =$	10400600

Table 6

Sundry Odds

Number of different hands a named player can receive:

$${}_{52} C_{13} = 635,013,559,600$$

Number of different hands a second named player can receive:

$${}_{39} C_{13} = 8,122,425,444$$

Number of different hands the third and fourth players can receive:

$${}_{26} C_{13} = 10,400,600$$

Number of possible deals:

$$52! \div 13!^4 = 53,644,737,765,488,792,839,237,440,000$$

Number of possible auctions with North as dealer, assuming that East and West pass throughout:

$$2^{36} - 1 = 68,719,476,735$$

Number of possible auctions with North as dealer, assuming that East and West do not pass throughout:

$$(4 \cdot 22^{35} - 1) \div 3 = 128,745,650,347,030,683,120,231,926,111,609,371,363,122,697,557$$

Odds against each player having a complete suit:

$$2,235,197,406,895,366,368,301,559,999 \text{ to } 1$$

Odds against each player receiving identical hands except for difference of suit, *i.e.*,

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

Approximately: 55,976,427,337,829,109,025 to 1

Odds against receiving the hand

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

the jack being in any of the four suits:

$$158,753,389,899 \text{ to } 1$$

Odds against receiving a perfect hand, a hand that will produce 13 tricks in notrump irrespective of the opening lead or the composition of the other three hands:

$$169,066,442 \text{ to } 1$$

Odds against a yarborough:

$$\text{Approximately } 1,827 \text{ to } 1$$

Odds against both members of a partnership receiving yarboroughs

$$546,000,000 \text{ to } 1$$

Odds against a hand with no card higher than 10

$$274 \text{ to } 1$$

Odds against a hand with no card higher than jack

$$52 \text{ to } 1$$

Odds against a hand with no card higher than queen

$$11 \text{ to } 1$$

Odds against a hand with no aces

$$\text{slightly more than } 2 \text{ to } 1$$

Odds against being dealt four aces

Approximately 378 to 1

Odds against being dealt four honors in one suit

Approximately 22 to 1

Odds against being dealt five honors in one suit

Approximately 500 to 1

Odds against being dealt at least one singleton

Slightly over 2 to 1

Odds against having at least one void

Approximately 19 to 1

Odds that two partners will be dealt 26 named cards

between them, e.g., all the red cards.

495,918,532,948,103 to 1 against

Odds that no players will be dealt a singleton or void

Approximately 4 to 1 against

Odds that four specified cards will be cut by the four players

270,724 to 1 against

Related: Probabilities of high-card points.

MATHEMATICS OF BRIDGE. The mathematics of bridge runs the gamut from simply counting the number of cards in one's hand up to involved problems of probability theory. Some examples of the application of mathematics to bridge are:

(1) Bidding systems, methods and conventions. Use may be made of the frequency with which various patterns occur. Refer to Mathematical Tables, Table 1.

A bidder will also find it valuable to know the ways in which the outstanding cards are likely to be divided among the three hidden hands. A player may want to determine the probability that a trick will not be lost in a suit in which he has a particular holding. It can be determined from Table 3 that with A-K-Q-J-x-x there is a nearly 94% probability that no trick will be lost, but with A-K-Q-x-x-x-x, the probability is only 84%.

(2) Sacrifice bidding.

(3) Choice among partscore, game and slam. These are dependent on expectation, and of course, on correctly estimating the value of the players' hands.

(4) Percentage play. Shown in Mathematical Table 4.

(5) Safety play. This is governed by expectation. Refer to Suit Combinations.

(6) Countering falsecards. Refer to the next item and to the topic in Card Play.

To express and solve such mathematic problems, the ordinary arithmetic symbols are used, and also the following two:

$n!$ (read, n factorial), meaning that one multiplies all the numerals starting at 1, up to and including the number represented by n .

${}_n C_r$ (read, the number of combinations in which n things can be selected r at a time). Thus ${}_{52} C_{13}$ is the number of different hands of 13 cards that can be dealt to a single player from a pack of 52 cards. The formula for finding this is:

$$n! / [(n-r)!r!] \text{ or } 52! / (39!13!)$$

Applications of this formula are, among others,

(a) Number of possible hands.

(b) The number of cards held in a suit

(c) Hand patterns

MATHEMATICS OF DECEPTION. The rule of multiplication of probabilities (refer to Probability of Successive Events) is applicable when declarer must decide whether a card is a deceptive play. The probability that a suspected card is true is the probability that the player holds a distribution that leaves him no choice but to play it. The probability that it is false is the probability that he has a distribution from which the deceptive play would be attractive, multiplied by the probability that he would in fact decide to play the falsecard.

♦ A 8 3 2

♦ K Q 10 4

After winning the opening lead in a different suit, South plays the ♦K, needing four tricks from the suit. West follows low, and East plays the 9. The probability that this is a singleton is approximately 2.8%. However, East may hold four to the J-9, and the probability of this holding is about 8.4%. Consequently, if the probability that East would play the 9 from four to the J-9 is greater than half, that distribution would be more likely than the singleton 9. Albert Dormer and Terence Reese have postulated that the play of the 9 from the holding in question is obligatory in order to present South with a choice of plays on the second round. If South accepts this view, he must play to the ace next time. For simplicity, the assumption has been made that if West held J-7-6-5, he would play the low cards indiscriminately.

The problem should be pursued a little further. Suppose that the only deception envisaged is the play of the 9 from four to the J-9, that is to say that East holds four to the J-9 or the singleton 9 when he plays the 9. With a side entry to dummy, South can now give himself a better chance. He enters dummy and leads low toward the Q-10. If East shows out, South plays the queen, and has a marked finesse against West.

To counteract this, East must not merely play the 9 from four to the J-9, but also from a doubleton or tripleton 9. If he is deemed capable of this, there is little attraction for declarer in the play just described because if East follows to a low card from dummy, declarer will have to guess whether to finesse the 10 or play the queen. As doubleton or tripleton 9 each have a probability of about 10.2%, South would do better to play dummy's ace on the second round, unless he estimates only a very small probability of the 9 being played from a doubleton or tripleton.

A detailed explanation of this case is as follows: It is assumed that East will always play the 9 from four to the J-9. The possible plans for South are:

A. Low to the ace, so as to be able to finesse against East if West shows out.

B. Enter dummy with a side suit, lead toward Q-10, and finesse the 10 if East follows.

C. Enter dummy with a side suit, lead toward Q-10, and play the queen if East follows:

The probabilities that the relevant distributions were dealt to East are: 9-x or 9-x-x, 64%; J-9-x-x, 27%; singleton 9, 9%. Let p = the probability that East will play the 9 if he has 9-x or 9-x-x. Then the chance of plan A succeeding is $.64$ times $p + .27$, and of plan B succeeding, $.09 + .27$. Therefore if p is less than 14%, plan A is preferable. That is, plan A should

West, with malice aforethought, chose to lead his longest suit. Is it any surprise that he has more spades than his partner? Suppose your opponents at the other table somehow reach 3NT from the North hand. East leads a red suit and (surprise!) he has more cards in that suit than West. Is your opponent supposed to finesse against West for the ♣Q, while you finesse against East? No, like the booby prize behind door No. 2, the relative distribution of the spade suit is biased information. You knew ahead of time that West was apt to be longer in whatever suit he led. "Discovering" what you already knew cannot change the odds.

So how do you determine the percentage play? Given that spades is West's longest suit, the expected spade break is roughly 4.5-3.5. West rates to have one more spade than East. So the actual 5-3 break is only one card away from expectation. It is equivalent to a random suit's breaking 4-3. That means you can counter the bias by pretending that East has only one extra unknown card instead of two. You cash the ♣K and lead toward the ace. East follows. Now he has zero extra unknown cards. So it's a toss-up. The finesse and the drop are equally likely.

Here is the mathematical way to do this. Calculate the frequency of all of West's possible patterns assuming he has one, two or three clubs (4-0 breaks are irrelevant) and no suit longer than five cards. If the pattern includes a second five-card suit, divide that frequency by two, because half the time West would lead the other five-card suit. Then compute the odds for each club play.

<i>West's Pattern</i>	<i>A Priori Frequency</i>	<i>Adjusted Frequency</i>
Singleton Clubs: 31%		
5-5-2-1	672	336
5-4-3-1	3360	3360
5-3-4-1	5600	5600
5-2-5-1	3360	1680
Doubleton Clubs: 47%		
5-5-1-2	288	144
5-4-2-2	2520	2520
5-3-3-2	6720	6720
5-2-4-2	6300	6300
5-1-5-2	2016	1008
Tripletion Clubs: 22%		
5-5-0-3	24	12
5-4-1-3	480	480
5-3-2-3	2240	2240
5-2-3-3	3360	3360
5-1-4-3	1680	1680
5-0-5-3	224	112

<i>Declarer's Play</i>	<i>Frequency of Success</i>
Finesse West	53%
Finesse East	60%
Play for Drop	60%

Solution 2.

With spades 4-4, most players would play for the drop, reasoning that an even split in spades would not change the a priori odds. Actually, spades are expected to split 4.5 - 3.5, so West's spades are shorter than average. Furthermore, his

diamonds are shorter than average. A priori, West's expected diamond length is four. But, after a spade lead, his maximum diamond length is four. His expectation must be something less than four. So West is short in two suits. His expected club length increases accordingly and it becomes right to finesse him for the queen.

If you work it out the long way, you find that finessing against East works about 48% of the time, playing for the drop about 61% and finessing against West about 65%.

Solution 3.

After a heart lead, one might finesse against East because he has only two hearts to West's four. But this is by far the worst of the three plays. As in problem two, the heart lead reduces West's expected spade and diamond lengths. In theory, he cannot have five of either suit and, by restricted choice, he is less likely than normal to have four. So his expected length in spades and diamonds goes down and his expected club length goes up. Despite the fact that West has more cards that are specifically known than East, it is right to finesse West for the ♣Q. Finessing against East works 46% of the time, playing for the drop 60% and finessing against West 67%.

These arguments assume that West can be relied upon to have led his longest suit. If the auction makes certain leads unattractive or if West has led from a sequence or if West is simply known to be perverse, he might have a longer suit and none of this applies.

Sometimes, biased information can come from the auction.

				<i>North</i>	
				♠	K 10 7 6
				♥	A 7 4 3
				♦	A 5 2
				♣	J 6
				<i>South</i>	
				♠	A J 5 3 2
				♥	8 2
				♦	Q 9 3
				♣	A 5 4
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		
		1	♣	1	♠
Pass	2	Pass	♣	2	♦
Pass	3	Pass	♠	4	♠
All Pass					

West leads the ♣2 (third and fifth): 6, 9, ace. South plays another club. East wins with the queen and leads the ♣K to tap dummy. West follows to all three clubs. What is the percentage play in spades?

East has five clubs to his partner's three. But, because his club length and his decision to bid clubs were intimately linked, this is biased information.

If East had not opened, you would still know that clubs were 3-5 (he would not have played the 9 at trick one from K-Q-9), and it would be clear to finesse West for the ♠Q. But he did open, so you know more. You know that he cannot have a five-card red suit. This decreases his likelihood of holding a singleton spade. Declarer could test hearts before making a decision, but chances are that once again it will be a toss-up between the two plays. Both the finesse against West and the drop are about 60%.

NUMERIC PRINCIPLE. In many relay systems, relayer's partner bids in steps that relate to distributions in numeric order after having already shown part of his distribution.

- Step 1 1-4-4-4
- Step 2 4-1-4-4
- Step 3 4-4-1-4
- Step 4 4-4-4-1

When showing a short suit, this amounts to bidding the high-ranked short suit first. When showing the long suit, on the other hand, this method shows the low-ranked suit first.

- Step 1 3-3-3-4
- Step 2 3-3-4-3
- Step 3 3-4-3-3
- Step 4 4-3-3-3

Many relay systems use the alternative idea of actually bidding the short or long suit naturally. In a situation where the relayer has relayed with 2♠, a response of 2NT would show 1-4-4-4, 3♣ 4-4-4-1, 3♦ 4-4-1-4, 3♥ 4-1-4-4. A notrump bid shows the relay suit (spades here). Similarly the long suit is shown the same way – 3♦ 3-3-4-3, 3♥ 3-4-3-3, 3♠ 4-3-3-3, 3NT 3-3-3-4.

ODDS IN BRIDGE. Odds describe a ratio between two probabilities – the probability that an event (such as a player's holding a particular card) will occur to the probability that it will not occur. If such a probability is expressed as a decimal, the alternate probability is the difference between totality (1), and that decimal. Mathematical Tables, Table 4, shows the probabilities of distribution of cards between two hidden hands. It shows, for example, that the probability that three outstanding cards will divide 2-1 is 78%. Expressing this probability in terms of odds on a 2-1 division are 78-22 or 39-11. The odds against a 2-1 division is the opposite (converse) of these figures, or 11-39, (which is the odds on a 3-0 division). Odds represent what would be a fair bet. Odds are often used to express the probability of two events that are mutually exclusive (cannot both happen at the same time, such as two winners in a prizefight). Thus in dealing with the division of four cards in a suit, Table 4 shows that the odds against a 2-2 division are 49.74 to 40.70 (approximately 5-4), provided that it is known that each opponent has at least one card of the suit. It should be noted that in this computation the possibility of a 4-0 split could be eliminated by one lead to test, and therefore odds could be expressed because there were left only two possible a priori divisions, 2-2 and 3-1.

PERCENTAGE PLAY. A play influenced by mathematical factors when more than one reasonable line of play is available. Refer to Probabilities a Posteriori, Mathematical Tables (Tables 4, 4A) and the Suit Combinations chapter. The following examples show how the above references can be used in bridge play.

(1) Neither the auction nor the play to the first trick has shown any marked unbalanced distribution in defenders' hands. Dummy has A-K-Q-5-4-3-2, and declarer is void in the suit. There is about 36% probability that the suit will be divided 3-3.

- (2) A K Q 10
4 3 2

The correct line of play, based solely on Probabilities a Priori, is to play the A-K-Q unless East shows a singleton or void. From percentage play, probabilities are:

3-3 division	35.53%
J-x (J-9, J-8, J-7, J-6, J-5) either	16.15%
J singleton either	2.42%
J-9-8-7-6-5 with West	.74%
J-x-x-x with West	6.05%
Total	60.89%

The alternative play of taking a finesse on the third round, unless the jack has been played, has the following probabilities:

J in West's hand	50.00%
J-x with East	8.07%
J singleton with East	1.21%
Total	59.28%

To make four tricks in the suit, the odds are slightly less than 61 to 59 on refusing the finesse.

- (3) A Q 10 7 3 2

9 8 5

Declarer disregards the safety play in favor of trying for the maximum number of tricks. He plans to finesse the queen and make six tricks if West holds both honors doubleton or if East holds the singleton jack. He may also have to decide on his action if West plays low and the finesse loses. Mathematical Tables (table 4) shows that the distribution

- 6-4 opposite K-J has a probability of 6.8%
- J-6-4 opposite K has a probability of 6.2%

The odds are therefore 34 to 31 on playing the ace on the second round after the finesse has lost, as against taking a second finesse. Percentage play often requires calculations which, though not too difficult, require more involved operations. This may be valuable in subsequent analysis but may not be practical at the table.

In the following, two lines of play present themselves.

♠ —
♥ Q 3 2
♦ A K Q 10 4 3 2
♣ 7 5 4

♠ K Q J 6 3 2
♥ A K J 6 5 4
♦ —
♣ 3

South plays in 6♥. West leads the ♣Q, then a second club on which East plays the king. South ruffs. As West presumably has the Q-J and East the A-K, the play of this suit has not altered the ratio of the a priori odds, but in our more detailed calculations we must assume that East and West each originally held at least three clubs. South's best line of play depends upon the probability of the divisions of the two red suits. To determine this accurately it is necessary to calculate the appropriate combinations as explained in Suit, Number of Cards In. For a satisfactory approximate answer apply the rule of multiplying Probability of Successive Events. (This is an approximation because the distribution of the two suits is interdependent, not independent. We note the discrepancy when we give the result of our detailed calculations later.) To the third

trick South leads the ♥A, East and West both following. At trick four South can:

- (a) lead the ♥K
- (b) lead a low heart to dummy's queen
- (c) lead the ♥J.

In each case we must consider the position if (i) West follows to the second round of hearts, and (ii) West does not follow.

(a) The ♥K will be the winning play whenever hearts are 2-2	40%
and diamonds are 3-3	36%
or doubleton ♦J	16%
Total	52%

The probability that both will occur (hearts 2-2 and diamonds come home) is 40% of 52%, which equals 20.8%. If hearts actually divide 2-2, South leads the ♠K, and if this is covered his troubles are over. Assuming that West will cover half the time he holds the ace, this gives another 4.8% (50% of 50% of 19.2%), bringing our total to 25.6%.

If West has three hearts (25%), South leads to dummy's ♥Q and makes his contract with the above division of diamonds (52%). This gives another 13%. Similarly, we have a further 13% if East has three hearts and there is the above diamond division.

Our grand approximate total for (a) is thus 51.6%.

(b) A low heart will win whenever hearts are 2-2	40%
diamonds 4-2	48%
diamonds 3-3	36%
singleton ♦J	2%
any other division provided West has the ♠A	7%
Total	93%

or West has three hearts or four diamonds and the ♠A	25%
East has 3 hearts	30%
diamonds are 3-3	25%
doubleton ♦J	36%
East has five low diamonds and two low spades,	16%
or J-x-x-x and three low spades	2%
Total	54%

Our grand total for (b) is thus (40% of 93%) + (25% of [30% + 54%]), or 58.2%

(c) The ♥J is obviously inferior to (b). If West follows to the second round of hearts and we overtake the ♥J, we lose if West has three hearts and three diamonds, even if he also has the ♠A. South has to return to his own hand twice – once to take the ruffing finesse in spades and once to draw West's last trump. One entry has to be the ruff of a fourth diamond, and West will overruff. If the ♥J is not overtaken, the lead is not in dummy for the diamond suit to be led.

A more detailed calculation that takes into account the interdependence of the suit distributions gives us 48.99% for (a) and 52.62% for (b). We note that there is less difference

between these two numbers than between our approximate calculations. This is owing to the fact that (b) contains a larger number of unbalanced hands, the type on which approximate calculations give misleadingly high figures. Related: Marbles and Optimum Strategy.

PERCENTAGES. Because chance plays a considerable part in the distribution of cards at a bridge table, it is understandable that expert players are interested in the mathematical percentages applicable to different situations. Among the entries dealing with percentages are Mathematics of Bridge, Mathematical Tables, Percentage Play, Slam Bidding and Value of Game.

Bridge writers frequently use a variation of percentage, odds in bridge, in discussing situations yielding to mathematical treatment. Many computer bridge programs make sophisticated percentage calculations.

PERFECT BRIDGE HAND. A hand that will produce 13 tricks in notrump irrespective of the opening lead or the composition of the other three hands (Miscellaneous). A hand containing all 13 cards of a suit, therefore, does not qualify as a perfect hand because such a hand will not take even a single trick if played in notrump unless the player holding that hand is on lead (highly unlikely). Although most players think of a hand containing four aces, four kings, four queens and a jack as the perfect hand, actually it is only one of many. Altogether there are 3,756 possible perfect hands, which break down as follows:

<i>Hand Pattern</i>	<i>Number of Possible Hands</i>			
A K Q J x x x x x	A K	A	A	1,512
A K Q J 10 x x x	A K Q	A	A	672
A K Q J 10 x x x	A K	A K	A	672
A K Q x x x x x x	A	A	A	480
A K Q J 10 9 x	A K Q	A K	A	168
A K Q J 10 9 x	A K Q J	A	A	84
A K Q J 10 9 x	A K	A K	A K	28
A K Q J 10 9	A K Q J	A K	A	24
A K Q J 10	A K Q J	A K Q	A	24
A K Q J 10 9	A K Q J 10	A	A	12
A K Q J 10 9	A K Q	A K Q	A	12
A K Q J 10 9	A K Q	A K	A K	12
A K Q J 10	A K Q J 10	A K	A	12
A K Q J 10	A K Q J	A K	A K	12
A K Q J 10	A K Q	A K Q	A K	12
A K Q J	A K Q J	A K Q	A K	12
A K Q J	A K Q J	A K Q J	A	4
A K Q J	A K Q	A K Q	A K Q	4
Total				3,756

There are 635,013,559,600 possible hands a player can hold, so the odds against holding such a "perfect hand" are 169,066,442 to 1.

PERMUTATIONS. All the possible arrangements of the cards, usually the residue of a suit given the cards in two hands. Refer to Mathematical Tables.

PROBABILITIES. Refer to High-Card Point Probabilities and Mathematical Tables.

PROBABILITIES A POSTERIORI (INDUCTIVE). Refer to Percentage Play and Probability of Successive Events.

(1) A Q 10 7 3 2
9 8 5

When dummy's queen is finessed and loses to East's king, there are two events. The first is that East has the K-J, or alternatively, that he has the singleton king. The second is that in both cases, he would play the king. The second is regarded as certain. Resultant probabilities are 6.8% and 6.2%. It is assumed that West has the same choice in both cases, to play either the six or the four. On a second lead, with West following with the other of the low cards, percentage play (slightly) favors the play of the ace.

(2) A J 10 7 3 2
9 8 5

The finesse of the 9 loses to East's king. The a priori probabilities of relevant distributions are:

6 4	opposite	K Q	6.8%
Q 6 4	opposite	K	6.2%

In the first case there is no certainty that East will win with the king: he can equally well play the queen. If he is a good player, the chances are about equal that he will play either honor, as any other method will be likely to help declarer. While the probability of the first event (that East holds the K-Q) is 6.8%, the probability that he will play the king is 50%. Applying the rule for successive events, the probability that East will hold the K-Q, and play the king is 6.8% x 50% or 3.4%. The odds in favor of taking a second finesse are therefore 30 to 17. Related: Restricted Choice.

(3) A K Q J 4 3 2
void

Assume that on the ace and king, East plays the 7 and 8, and West the 5 and 6. The only possible distributions are:

<i>West</i>	<i>East</i>	<i>A Priori Probability</i>
5 6 9	7 8 10	1.78%
5 6 10	7 8 9	1.78%
5 6 9 10	7 8	1.61%
5 6	7 8 9 10	1.61%

All the outstanding cards are insignificant in that none can take a trick. It can be assumed that defenders play insignificant cards at random, avoiding giving declarer information unnecessarily. There are three ways in which each defender can select two cards from both the first two cases. Thus the play of the four cards in question from these cases is 3.56% x 1/9 = .39%.

There are only six ways in which the particular played cards could occur from the last two cases in the table, so the probability of the selected play is 3.56% x 1/6 = .54%. The a priori probability of a 4-2 against a 3-3 division is exactly the same as the ratio between these a posteriori probabilities, .54 to .39. Related: Cards, Neutral and Positive.

(4) It is not always apparent to a player, however, that his cards are insignificant.

4 3 2
J 10 9 Q 8 7
A K 6 5

West will appreciate that his cards are of equal value, but East will not know that his are. When West plays the 9 on South's ace, East is unlikely to play the queen. The probabilities of the possible distributions can be calculated only on an assessment of how defenders are likely to play from each. Before South attacks the suit (at an early stage, and after a neutral lead) the odds are about 49 to 36 on a 4-2 division as against a 3-3. Declarer's interpretation of the play of the first two rounds may cause him to change his original play. Related: Mathematical Assumptions.

PROBABILITIES A PRIORI (DEDUCTIVE). Basic probabilities of a given distribution of cards is expressed as a fraction where the numerator is the total number of favorable cases, and the denominator the total number of (equally likely) possible cases. Mathematics of Bridge explains how these can be computed. Thus before the cards are seen (a priori), the probability a particular player will hold a 4-3-3-3 hand pattern is:

$$\frac{66,905,856,100}{635,013,559,600}$$

Related: Hand Patterns and Number of Possible Hands.

In bridge, probability is most commonly shown as a percentage (100 times the above fraction). Play based on a priori probabilities is therefore known as "percentage play."

Probability of any distribution varies at different stages of the game. Before one has seen any cards, there is a probability of 10.58% that one will hold a 5-4-2-2 hand pattern (refer to Mathematical Tables, Table 1).

There is the same probability that a particular suit will be distributed 5-4-2-2 to the four players. After a player looks at his hand and sees a suit of five cards, the probability that this suit is distributed 5-4-2-2 among the four players is 21.21% (Table 3). Thus 5-4-2-2 is now less than twice as likely as 5-5-2-1, whereas it was more than three times as probable before any cards were seen. A priori has become a posteriori. The difference is because it is now known that one player does have five of the suit, and concern is only with the distribution of the remaining eight cards.

Subsequently, if partner's hand is seen to contain a doubleton of the five-card suit, the probability of a 5-4-2-2 distribution of the suit rises to 48.45% (Table 4), and 5-4-2-2 is now more probable than 5-3-3-2, although the latter was more probable in the earlier stages. Concern is now with the distribution of the remaining cards of the suit in only the other two hands.

A priori probabilities take no account of inferences in bidding or play. Use should be made of the former only where more accurate probabilities cannot be drawn from such inferences.

When the opening lead has been made, strict a priori probabilities no longer apply; but if the lead gives no material information, they are altered only very slightly or not at all. Related: Cards, Neutral and Positive.

PROBABILITIES OF DISTRIBUTION. Refer to Mathematical Tables, Tables 1, 3, 4, and 4A.

PROBABILITY OF SUCCESSIVE EVENTS. The probability that two events will occur is the product of the probability of each, the latter event's probability being calculated on the assumption that the former has taken place. Refer to Mathematics of Deception and Probabilities a Posteriori. For an unscientific but practical application, refer to the last example under Percentage Play.

SUIT, NUMBER OF CARDS IN. For notations used, refer to Mathematics of Bridge.

(1) A player can have x cards of a given suit in ${}_{13}C_x \leftrightarrow {}_{39}C_{(13-x)}$ ways. The percentage probability is found by multiplying this by 100 and dividing by ${}_{52}C_{13}$. A player can have exactly five spades, then, in ${}_{13}C_5 \leftrightarrow {}_{39}C_8 = 79,181,063,676$ ways. The percentage is

$$\frac{7,918,106,367,600}{635,013,559,600} = 12.469\%$$

(2) A player can have x cards of one suit and y cards of another suit in ${}_{13}C_x \leftrightarrow {}_{13}C_y \leftrightarrow {}_{26}C_{(13-x-y)}$ ways. He can have five spades and four hearts, then, in ${}_{13}C_5 \leftrightarrow {}_{13}C_4 \leftrightarrow {}_{26}C_4 = 13,757,064,750$ ways. The percentage is 2.166%.

(3) If 26 cards are known (such as after the dummy is exposed), of which y are the cards of the suit in question, a player can have x cards in that suit in ${}_{(13-y)}C_x \leftrightarrow {}_{(26-13+y)}C_{(13-x)}$ ways. If four spades are seen (y), he can have five spades in ${}_{9}C_5 \leftrightarrow {}_{17}C_8$ ways. This computes to 3,063,060 ways, or a percentage of 29.451%.

SUIT DISTRIBUTION. There are 39 possible suit distributions. For the percentage play in handling any combination, refer to Suit Combinations. For relative frequency of the occurrence of each pattern, refer to Mathematical Table 1.

SUIT PATTERNS. For the 39 suit patterns, ranging from a balanced 4-3-3-3 to an outlandish 13-0-0-0, and the percentage frequency of each, refer to Mathematical Table 1.

VALUE OF GAME. At matchpoint play, a game bonus of 300 points is added to the trick score for non-vulnerable games and a bonus of 500 points is added to the trick score for vulnerable games. These values determine the mathematics of sacrificing against an opponent's game. For example, a better score results from going down three, doubled, non-vulnerable rather than letting an opponent make a vulnerable game. At matchpoints, any game should be bid with a 50% chance, all other things being equal.

In IMP play, the values of the game and slam bonus are used to determine the probability of success needed to abandon

a safe game for a risky small slam. For example, in a close team match with IMP scoring, a 50% chance of success is needed to bid a vulnerable small slam vs. a sure game. At IMPS, games should be bid with a 37% chance vulnerable and a 45% chance non-vulnerable.

In rubber bridge, it has been shown that a game bonus of 500 points is appropriate for scoring the rubber game when both sides are vulnerable and a game bonus of 350 points is the correct value in all other combinations of vulnerability. This leads to the following decisions on the probability of success needed to bid a small slam in rubber bridge:

	<i>Opponents vulnerable</i>	<i>Opponents non-vulnerable</i>
Declarer vulnerable	50%	38%
Declarer non-vulnerable	55%	55%

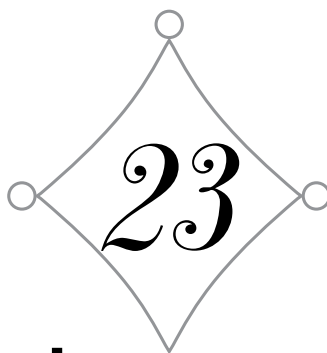
Safety factors required for bidding grand slams in rubber bridge are 65% when declarer is vulnerable and the opponents are non-vulnerable and 68% in all other combinations of vulnerability.

The safety factor required for bidding a game can be shown to be 54% when declarer is vulnerable and the opponents are non-vulnerable and 49% in all other combinations of vulnerability. These factors are calculated using the values of the game bonus and the values of the partscore bonus of 100 or 150 points, depending upon vulnerability. Related: Value of Partscore.

Safety factors required for doubling an opponent's game bid are 63% to 77%, depending upon vulnerability. Safety factors required for doubling an opponent's partscore into game are 77% to 87%, depending upon vulnerability.

VALUE OF PARTSCORE. In matchpoint play, a bonus of 50 points is awarded for successful less-than-game contracts. In Chicago, a partscore remaining at the end of four deals is not rewarded except on the last deal, in which a partscore earned is worth 100 points. In rubber bridge, a partscore bonus has been shown to be worth 150 points when both sides are vulnerable and 100 points in all other combinations of vulnerability. For safety factors required to abandon a safe partscore and bid a game, refer to Value of Game.

VALUE OF SLAM. It is assumed that 11 tricks are a certainty for computing small slam percentages and that 12 tricks are certain for computation of grand slam percentages. At matchpoint play, a 50% chance of success justifies bidding a small slam, and a 67% chance justifies bidding a grand slam. Expert players will frequently take into account intangible factors such as the quality of the field.



RULES AND “LAWS” OF BRIDGE

It’s human nature to want to simplify and automate, and this chapter is made for players who like to make decisions according to formulas. Experienced players know judgment – acquired through the experience of making mistakes – is also required, but a few of the following “rules” are tools used by beginners and experts alike. Whereas most chapter entries appear in alphabetical order, it seemed natural to list the “rules” numerically. It doesn’t have a number, but one of the most famous directives worth mentioning in this chapter is the venerable “Rabbi’s Rule”: When the king is singleton, play the ace. Just for fun, a famous “law” that originated in England is included at the end.

RULE OF ONE. When you are declarer and there is only one trump out, if it is the master trump, it is usually best to ignore it, especially if you have winners to run or need your own trumps for ruffing. Remember, getting that big trump “off the street” will often take two of your trumps. The exception occurs when you have a long, running suit that could be cut off by the player with the master trump. If you can concede the trump without risking the loss of more tricks than you can afford, you should do so.

RULE OF ONE AND TWO. 4NT Blackwood should not be used without at least one ace if diamonds are trumps and without at least two aces if clubs are trumps. In each case, you do not want partner’s response to be above five of the agreed trump suit unless you would then have at least three aces between you. Otherwise, you may be forced to bid a slam off two aces.

RULE OF TWO, THREE AND FOUR. Guides to preemptive opening bids. The number indicates how many tricks you can be set for a favorable sacrifice against a game. Modern expert practice is:

Rule of Two (adverse vulnerability).

Rule of Three (equal vulnerability).

Rule of Four (favorable vulnerability).

Most experts will bid more freely when an opponent has opened with a strong 2♣ or forcing 1♣, strong and artificial.

RULE OF THREE. When both sides are bidding, it is advisable for your side not to bid past the two level unless you and your partner have at least nine trumps between the two hands. Related: Law of Total Tricks.

RULE OF FOUR. If your bidding is good enough to diagnose two eight-card fits, a 4-4 fit and a 5-3 fit, select the 4-4 fit to take advantage of the discards that can be generated by the five-card suit.

RULE OF SEVEN. Devised independently by Robert Berthe of France and Gerald Fox of Napa CA. It is a guideline for declarer in holding up an ace. If he subtracts from seven the total number of cards in the suit in his own hand and the dummy, the answer is the number of times he should hold up. So with A-5-4 opposite 6-3-2, declarer should normally hold up once. Holding up twice may permit an effective shift to another suit.

RULE OF EIGHT (Colchamiro). Proposed by Mel Colchamiro in an ACBL Bridge Bulletin article as a formula for deciding whether to compete against a strong 1NT opening.

Colchamiro advised that when considering whether to show a two-suited hand, a player should determine the number of losers in his hand, counting a loser for every missing ace, king and queen in a suit of three cards or more. A void is counted as no losers, a singleton as one and a doubleton two. A suit of three or more low cards is counted as three losers.

Once the number of losers has been determined, subtract that sum from the number of cards in the two longest suits. If the total is 2 or higher, the player should enter the auction. If the total is 1 or zero, the player should pass.

Using 2 as the minimum benchmark for competing after the aforementioned calculation, the rule achieves the status of eight with the stipulation that the hand in question have at least 6 high-card points. Some examples:

(a)	(b)	(c)	(d)
♠ Q J 7 6 5	♠ A J 6 5	♠ 7 6 3	♠ J 10 9 8 7
♥ Q J 10 5 4	♥ K Q 7 2	♥ A K J 7 6	♥ 6
♦ 5	♦ 4 3	♦ K 5 4 3	♦ Q 8 5 4 3 2
♣ 3 2	♣ 8 7 6	♣ 8	♣ 7

Hand (a) has the requisite 6 HCP, seven losers and 10 cards in the two long suits. The player with this hand should compete.

Hand (b) has both majors and 10 HCP, but eight losers and only eight cards in the two long suits. This hand should be passed.

Hand (c) has seven losers but nine cards in two suits, good for competing.

Hand (d) has great shape with 6-5 in diamonds and spades, seven losers with 11 cards in the long suits, but only 3 HCP. A player feeling frisky – and with an understanding partner – might chance a bid at favorable vulnerability but probably should pass otherwise.

RULE OF EIGHT (alternate). A principle designed to aid judgment when competing against preemptive bidding, most often weak two-bids. When a player’s right-hand opponent opens the bidding with a weak two-bid – 2♦, 2♥ or 2♠ – the player in the next seat assumes that his partner has about 8 scattered HCP.

If the player in second seat faces a close decision regarding whether he should overcall, he takes the rule of eight into account and bids on that basis. In turn, the overcaller’s partner (“advancer”) must consider that a holding of roughly 8 HCP is expected, and generally should be conservative about raising with only that much strength. With roughly a king more than the expected 8 HCP, advancer can offer a raise.

Should the player in second seat make a jump overcall – intermediate, not weak – advancer should raise with the expected 8 HCP, passing with less as a rule.

As with any “rule,” judgment takes precedence, and when advancer has extra trump support or offense-oriented shape, the high-card point requirement can be ignored.

Some players adjust this “rule” down one point and employ it as the Rule of Seven.

RULE OF NINE. A guideline employed in competitive bidding to assist a defender in deciding whether to pass a balancing double for penalty.

Consider this auction:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♠	2♣	Pass
Pass	Dbl	Pass	?

Suppose South holds

♠ 7 6
♥ Q 10 9
♦ J 8 7 6
♣ Q 10 9 8

Applying the rule of nine, South adds the level of the contract (2) to the number of cards held in the opponent’s suit (4) and the number of honors, counting the 10, in the opponent’s suit (2). In the example, the total is only eight, so in theory South should bid something, perhaps 2♦.

Now suppose South’s hand is

♠ 7 6
♥ Q 10 9
♦ J 8 7
♣ Q 10 9 5 4

The total is now nine: level of contract (2) plus cards in

the club suit (5) and club honors (2). This would be a very attractive pass against vulnerable opponents.

Of course, many factors – including vulnerability, need for a swing board or a top – should be taken into account in deciding whether to defend or bid. No “rule” is an adequate substitute for good judgment.

RULE OF NINES AND TENS. This is a partnership agreement regarding the opening lead against a notrump contract. The rules are that the lead of a 10 or 9 against notrump guarantees that the opening leader has no cards higher than the card led – or two cards higher. Thus, from ♠ Q 10 9 8, the lead would be the 9; from ♠ K J 10 9, the 10; from ♠ 10 9 8 7, the 10; from ♠ 9 8 7 6, the 9.

This rule is the cousin to the “jack denies, 10 or 9 implies” agreement in which the lead of the jack is never made from an interior sequence (A-J-10 or K-J-10), and the lead of a 10 or 9 is often from such a sequence but does not provide a guarantee.

RULE OF ELEVEN. A mathematical calculation applicable when the original lead is construed as fourth best. It is sometimes possible to obtain an exact reading of the distribution in all four hands. The discovery of the rule is generally credited to Robert F. Foster and was published by him in his *Whist Manual*.

First put in writing in a letter from Foster to a friend in 1890, it is said to have been discovered independently by E.M.F. Benecke of Oxford at about the same time. The rule states: “Subtract the pips on the card led from 11; the result gives the number of higher cards than the one led in the other three hands.” Counting such cards in his own hand and in the dummy, both the leader’s partner and the declarer can determine the number of such cards in the concealed hand of the other. The application of the rule is easier than stating it. For example:

	<i>Dummy</i>
	K 5 2
7 led	A 10 9 3

If the lead of the 7 is a fourth-best lead, third hand subtracts 7 from 11 and knows that four cards higher than the 7-spot are held in his, dummy’s, and declarer’s hands. He has three and dummy one, therefore declarer has no card higher than the 7, which can be permitted to ride.

Frequently, only the declarer gains from the application of this rule.

	A Q 9 5 4
6 led	3 played
	10 7 2

Declarer sees in his own hand and the dummy five cards higher than the 6, so he can bring in the entire suit by successively finessing against the king, jack and 8.

The Rule of Eleven often spots a singleton lead.

For example:

	A 10 8 7 4
5 led	K 9 3 2
	Q J 6

If 5 is subtracted from 11, the third hand knows that this is the number of cards higher than the 5 held by himself,

dummy and declarer. He sees six of them, so declarer holds none if his partner's lead is a fourth best. Declarer ducks, the king is played, and declarer plays a seventh card higher than the 5. Third hand sees all cards lower than the 5; therefore the opening lead must have been a singleton.

The rule is based on an honest lead of fourth best in a suit. There is a modern tendency to be less revealing on the opening lead, with the lead of a low card indicating a suit whose return is desired and a middle card to indicate a suit to be abandoned. Care must therefore be taken not to apply the rule rigorously when the lead is not certainly a fourth best. Related: Rule of Twelve and Rule of Fifteen.

RULE OF TWELVE. A mathematical calculation applicable when the original lead is construed as a third-highest lead. The rule states, "Subtract the pips on the card led from 12; the result gives the number of higher cards than the one led in the other three hands." The application of the rule is similar to the application of the Rule of Eleven. Example:

Dummy
K 10 7
6 led A J 8 2

If the lead of the six-spot is a third-best lead, third hand subtracts 6 from 12 and knows that six cards higher than the 6 are held in his hand, dummy and declarer's hand. He has three and dummy has three, so if the lead was third highest, he will be able to win cheaply by topping whatever card is played from dummy. A similar rule can be applied to a lead that is deemed to be fifth best (Rule of 10). Related: Rule of Fifteen.

RULE OF FOURTEEN. A method proposed by Malcolm Macdonald to determine whether a squeeze play should be considered for winning an extra trick. This is a useful rule to determine whether a squeeze is possible: Count the number of tricks that must be lost, the number of winners that can be run, and the number of cards that must be held in the threat suits by one defender. If the total is 14, a squeeze may be possible. If the total is 13, a squeeze is not possible. Pseudo squeezes always add to 13.

This rule can be applied as early as trick one or whenever declarer determines that he is within one trick of making the contract. The rule is valid for all but the most esoteric squeeze plays. The rule may be applied to each defender separately for double squeezes.

Tricks that can be (or have been or need to be) won in the threat suits may be counted with winners or with cards that must be held by a defender in the threat suit, as long as they are not counted twice.

The rule does not help to determine whether the conditions necessary for the squeeze to succeed exist, nor does it indicate the proper technique for the execution of the squeeze. It merely indicates that a squeeze is possible. The rule is effective because the central concept underlying the squeeze play is that a defender (the potential victim) does not have enough room in his hand to hold all the cards he needs to defend successfully. In other words, he does not have room for more than 13 cards.

Here's an example of how the rule works in practice:

	♠ Q 10 9					
	♥ 9 6 3					
	♦ 10 6 2					
	♣ K Q 7 4					
♠ 7 3	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ 6 4 2	
N						
W E						
S						
♥ K J 4 2		♥ 10 8 7 5				
♦ A K Q		♦ J 9 7 5				
♣ J 10 9 8		♣ 5 3				
	♠ A K J 8 5					
	♥ A Q					
	♦ 8 4 3					
	♣ A 6 2					
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>			
			1♠			
Dbl	2♠	Pass	4♠			
All Pass						

West cashes the top three diamonds and switches to the ♣ J. South is within one trick of his contract. The extra trick could come from the heart finesse, but it is a poor prospect because of West's double. If the clubs split 3-3, another poor prospect, declarer could make it. Is a squeeze possible? Apply the rule of 14. South has three tricks that must be (or have been) lost and has six winners that can be won (five spades and one club already won). West must retain two hearts, namely ♥ K J, and three clubs, ♣ 10 9 8. Thus, 3 + 6 + 2 + 3 = 14. A squeeze is possible and is successful.

RULE OF FIFTEEN (bidding). A guideline to help determine in close cases whether to open the bidding in the passout seat – *i.e.*, after dealer's pass is followed by two other passes. Related: Pearson Point Count.

The rule recommends adding high-card points to the number of spades in the hand. If the number is 15, the recommendation is to bid. With a lower total, consider passing. At one time, the minimum sum (HCP plus spades) was 14, but 15 is the standard among most players today. As with all "rules," judgment based on experience is more important than formulas.

RULE OF FIFTEEN (carding). A device to help a player remember how many higher cards are outstanding in a suit whether partner leads third, fourth or fifth best. Subtract the rank of the card led from 15 and use that rule. If the card led is fifth best, subtract five from 15 and use the Rule of 10. If it is fourth best, subtract four and use the Rule of 11, etc.

RULE OF SIXTEEN. With borderline hands in fourth position, the number of spades is crucial. The rule suggests that a bid should be made only if the number of points plus the number of cards in the spade suit totals 16 or more. However, this is on the cautious side. The Rule of Fifteen has merit. Related: Pearson Point Count.

RULE OF EIGHTEEN. A rule employed by the World Bridge Federation to define the boundary between light opening bids and HUM (Highly Unusual Methods) bids in which bad hands are regularly opened. Bidding is acceptable only when the number of high-card points added to the total of the two

longest suits is 18. Therefore 11 HCP are needed to open a 4-3-3-3 hand, or 8 HCP to open a 5-5-2-1. In England, a similar Rule of Nineteen applies.

RULE OF TWENTY. A method of determining whether a hand weak in high cards is strong enough to warrant an opening bid. The total number of cards in the two longest suits is added to the number of high-card points. If the total is 20 or more, the hand may qualify as an opening bid. In general, such a hand qualifies if most of the high cards are in the long suits.

♠ A Q 9 5 4
♥ 6
♦ A 10 9 7 6
♣ 5 3

This hand qualifies – 10 cards in diamonds and spades plus 10 HCP equals 20.

♠ 10 9 7 5 4
♥ A
♦ K 9 7 6 5
♣ K 6

This hand also totals 20, but it does not qualify as an opening bid because most of the high cards are not in the long suits.

RULE OF TWENTY-TWO. This is a way of determining, for players who believe in light opening bids, whether particular hands should be opened. It is based on the World Bridge Federation's Rule of Eighteen. Add the combined length of the two longest suits to the high-card point count. Always open if the total is 22 or more. Never open with 19 or fewer. Open with 20 or 21 if the hand has two defensive tricks. The disadvantage of this, as with any method that concentrates on long suits, is that 4-4-3-2 is equivalent to 4-4-4-1; 5-5-2-1 is the same as 5-5-3-0, and 5-4-4-0 is equal to 5-4-2-2.

Some experienced players advise using the Rule of 20 as far as high-card points and shape, but increase it to the Rule of 22 by requiring that the hand contain two defensive tricks.

RULE OF TWENTY-SIX. Devised by Harold Schogger of England, this rule is meant as a slam-bidding aid. When your partner makes a splinter raise of your suit, promising shortness in the bid suit and 13-15 HCP, count your HCP outside the splinter suit and add them to partner's supposed high-card count. If the sum is 26 or more, you are in slam range. That allows for devaluing high cards in your hand opposite partner's announced shortness.

RULE OF N-MINUS-ONE. A rule for squeezes published by Ely Culbertson's *Red Book on Play*. This is his definition:

Count the number of busy cards in plain suits held by one adversary. This number is represented by the symbol N. N-minus-one equals the number of uninterrupted winners the declarer needs for a squeeze.

This rule is applied at a time when the opponent to be squeezed has been stripped of all idle cards. At that point, declarer must be capable of taking all but one of the remaining tricks. The Squeezes chapter contains more information about the mechanics of squeezes.

RULE OF X-PLUS ONE. A formula conceived by Ely Culbertson as an aid to planning the play at notrump. If it is desired to establish long cards in a suit, estimate the number of losing tricks in the suit before it can be established (X) and add one to this number. This is the number of stoppers in the opponents' long suit needed to be able to cash the long cards.

Beyond the "rules" of the game, there are also a few "laws" that are worthy of examination. Here are a couple of them. The most famous "law" – Total Tricks – is covered extensively in the chapter on Competitive Bidding.

LAW OF BALANCED DISTRIBUTION. A general principle relating to suit distributions, proposed by Dr. John A. Tierney in 1959. It applies when the East-West hands contain a given number of cards and two specific divisions of these cards are compared. The principle asserts that:

1. The division in which the cards are more evenly divided is more probable. If East-West hold Q-4-3-2, the specific division 3-2 with West and Q-4 with East is more probable than the specific division Q-3-2 with West and singleton 4 with East. It is well known that four missing cards are more likely to divide 3-1 than 2-2. This does not apply when comparing two specific divisions.

2. If the missing cards are equally divided, the two divisions are equally probable. If East-West hold Q-J-4-3-2, the specific division Q-2 with East and J-4-3 with West has the same probability as the specific division 4-3-2 with East and Q-J with West.

As an example of the principle, consider the card combination in which South holds A-K-7 opposite Q-10-5-2. South plays the ace and king, then the 7. West follows with 8-4-3 and East with 9-6. South should play the queen since the division 8-4-3 with West and J-9-6 with East is more likely than the division J-8-4-3 with West and 9-6 with East.

LAW OF SYMMETRY. A theory of distribution suggested by Ely Culbertson. His idea was that imperfect shuffles tend to produce a suit pattern equivalent to a hand pattern in the same deal. A player with 5-4-3-1 distribution should expect the outstanding cards in his long suit to be divided 4-3-1 more often than the mathematical odds would suggest. There is no mathematical or empirical basis for this theory.

ONE MORE LAW. The following is included primarily for entertainment – it is simply too good to leave out – but it also has considerable technical merit.

Burn's Laws

"While working on the new edition of the *Official Encyclopedia of Bridge*, it occurred to me that we had omitted to mention some of the most important developments of recent years. This article, written in his inimitable style by England's David Burn, reveals all. It appeared in the March 2010 issue of *Bridge Magazine*, having originally appeared under the title: Larry Who?" – Mark Horton, editor, *Bridge Magazine*. With apologies to Burn, the spellings have been "Americanized."

It appears that the most significant bridge book to emerge in recent years is something called *To Bid or Not to Bid: The Law of Total Tricks*. This work is said to have revolutionized competitive bidding among experts and average players alike, and it even has a sequel called *Following the Law*. The third volume in the series, *Lesser Breeds without the Law*, ought to be out in time for Christmas.

The principle on which the Law is based was originally developed by Jules Verne in his novel *Nord contre Sud*, or “North Doubles South.” It should be apparent from the title that the novel is a bridge fantasy, not meant to be taken seriously, but this has not prevented scholars from following its precepts religiously. In particular, the pithily expressed notion that “the sum of the number of tricks available to North-South in their best trump fit and the number of tricks available to East-West in theirs equals the sum of the number of trumps held by North-South in their best fit and the number of trumps held by East-West in theirs” has caused innumerable learned writers, including the present author, to forget what they were going to say at the end of a sentence because the beginning of it has gone on for so long.

The Law itself is more or less worthless, since the total number of tricks taken by anyone almost never equals the total number available to them, regardless of how many trumps they might have. That is why, in his second book, Larry Cohen was at pains to develop the theme of “adjustments.” The current version of the Law of Total Tricks, assuming that I have fully understood the great man’s words, is:

“The total number of tricks that North-South and East-West can take in their respective best trump fits is equal to the total number of trumps they hold, minus one for the number of holdings such as Q-x and J-x-x in any of the hands, plus one for each card over eight in a side suit held by the partnership, minus a half for every honor held in a short suit, plus a half for having most of your honors in your long suits, with a tendency towards a negative assessment if the opponents bid one of your long suits, but a tendency towards a positive assessment if your hand does not contain impurities.”

No wonder it doesn’t work. And even if it did, no one would have a hope of understanding it. What I am going to present in this article is a far simpler rule, with the following absolute guarantee: If you never again violate Burn’s Law of Total Trumps, your results will improve enormously.

That may sound a grandiose and wholly unjustifiable claim, but it is not. I have conducted the most comprehensive and painstaking research in order to verify my theory. At the Olympiad in Rhodes (1996), any one of forty teams would have won but for the fact that at some point they violated Burn’s Law. Chinese Taipei, for example, would have been in the final instead of France had they not done this:

Dir: North Vul: N-S	♠ A K 6 5 ♥ 10 9 ♦ 9 3 ♣ A K 8 5 3	♠ 7 2 ♥ J 8 7 6 4 2 ♦ K J 10 2 ♣ 7		♠ J 9 4 ♥ 3 ♦ Q 8 7 5 4 ♣ Q 10 6 4
	♠ Q 10 8 3 ♥ A K Q 5 ♦ A 6 ♣ J 9 2			

In the Closed Room the auction was:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	2♣	Pass	2♦
Pass	2♠	Pass	3♥
Pass	3♠	Pass	4♦
Pass	4♥	Pass	4♠
Pass	5♣	Pass	5♦
Pass	5♠	Pass	6♣
Pass	6♦	Pass	6♥
All Pass			

It may help to set out the two different versions of this somewhat bewildering auction.

In the Open Room, the bidding was no less risible but

Bid	Meaning according to North	Meaning according to South
2♣	5+ clubs, perhaps a major, 11-16	5+ clubs, perhaps a major, 11-16
2♦	relay	relay
2♠	4+ spades	4+ spades
3♥	5+ hearts	I ought to have hearts but I am a bit fixed because 3♠ is not forcing, 4♦ is a splinter and 4♠ is feeble
3♠	No diamond guard	No diamond guard
4♦	Fourth suit, presumably looking for somewhere to play	A cuebid, which I hope partner will realise agrees spades even though there is no reason why he should
4♥	Heart support	Heart support
4♠	A cuebid with hearts agreed	Spade support
5♣	A cuebid with hearts agreed	A cuebid with spades agreed
5♦	A cuebid with hearts agreed	A signoff in spades
5♠	A cuebid with hearts agreed	Club support (it might be argued that taking six rounds of the auction to support your partner’s first bid suit is a little excessive, but in view of the number of rounds that South took to support spades, not especially surprising)
6♣	A grand slam try in hearts, asking for good trumps	A cuebid with spades agreed
6♦	A signoff in hearts	A grand slam try in spades, asking for good trumps
6♥	Oh, well!	What the * @\$&!

rather more effective:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
<i>Lin</i>	<i>Mari</i>	<i>Shen</i>	<i>Bompis</i>
			1NT
Pass	2♣	Pass	2NT
Pass	4♦	Pass	4♠
Pass	6♠	All Pass	

1NT Out of turn, but nobody noticed
 2NT Both majors
 4♦ Transfer to spades
 6♠ A punt, hoping that the slam would either be
 a good one or would make on a blind opening lead

Six spades made, six hearts went five down, and France took the lead in the match for the first time in the final set of 16 boards.

Shattered by this blow, the Chinese Taipei men could not recover, and all because they had failed to obey Burn's Law of Total Trumps:

When you are declarer, the total number of trumps held by your side should be greater than the total number of trumps held by your opponents.

Britain would have been in the knockout stages but for this:

<i>West</i>	<i>East</i>
♠ 10 9 7 4	♠ A 8 6 5
♥ 8 6 5	♥ A K Q 3
♦ J 9 7	♦ A K Q 6 4
♣ A 9 3	♣ —

In the Open Room, Slovenia did well to stop in a making contract, for South had ♠ K Q J 3.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	Pass	Dbl	Pass
1♠	Pass	4♠	All Pass

In the Closed Room, one of the more serious violations of the Law occurred:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1♣
Pass	3♣	4♣	All Pass

This contract went five down (it is an interesting corollary to Burn's Law that almost all violations of it end up going five down) and Slovenia gained 12 IMPs.

In true Larry Cohen style, I have already written the sequel to the *Law of Total Trumps*.

It is called The Rule of Eight, and it is for those of you whose bidding methods are already geared to the avoidance of 3-0 fits but whose judgment at the higher levels of the auction may be a little suspect.

This deal from the Olympiad final between France and Indonesia is a good example.

Dlr: South	♠ Q J 10 7 6 5		
Vul: None	♥ A Q 7 2		
	♦ —		
	♣ 9 4 2		
	♠ 8 3		♠ 2
	♥ K 8 6		♥ 3
	♦ A 8 7 5		♦ K Q 9 6 4 3 2
	♣ Q 8 6 5		♣ A K 7 3
	♠ A K 9 4		
	♥ J 10 9 5 4		
	♦ J 10		
	♣ J 10		

This was the bidding in the Open Room:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
<i>Szwarc</i>	<i>Panelewen</i>	<i>Multon</i>	<i>Watulingas</i>
			Pass
Pass	1♠	2♦	3♦
4♦	4♥	4NT	5♥
Pass	5♠	6♦	Pass
Pass	6♠	Dbl	All Pass

6♦ A violation of the rule of eight

6♠ See above

In the Closed Room:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
<i>Karwur</i>	<i>Mouiel</i>	<i>Sakul</i>	<i>Levy</i>
			Pass
Pass	1♠	2♦	3♦
4♦	4♥	5♣	5♠
6♦	6♥	Pass	6 S*
Pass	Pass	Dbl	All Pass

6♦ Further violation

6♥ Ditto

I make the same guarantee for the Rule of Eight as I made for the Law of Total Trumps. If you never again violate it, your results will improve immeasurably.

The rule is similar to the well-known Rule of Eleven, and is applied in three stages:

During the auction, ascertain how many aces are held by your opponents.

Subtract this number from eight.

Do not bid at the level given by the answer.

The third book in the series will cover advanced topics in card play such as putting down the dummy. To whet your appetite, here is an important principle:

If your side has bid and supported a major suit during the auction, but finished up in no trumps, you should put the major you were bidding on the extreme right of dummy as it appears from declarer's point of view.

Otherwise, as one poor soul discovered in Rhodes, your partner may fall foul of Burn's Third Law:

You cannot make 3NT on a cross-ruff.



BRIDGE AND THE DIGITAL AGE

When contract bridge was invented in 1925, the electronic computer was still a dream. It wasn't until a decade and a half later that the first working model of a computer was produced – and it filled an entire room. Today's cell phones have many times the computing power of the original model – and there are lots of programs that play bridge. It was inevitable, of course, that bridge programming would spread through the Internet, and today people around the world can play bridge online and watch live bridge matches, mostly on Bridge Base Online, which dominates the landscape. Computers have many applications in bridge – and speaking of apps, there's even one for playing bridge on your iPhone. Who knows what tomorrow may bring?

ACBL WEB SITE. ACBL rolled out the first home page on Dec. 21, 1996. Since that time, the site (www.acbl.org) has developed in leaps and bounds, and now is a major resource for just anything related to bridge that a player could want.

Members can renew online, check their masterpoints, read past issues of the ACBL Bridge Bulletin back to January 2005, read about conventions and convention charts, download software, read about terms and definitions, the *Laws of Duplicate Bridge* – even find a teacher.

Every ACBL-affiliated club is listed with contact information, and there is a Find a Club function. Dozens of clubs now post their results online at the ACBL home page.

Players interested in tournaments can find results back to 2004 and schedules for tournaments as soon as they are determined. If you want to know who came in first or second in any North American championship, the information is there. If you want to know the history of an event and all the winners, just click on NABC Winners.

There is a wealth of information about ACBL's three North American Bridge Championships each year – the NABCs. There are archives of Daily Bulletins from the NABCs back to the fall of 1996. Nowadays, every computer-generated deal played at an NABC is posted on the ACBL home page within a week of the end of the tournament. There is also a listing of all special events.

Information about the administrative arm of the ACBL is also available on the home page, and the web site is updated

with the latest news, including death notices, new applications for smart phones and many other items of information.

The home page is updated on a regular basis, and feedback from members is encouraged and welcome.

ACBLScore. The computer program devised by the ACBL to score bridge games at tournaments and clubs, compute masterpoint awards, compile personnel records, prepare monthly club reports and provide reports on tournament events for publication. ACBLScore is now commonly used in non-ACBL countries and is generally considered to be the most user-friendly and accurate scoring program.

The program was developed by Jim Lopushinsky, a Canadian who has lived in the U.S. since he was hired at ACBL Headquarters in the early Nineties to oversee enhancements and upgrades to the program. The Edmonton AB programmer and tournament director introduced the program for testing in 1982. At the time, it was called Compu-Score.

ACBL Board Member Merlin Vilhauer of Beaverton OR and Marvin Hamm of Tualatin OR wrote the first bridge scoring program used by the ACBL. The program was called Director and was used by the ACBL from 1982 to 1991. Many of the commands used in ACBLScore are from Director.

ARTIFICIAL INTELLIGENCE. Non-trivial decision-making by a computer. Many programs for bidding and play have been prepared for bridge. Some programs for bidding are highly sophisticated. As for card play, the programs still have some catching up to do despite making great strides in the late Nineties and the 21st Century.

Incomplete information. Chess and checkers are games of complete information, as each player can see everything about the current situation. Bridge is a game of incomplete information because some cards are hidden from each player. Of course this complicates the decision making.

Decision tree (or game tree). A program makes a series of decisions that can be diagrammed in the form of a tree, with the current situation being the root. Each possible immediate decision is a separate branch. Subsequent decisions are sub-branches. Look-ahead, tree-search and mini-max are names for the process of traversing the tree in order to make the root

decision. Alpha-Beta is the name for an improved version of this process. The size of the tree is huge (especially with incomplete information), too large for any computer to deal with in a reasonable length of time until part-way into the play of a contract. So pruning (ignoring seemingly irrelevant possible plays) and possibly stopping the search at a certain depth (number of plays into the future) is normally done.

Expert systems. Programs look up the first few bids from a table, much as a person memorizes the responses to Stayman or the meanings of Jacoby Transfers. But most programs use huge tables of bids to help them before they actually have to make a decision later in the auction. The use of such tables makes this portion of a bridge program an expert system.

Machine learning. This is the process by which a program automatically changes its decision-making rules, based on the results of actual situations it has encountered. Few bridge programs use learning.

Pattern matching. A human bridge player readily recognizes that a hand or suit fits a certain pattern, and has a repertoire of possible techniques for dealing with such a hand or suit. A program must do this, too, but pattern matching is difficult to teach to a program.

Monte Carlo sampling. Some programs use Monte Carlo sampling. In the case of bridge, the computer considers a number (maybe even thousands) of random hypothetical estimates of the unseen hands in choosing its next play. The name Monte Carlo was apparently the code name of the project that John von Neumann and Stanislaw Ulam were working on when they invented this sampling method (for simulation of nuclear processes) for the Manhattan (atomic bomb) Project.

BRIDGE-PLAYING SOFTWARE. The first programs written to play bridge were truly abysmal, following suit being the only detectably correct action of which they were capable. Today's programs are much more sophisticated, but the play still is not appreciably better than that of a decent club-level player.

That's not to say that programs such as Jack, Q-Plus, Bridge Baron, Bridge Buff and GIB won't give you a good game now and then, but the programs are limited.

That said, there is a wealth of good bridge software on the market, much of it interactive. One of the best programs for learning the game is Bridge Master, developed by Fred Gitelman, founder of Bridge Base. The program is basically a set of problems that users are asked to solve interactively. The program is set up so that if the user employs proper technique, the contract will be made. For example, if the lesson is to avoid guessing which way to finesse for a queen, and there is an opportunity to strip the hand and throw in an opponent, no matter which way the user takes the finesse, it fails.

Some of the all-time greats of bridge writing – Mike Lawrence, Eddie Kantar, Larry Cohen, Marty Bergen – have developed software to help aspiring players improve.

More information is available at www.baronbarclay.com.

COMPUTER-BRIDGE CHAMPIONSHIP. An official World Computer-Bridge Championship was established by the ACBL in 1996, to be held annually alongside a major bridge

event. Since 1999, the event has been conducted jointly by the ACBL and the World Bridge Federation. The chief organizer has been Alvin Levy of New York City, with support from the ACBL, WBF and various sponsors.

A full description of all the championships and many published articles are available at www.computerbridge.com or www.ny-bridge.com/allevy/computerbridge.

Generally, the championship has been played as a round-robin, followed by the semifinal round of a knockout among the four teams finishing at the top of the round-robin. A team consists of four identical bridge-playing software programs referred to as robots.

The top robots have improved significantly with programming techniques, computer memory and computer speed. Generally, the robots use rule-based bidding except when encountering certain high-level bidding situations. In those cases, they make bids using simulation techniques.

The play of the cards is based on similar simulation techniques, whereby many samples of the unknown cards are generated randomly, compatible with the information available up to that point. Then a double-dummy solver determines the best line of play to obtain the best score over the selected samples.

A bridge table consists of software that connects four robots together, deals the cards and passes the appropriate information around the table, identical to human play. Before play begins, the opponents' convention cards are input. Play is interrupted only if there is a complicated bidding sequence beyond the scope of the extended convention card and an explanation is required.

Bridge Baron, GIB and Meadowlark Bridge are U.S. products. Jack was developed in the Netherlands, Micro Bridge in Japan, Q-Plus Bridge in Germany and WBridge5 in France.

Winners of the World Computer-Bridge Championships

	<i>Venue</i>	<i>Winner</i>	<i>Runner-up</i>
1997	Albuquerque NM	Bridge Baron	Q-Plus Bridge
1998	Chicago IL	GIB	Q-Plus Bridge
1999	Bermuda	GIB	WBridge5
2000	Maastricht, Netherlands	Meadowlark Bridge	Q-Plus Bridge
2001	Toronto ON	Jack	Micro Bridge
2002	Montreal QC	Jack	WBridge5
2003	Menton, France	Jack	Bridge Baron
2004	New York NY	Jack	Bridge Baron
2005	Estoril, Portugal	WBridge5	Jack
2006	Verona, Italy	Jack	Micro Bridge
2007	Shanghai, China	WBridge5	Bridge Baron
2008	Las Vegas NV	WBridge5	Jack
2009	Washington DC	Jack	WBridge5
2010	Philadelphia PA	Jack	WBridge5

COMPUTER CHALLENGE MATCH. Zia Mahmood won a challenge match against seven computers in London in 2000. The computer participants were GIB, Meadowlark Bridge, Q-Plus Bridge, Micro Bridge, Blue Chip Bridge, Oxford Bridge and a Saitek machine. GIB won the prize for the best played hand.

The first appearance of a computer program at a world championship occurred in Valkenburg, the Netherlands, at the 1980 Olympiad. The Volmac program for constructive bidding was demonstrated, and it did just about as well as the human experts. It used artificial bidding methods designed by Benito Garozzo.

COMPUTER DEALS. It is relatively simple to write a computer program that will distribute cards in random order.

The program used by the ACBL to randomly deal the cards was written by ACBL's Jim Lopushinsky, who periodically checks the output of the program to ascertain that it conforms to mathematical expectations.

At one time, ACBL contracted with an outside firm to generate deals and print records of each set. These sets were then sold to tournament organizers, who found that using hand records was a vast improvement over the previous practice of playing the first round of a bridge game and then having the deals duplicated by hand by the players across the various sections, moving the boards back and forth among the sections. This was a laborious process that slowed down the game and frequently caused errors in the duplication.

In the Nineties, ACBL began creating the deals, packaging them and selling them to sponsoring organizations. The job of generating the deals has always fallen to an ACBL staff member who does not play bridge. Despite the fact that such a person would have no idea how to manipulate deals to make them "more difficult" for non-expert players, there is a persistent belief in some quarters that such chicanery is practiced. These same players also ignore the fact that human-dealt hands can also feature wild distributions and finesses that fail.

It is true that computer-generated deals are different from inadequately shuffled cards, which tend to be "flatter," with fewer cases of "wild" distribution, but in the end, the computer produces nothing more than a truly random deal every time – and in many cases a set of deals created by computer will feature a series of hands that some players might consider boring.

The following is an excerpt from a letter to the editor, with a response by Lopushinsky, published in the September 2011 issue of the ACBL Bridge Bulletin that may help shed some light on the dealing program used by the ACBL.

Bill Clough of Lynchburg VA wrote: "The question is whether the ACBL hands are random. Let's look at some numbers. From the ACBL's own web site, we can find that a huge number of deals can be generated as the random seed is 2^{47} , that is 140,737,488,355,328 or 1.4×10^{14} possible deals. The seed is equal to the largest possible number of unique deals that can be generated.

"It is true that the *total* number of possible deals is closer to 2^{96} , but there are actually 53,644,737,765,488,792,839,237,440,000 or 5.3644×10^{28} possible bridge deals.

"Surfing the web a few years back, I found an article that helped to understand these enormous numbers. If you have one atom of gold for each possible bridge deal, a gold cube could be formed 3.9 feet on a side and weigh 19 tons with a value

more than \$800 million.

"Doing the same for the ACBL deals, the cube of gold formed would be $1/1500$ of an inch and weigh .05 microgram – less than the ink of the dot on an "i" – with a value of $1/5000$ of a cent.

"So are the ACBL deals random? Yes, of course, they are random – as random as the generating program can make them."

This was Lopushinsky's response:

"The writer is correct as to the number of hands that can be generated from one seed, but the seed is arbitrarily assigned for each set of hands.

"The random number generator uses the linear congruential algorithm and 48-bit integer arithmetic. This will generate 2 to the 47th power different numbers before repeating without any outside influence (140,737,488,355,328 numbers).

"Outside influence occurs in the form of manually dealt hands, starting seed numbers, time of day, etc., to make the number of numbers virtually infinite, and to guarantee that the same hand will not be repeated. Ninety-six bits take part in the operation with the high 48 bits acting as the overflow.

"The operation works as follows: The hand record set number is used as the starting seed. This seed is multiplied by day of the month, current minute, current hour, current second, current day of week and current hundredth of second. This number is then multiplied by a large prime number (5DEECE66D in hexadecimal). Thirteen is then added to this. The lower 48 bits is then saved and used as the seed to generate the next random number. The overflow (48 high bits) is then doubled and multiplied by the range requested (1 - 52) and the overflow from this is used as the random number."

The first computer-generated deals were used in 1963 at the Eastern States Regional in New York City on the initiative of Martin Scheinberg.

Today, virtually all tournaments use computer-generated deals for pairs games, and the ACBL uses the Duplimate dealing machine to prepare hundreds of boards – all complete with randomly dealt hands – in advance of major events at the three annual North American Bridge Championships.

One of the major advantages of using computer-generated deals is that hand records are available for players immediately after each session. Most of the hand records include double-dummy analysis of makeable contracts for both sides for each deal. Related: Duplimate.

Dealing programs can be a boon to bridge teachers and partnerships. With a program such as Dealmaster Pro, one can establish parameters for deals to be generated in order to practice different conventions. For example, if a partnership wanted to practice responding to Flannery 2♦, Dealmaster can be set up to generate hundreds, even thousands, of deals with opener always holding five hearts, four spades and 11-15 high-card points. A teacher can use the program to generate deals with specific lessons in mind. All deals can be exported for printing.

COMPUTER SCORING. Almost all tournaments today are scored by computer. In fact, wireless electronic scoring, in essence, uses dozens of mini-computers placed on the tables

in bridge games using such scoring. For each board, a contract and opening lead are entered, and when play on the board is completed the result is entered by North. East or West examines the score entered and, upon agreement, pushes a button to send it to the computer doing the scoring.

The two wireless scoring devices that have cornered most of the market are Bridgemate and Bridge Pad.

Even without the wireless devices, scoring is done by computer at virtually every tournament and at most large bridge clubs. ACBL games use the ACBLscore program.

Until the advent of computers, all scoring was done manually. The scorer would enter all results on a large recap sheet, do the necessary matchpointing (figuring the point score for each recorded result), add the scores for each pair and rank the fields.

The first serious attempt to score a tournament with computer assistance occurred in Ostend, Belgium, in the early Fifties. The players used sensitized pencils to enter the scores on punched cards that were fed directly into a machine. Besides calculating the overall standings, the machine furnished each pair with a virtual reproduction of their personal scorecard, complete with the matchpoints on each board.

DEEP FINESSE. Created by Bill Bailey in 1999, Deep Finesse is now ubiquitous in the bridge world. The double-dummy analyzer's footprint is on each square of every hand record sheet, listing makeable contracts for both sides for every deal. This is what the home page of the Deep Finesse web site (www.deepfinesse.com) has to say about the program:

“Deep Finesse is an interactive hand analyzer that lets you examine play lines of any bridge deal. You don't compete against Deep Finesse; rather, it's a tool to help promote better human understanding of the game. The current version plays perfect double-dummy bridge (meaning all hands are visible). All positions are solved correctly regardless of the complexity, usually within seconds. A version that supports single-dummy play (where two hands are hidden) is planned for the future.

“Deep Finesse comes with an intuitive and easy-to-use graphical interface. Its real novelty is in the way information is presented and how deals are investigated. By simply clicking on cards, you choose which lines of play to explore. You never operate in the dark. At each turn, Deep Finesse clearly shows which cards are winning plays and which are losing. Deep Finesse is unbiased about offense or defense – it always finds and labels the best cards for each player in turn.”

Bridge journalists favor Deep Finesse as a way of checking their own analyses, the only caution being that because DF plays double dummy, a successful line of play is occasionally one that would not be considered by even top experts because of the low or virtually non-existent chances of success without the advantage of seeing all the cards – which Deep Finesse does.

DUPLIMATE. The trademark used by the Jannersten Förlag for its duplicating machines. The first, still functional, machine was built in 1969. The first world championship with “duplimate” deals was in 1982, and the method has since then become standard at major championships.

Other Per Jannersten products:

Bidding Box™ is the trademark used by Jannersten Förlag for the silent bidding devices. The idea to use self-sorting cards was introduced by Eric Jannersten (Per's father) in 1965 and the first usage in a World Championship was in 1971.

Bridgescorer™ is an electronic wireless scoring system used to administrate and score duplicate bridge.

Handydup™ is a small, manual version of the Duplimate dealing machine.

E-BRIDGE. A now-defunct, subscriber-supported international web site founded in 2000 by Pinhas Romik to provide live online tournament and social bridge. The service offered full coverage (including vugraph with expert commentary) of major tournaments and events, bridge news from all World Bridge Federation zones and complete resources for bridge information, education and entertainment. It was host for ACBLonline, also no longer operating.

ECATSBRIDGE. ECatsBridge was created in 1997 with the aim of providing a useful resource of international bridge information on the web. It is run by Anna Gudge, well known in the bridge world, and Mark Newton, who provides the technical expertise. ECatsBridge has always prided itself on trying to provide the best service for the benefit of the players and, as their logo states: “Promoting Real Bridge in a Virtual World.”

In 1998, ECatsBridge came up with the idea of creating a system to score and display simultaneous pairs events online, their system being adopted by the World Bridge Federation. In simultaneous pairs, a set of deals is played at a variety of locations at the same time. The largest such event is the WBF's Worldwide Bridge Contest, formerly the Epson Pairs. ECatsBridge now scores many such events and organizes and hosts several charity Simultaneous Pairs events, including the BBC Children in Need, and has raised well more than half a million pounds for charity this way.

ONLINE BRIDGE. It's fair to say that as of 2011, bridge has a huge presence on the Internet. Besides three major sites at which people can play bridge at any time of the day or night from anywhere in the world, there are dozens of web sites devoted to the game. The resources are virtually endless. People wanting to learn can do so via online tutorials. Players wishing to improve can read about conventions and play techniques. It's also possible to read about the top players and their triumphs (and misadventures).

Various sites, including dozens of blogs, are available for the perusal and edification of players at all levels of experience. Two of the newest have the attraction of major bridge personalities, including Bridge Topics, featuring Eric Rodwell as a key editor, and Bridge Winners, founded by Gavin Wolpert, Jason Feldman, Steve Weinstein and Eugene Hung.

Check www.bridgeblogging.com for a list of blogs.

Among the most popular sites on the Internet are those facilitating play – including hundreds of games for ACBL masterpoints – and providing venues for watching the top players in big events and key matches. It's a brave new world of

bridge, all available with the click of a mouse.

Following are the top three sites, all of which have games that award ACBL masterpoints.

Bridge Base Inc. is a company founded in 1990 by Fred Gitelman, president, and Sheri Winestock, vice president, and based in the Las Vegas NV area. Though its first two products – BASE II (1990) and BASE III (1991) – were analytical tools designed for serious students of bridge, Bridge Base is now most famous for offering free online bridge play through its web site, Bridge Base Online (BBO), with which it has become synonymous. As of October 2007, Bridge Base is owned by Gitelman, along with Uday Ivatury, Bill Gates, Sharon Osberg and David Smith.

ACBL's popular Learn to Play Bridge software (free for downloading from the ACBL home page) was created by Gitelman, who followed with a second program that is also available at no charge.

BBO was launched on April 23, 2001, offering free online multiplayer bridge play. Anyone can register and play for free, so it is common to find thousands of players. Because the language of bridge bidding and play uses only 15 words and because all selections are done via mouse click, people from any country who speak any language can play together. In addition, BBO has support for a number of languages, which allows player and observer chat at tables and other "rooms." Records of all hands played are kept and are publicly accessible, enabling comparisons with other players of the same deals.

In addition to bridge rooms, the site also includes free instruction about bidding and play, a free downloadable demonstration of Bridge Base's Bridge Master software, rooms to practice bidding and rooms to practice play with a partner. Many of the tables can be observed by anyone. A friendly atmosphere is maintained by a complaint line that is provided and closely watched. A player who uses offensive language or infringes on other players' enjoyment can be blocked from the site temporarily or permanently. There are many "helper" players denoted by their yellow background in the lobby whose job it is to help newer players find their way.

BBO also monitors results as a way of assuring that all competition is on a level playing field. BBO investigates when results and unusual plays so indicate, and action is taken when appropriate.

BBO is by far the dominant player in the online bridge play landscape, and in mid-2011 was on its way to recording nearly 650,000 tables of ACBL-sanctioned bridge play. Here are some other statistics about BBO:

More than 100,000 different people log in to BBO every day.

Roughly 250,000 different people log in to BBO at least occasionally.

Every day, roughly 500,000 deals are played on BBO.

ACBL masterpoints earned in online play are "unpigmented," as contrasted to black, silver, red, gold and platinum points. Most sanctioned games cost only \$1 per session.

When important bridge matches are going on virtually

anywhere in the world, BBO is a magnet for bridge aficionados who want to see bridge at the highest levels. BBO routinely has several vugraph sessions going at once during ACBL's North American Bridge Championships and at all World Bridge Federation and European Bridge League tournaments. All vugraph sessions are archived and available for review on BBO.

OKbridge. Established as a commercial enterprise in 1994, OKbridge is the oldest online bridge club. It OKbridge began as a by-product of founder Matt Clegg's courtship of Merja, now his wife. The couple met in 1989 when Merja, a native of Finland, visited California to study with a famous geneticist, Clegg's father. After Merja returned home, Clegg took a year off from graduate school to be with her in Finland.

While in Finland, Clegg developed an Internet bridge program as a way of playing bridge with his friends back in the U.S. OKbridge was first released to the public in August 1990 and the idea caught on. The players sent Clegg a steady stream of suggestions, many of which were incorporated into the program. After several years, there were thousands of people from around the world using the OKbridge software. Because of the increasing demands placed on his time, he conducted a survey of users in 1993 to determine if they would be willing to pay a subscription fee if he continued to upgrade the software and provide service. The users approved of the idea, and the commercial OKbridge was launched.

In 2004, OKbridge announced a strategic alliance with Prize Money Bridge Tour, the leading promoter of cash-prize bridge events, to sponsor a series of nationwide tournaments. Today, OKbridge has nearly 13,000 members from more than 100 countries, making it the world's largest member-supported online bridge club. OKbridge was expected to host about 135,000 tables of play in ACBL-sanctioned games in 2011.

SWAN Games. The SWAN Games Internet Bridge Club was founded in April 2000 and is headquartered in Whitehall, Pennsylvania. The company's mission is to create the best online club for playing bridge on the internet.

The company's software includes an easy-to-use interface for play 24 hours a day with people from all over the world; scoring by matchpoints and IMPs, and trick-by-trick animated hand review. Other features: built-in forums for discussing boards, individual chat boxes for managing private conversations, online help desk with live assistance, graphically enhanced hand review and statistics. Player profiling lets you keep notes on your friends (and foes). It offers more than 100 configurable colors and sounds.

In March 2004, SWAN Games and the Swedish Bridge Federation (www.bridgefederation.se) announced a partnership to provide Internet bridge services to SBF members.

The SBF will use SWAN's Internet bridge platform to provide a free bridge club for SBF members, with options to run online events, such as tournaments, lectures and national team practices, as well as the ability to broadcast the play, commentary, and results from live tournaments for free via the Internet.

SWAN also runs ACBL-sanctioned masterpoint games and was projected to host about 16,000 tables in 2011.

PORTABLE BRIDGE NOTATION (PBN) is a universal notation to represent bridge games. It can be used in every bridge program for dealing, bidding, playing and/or teaching. The notation is suitable for all computer platforms.

The latest version, PBN 2.1, was released in May 2007. It can be retrieved from the <http://www.tistis.nl/pbn/>

That same web site has information about what the program does and how it originated.

The co-founders of PBN are Kaj G. Backas of Helsingfors, Finland, and Tis Veugen, Maastricht, Netherlands.



Al Levy congratulates Hans Kuijf while WBF President José Damiani, far right, looks on. With them are Martin Pattenier and Wim Heemskerck. Kuijf's Jack program defeated the French WB5 in the final.



Al Levy with Hans Kuijf, developer of Jack, the winning program in the 2010 World Computer-Bridge Championship in Philadelphia.



Competitors were intense at the World Computer-Bridge Championships in Philadelphia in 2010.




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CURIOSITIES

With all its intricacies and scope for the unusual in bidding and play, bridge is fascinating on its own, never mind the curious characters who populate the landscape of the world's favorite card game. Some, but not all, the lore involves bidding and/or play. Anyone who has played the game for a certain period will have lots of stories to tell about unusual goings-on. To veterans of the game, some of the "curiosities" in this chapter won't seem really unusual compared to what they've seen.

BRIDGE IN PRISON CAMPS. The absorbing character of bridge – to such an extent that one is unaware of the passage of time – made it an appropriate activity for prisoners of war. During World War II, allied prisoners in German prison camps in Europe often played bridge, including future Dutch star Herman Filarski. The most remarkable games, in terms of quantity and quality, took place in Java, where Dutch prisoners of the Japanese struggled with a limited supply of cards. The following astonishing deal, recalled by C. Th.de Booy, was from an eight-table duplicate.

Dlr: East ♠ 10 8 7 3
 Vul: Both ♥ 9 6 4 2
 ♦ A 8 3
 ♣ 7 4

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

At most tables, South played 4♠. This was a typical auction:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1♦	Dbl
4♣	Pass	4♥	4♠
All Pass			

In one case, South won the club lead, played the trump ace and unblocked the ♠7 from dummy. He cashed the ♥A, led to the ♦A and ruffed a club high. West was thrown in with his ♠5 and was allowed to win two club tricks as South discarded

diamonds from the dummy and hearts from his hand, making his contract. He lost no red-suit tricks.

At another table, it occurred to West to play his ♠5 under the ace, but this did not help him. South drew the remaining trump and cashed the red aces. He then threw West in with a club, again achieving a double ruff-sluff position.

Another account involves the Hanoi Duplicate Club. When Lt. Col. William Means was returned to the U.S. from Vietnam, he gave an extraordinary account of how he and the prisoners on his cellblock were able to conquer boredom and other hardships – at least part of the time – with a duplicate bridge game.

It was six years and seven months from the time his plane was shot down in July 1966 until his release with the first contingent of freed POWs in February 1973. During the last three years of that time, Means was in charge of entertainment for his cellblock. He had been part of a group that played party bridge at Shaw Air Force Base in Sumter SC in 1963 and had a brief exposure to duplicate. In prison in Hanoi, one of his fellow prisoners had experienced duplicate and was able to help in setting up and scoring the games.

There were only five decks of cards. There were no duplicate boards, no traveling score sheets, no table cards, no tables. So the same five decks of cards were played at each table, then shuffled and played again. Duplicate boards were porcelain-covered metal plates that often served as the duplicate board and the traveling score.

When there were no pencils for scoring on the plates, toilet paper was used for score sheets with scores entered by use of cotton-tipped bamboo sticks dipped in homemade ink. For tables, they used their POW blankets, folded into the shape of a table. The hands, each wrapped with a scrap of paper showing its compass position, were stacked atop an upside-down plate for passing from one "table" to another.

These duplicate contests were held regularly on Wednesday and Sunday nights, and pairs stayed intact for one month. Session scores for each pair were accumulated and at the end of a month, North-South and East-West winners were declared. In lieu of masterpoints, the players put up candy and cigarettes from their personal rations to be awarded to the winners. At the beginning of a new month, partners were redrawn and a fresh

series of games began.

Duplicate games of from three to six tables were a regular, semi-weekly feature for the last three years before the POWs were released. Ground rules were established and administered according to bridge laws as they were remembered from the old days at Shaw, with Means directing the games himself or appointing a substitute.

Hostages played bridge, too. While American hostages were being held in Iran (Nov. 4, 1979 - Jan. 20, 1981) many of them learned to play bridge to help pass the time. One hostage in solitary confinement dealt out thousands of hands and got quite upset because East-West were getting most of the high cards – he identified with North-South.

BRIDGE IN PRISONS. In 1972, recognizing that bridge is such an absorbing and constructive activity that it might assist in the rehabilitation of prisoners, the ACBL Board of Directors and the ACBL Charity Foundation instituted a policy of encouraging the playing of duplicate bridge in penal institutions.

The ACBL and various member units have donated cards, boards, bridge books and other instructional materials to prison duplicate clubs. In 1973, the ACBL Charity Foundation made a \$5000 contribution to the Foundation for the Advancement of Inmate Rehabilitation and Recreation. At one time the American Bridge Teachers' Association assisted the program by waiving initiation fees and dues for prison inmates who qualified as bridge teachers. Local clubs have encouraged players to participate in prison duplicate games. In the early Eighties, there were some two dozen duplicate clubs in penal institutions.

It is perhaps fitting that bridge be encouraged in prisons considering that the idea of playing with one hand exposed as the dummy may have originated in Newgate Prison, where whist was played in this manner as a three-handed game prior to 1820.

A remarkable account of bridge playing in Alcatraz was provided in 1992 by Morton Sobell of San Francisco, who was an inmate there from 1952 to 1958 as a result of his involvement in the Rosenberg espionage case.

"It was the only card game. We used a special deck of dominoes, rather than cards. They came in four colors to denote suits, and the values were denoted by the number of dots: jack was 11, etc. And we had a wooden board with a ledge for holding the dominoes so that they could not be seen by others.

"Play was out in the small yard, behind the first and third base lines, so that on frequent occasions a softball would land in the middle of the table, which was a blanket-covered folding-leg bridge table cut down to about 20 inches in height. We sat on hassocks.

"With a population of 250 men, it was not unusual to have 20 games going on weekends. It was a sight to behold: The men all bent over in their thin pea coats in the foggy, drizzly cold, playing all weekend long, about five or six hours each day.

"Usually, the men arranged the game Friday night for a 25,000 or 50,000 point series. The winners were whoever reached the figure first. The bets were usually the moth-eaten, stale Wings cigarettes that were distributed, three packs a week,

to each of the men.

"I am not a card player, but for want of anything else to do I played some. What amazed me was that each night, on returning to the cell house, many of the men would replay each of the hands from memory, discussing the bidding and the play. These were men who had never played bridge until they came to the Rock, but obviously they had card sense, which I didn't.

"The bridge was not very sophisticated and, as I recall, nobody engaged in any artificial bids. Nor was there any real intensity in the play. It was just something to pass the time."

GRAND OLD MAN OF BRIDGE. A term applied in the Twenties and early Thirties to Milton C. Work and in later years to Sidney Lenz. If the title belongs to those who have promoted the game at a great age, through writing and in other ways, there are other candidates for the title: R.F. Foster; George Beynon; Oswald Jacoby; B.Jay Becker and Alfred Sheinwold.


HISTORIC PENALTIES. Many of the great stories in the annals of the game are concerned with penalties. The biggest penalty in a championship tournament was reported from the Men's Pairs (now the Wernher Open Pairs) at the 1964 Summer North American Championships held at Toronto.

♠ —
 ♥ A K Q J 9 7 6 4 2
 ♦ 7
 ♣ K Q 5

♠ 10 8 6 2
 ♥ 10 3
 ♦ 5 3
 ♣ J 10 9 8 7

♠ A K Q 7 5 4 3
 ♥ —
 ♦ 9 4
 ♣ 6 4 3 2

♠ J 9
 ♥ 8 5
 ♦ A K Q J 10 8 6 2
 ♣ A



With both sides vulnerable, the par contract is a 7♠ sacrifice by East-West, which costs 1400 as compared with 2220 for the grand slam North-South can make in hearts (7♦ by South is defeated if West leads a heart). At most tables, the final contract was in fact 7♠ doubled, but at a number of other tables, the North-South pairs refused to be outbid and overcalled 7♠ with 7NT, which was, of course, doubled and was usually redoubled. The auction at one such table, beginning with a strong two-bid, was:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	2♥	2♠	3♦
Pass	4NT	5♠	6♣
Pass	7♥	7♠	7NT
Pass	Pass	Dbl	Redbl
All Pass			

Spades were led, and West did not fail to unblock with the 8 and 10. East thus took the first seven tricks for a penalty of 4000. At another table the bidding was:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	2♣	3♠	4NT
Pass	6♥	Pass	7NT
Pass	Pass	Dbl	Redbl
All Pass			

West, doubtless attributing some unusual lead-directing significance to his partner's double, led a club and the contract was made for a score of 2930. The spread between top and bottom score was 6930.

The biggest recorded penalty in tournament play resulted from a deal similar to the following:

Dlr: West ♠ K J 4 3 2
 Vul: N-S ♥ 8
 ♦ 9 7 3 2
 ♣ 8 3 2

♠ A 8 ♥ 7 6 ♦ A K Q J 10 8 5 ♣ 10 4		♠ — ♥ K 10 5 3 ♦ 6 4 ♣ A K Q J 9 7 5	♠ Q 10 9 7 6 5 ♥ A Q J 9 4 2 ♦ — ♣ 6
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The deal was played at a Baltic Congress, with Andrzej Witkowski and Bogdan Swiatek of Poznan sitting East and West. East could have made 6NT, but this contract was ruled out by the opening bid.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
3NT	Pass	5♣	5♦
Dbl	Pass	Pass	Redbl
All Pass			

South tried to maneuver into a major, and 5♠ would have succeeded. But North did not realize that the redouble was an SOS. The defense did not score their spade ruff, but they had tricks to spare anyway, taking all 13. The score was 6400, not far short of the maximum of 7600.

This was exceeded in rubber bridge on the following deal, played in Megve, France, in 1954.

Dlr: East ♠ —
 Vul: N-S ♥ Q 9 6 4
 ♦ K Q 7 6
 ♣ K 8 6 4 3

♠ A K 10 9 8 7 6 5 4 3 2 ♥ 3 ♦ — ♣ 5		♠ — ♥ K 10 7 5 ♦ 10 9 5 4 2 ♣ J 9 7 2	♠ Q J ♥ A J 8 2 ♦ A J 8 3 ♣ A Q 10
---	--	--	---

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
4♥!	Dbl	Pass	1NT
5♦!	Dbl	Pass	6NT
Dbl	Redbl	All Pass	

The ♠A was led. The result was down 12 for a penalty of 7000. South should have made two tricks.

One of the biggest penalties conceded by forgetting a convention occurred in Denmark. John Trelde forgot his own Copenhagen Convention and went down nine tricks in 3♦ redoubled not vulnerable for a loss of 3400, pre-1987 scoring.

KIBITZER STORIES. Kibitzing is the act of watching a

game from the sidelines. In serious play at top clubs and at tournaments, the level of play is usually high, so there are rules – written and unwritten – concerning the deportment of any onlooker.

A kibitzer should know that it is extremely important not to give away information about the nature of the hand or the holding being watched. In ACBL tournaments, kibitzers usually are permitted, although one kibitzer may be removed at a player's request without cause. Any kibitzer can be removed for cause (failing to observe the proprieties for kibitzers).

Numerous stories and legends have sprung up over the years about kibitzers and, although many of them are apocryphal, some are true, and others contain more than a germ of truth. Many of these tales are based on situations where the players are arguing vehemently about a bid or play, and it is decided that the matter be referred to the kibitzer for his opinion, with many varied and humorous endings.

The word "kibitzer" derives from the German word for a green plover, a highly inquisitive bird. The role of the kibitzer grew somewhat in stature and story, as bridge itself expanded and progressed.

In H. T. Webster's regular series of bridge cartoons drawn for the *New York Herald Tribune*, the artist's attention often turned to kibitzers, and the resulting drawings were among his most amusing. Some of the great humorists of the Thirties and Forties occasionally did pieces about kibitzers, and one of the wittiest was George S. Kaufman's "The Great Kibitzers' Strike." All the comic and semi-serious articles reflected the general mores and customs of the times regarding kibitzers and attitudes toward them.

A classic story, and one of the few known completely true ones, involved the players at a well-known New York club and their one kibitzer. The five-level contract was doubled, and with the opponents on lead to the 10th trick, declarer spread his hand, claiming the balance, just making the contract. The opposition agreed, and the cards were just about to be thrown in, when the kibitzer pointed out a defensive lead that would have defeated the contract at that point. Bitter harangue and confusion then ensued. Ultimately, the matter was referred to the card committee. The final decision was that declarer be credited with making the contract doubled, the defense be credited with defeating the contract one trick, and the kibitzer be ordered to pay the difference.

LOWEST SCORE. The lowest score in major team-of-four play occurred in 1957 in the first Far East Team Championship at Manila. On the third set of eight boards in the match between Hong Kong and the Philippines, not one IMP was scored by either side. On each of the eight deals, both teams arrived at the same contract and made the same number of tricks. In a board-a-match team held at a Greater New York Bridge Association sectional tournament in 1975, one of the 74 teams in the field scored only one-half board out of 26, a record that is unlikely to be broken.

In tournament pairs play, the lowest recorded score is 13%, by opera star Lauritz Melchior. In head-to-head team play, the record can be claimed by Eddie Kantar, Billy Eisenberg, Alan Sontag, Fred Hamilton and James Cayne. In the first 16 deals

of the 1983 Vanderbilt Knockout final in Hawaii, they were outscored 68-2 by Bill Root, Richard Pavlicek, Edgar Kaplan and Norman Kay and were then penalized 10 IMPs for slow play. So they began the second quarter of the match with a score of minus 8 IMPs.

LUCK. A basic reason for the success of duplicate bridge is that it incorporates the optimum degree of luck. Although this means that the best players do not invariably win, it adds greatly to the fascination of the game and to the interplay of psychological factors. Par contests, where the luck element is removed, are much less popular.

Individual contests contain, by far, the largest element of luck and are less highly regarded as a test of skill than other forms of duplicate. The hazardous nature of an individual contest derives partly from the constant change of partners. Good luck may take the form of being teamed with a strong and compatible partner on critical deals that require accurate bidding or play. It would be bad luck to be teamed with an incompatible partner on such deals. Similarly, being teamed against incompatible players on swingy deals could be good luck, and a player might pick up a high matchpoint score without taking an active part.

After individual contests, pairs events contain the next highest proportion of luck. In a single-session event, a pair who are measurably stronger than the field will probably win less than half the time – but they will nearly always finish in the leading group. The greater the importance of a pairs event, the greater the number of boards played, thus reducing the effect of luck.

Another facet of luck in pairs events is that toward the end of a contest, an experienced pair who estimate that they have less than a winning score may adopt unusual tactics in an attempt to improve dramatically. Such tactics may take the form of bidding poor slams or games, or declining to bid good slams, in the hope that an improbable distribution of the cards will favor an unusual contract. Thus it is theoretically possible for a pair to have a comfortable lead with a few boards to go, to continue to bid and play perfectly, and yet be passed by a pair who have deliberately bid their way to faulty contracts or made imperfect plays via the strategy known as shooting.


It is in team-of-four games – particularly those where the scoring is by International Match Points – that luck is reduced to a minimum. Such events therefore carry the most prestige and are the accepted medium for international competition.

At the same time, the structure of team games is such that luck, when it does occur, is both more recognizable and more dramatic than in pairs contests. This adds greatly to the ways in which skill may be manifested. For example, a player who, at a critical stage of a close match, is faced with the decision whether to bid an even-money slam may bring into the reckoning such factors as the personal idiosyncrasies of his counterpart at the other table, the bidding systems being played there, whether the players there will be able to judge the score as accurately as he and so on. Dramatic strokes of misfortune can also exert a profound psychological effect on the players and provide a stern test of character in the face of adversity.

Aside from close decisions, luck in team play may result in

correct play being penalized by an unfortunate lie of the cards, while less sound play succeeds.

In team play, an admitted but small mistake in technique can sometimes be penalized to an extent altogether out of proportion to the degree of error. Following were the cards in the crucial semifinal match between Britain and Italy in the second World Team Olympiad, held in New York City in 1964.

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

In the closed room, the British bid to the best contract as follows:

<i>West</i>	<i>East</i>
<i>Harrison-Gray</i>	<i>Flint</i>
	2NT
4♣	4NT
7NT	Pass

7NT was a spread, and the British scored 2220. When the deal was replayed on Bridge-O-Rama, the bidding was:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
<i>Avarelli</i>	<i>Reese</i>	<i>Belladonna</i>	<i>Schapiro</i>
	Pass	1♦	1♠
3♣	Pass	4♦	Pass
4NT	Pass	5NT	Pass
6♦	Pass	7♦	All Pass

This contract would be made unless North could ruff the opening lead or unless trumps were divided 5-0, the latter being only a 4% chance. Since 7♦ bid and made gives a score 2140, normal expectation would be a swing of 2 IMPs to the team that had bid 7NT. In fact, the British South opened a low spade against 7♦ and his partner ruffed. The swing to Britain was thus 2320, or 20 IMPs. Although the Italian bidding was imperfect, one might say that they suffered ill luck to the extent of perhaps 18 IMPs.

Jonathan Swift (1667-1745), author of the classic *Gulliver's Travels*, made this comment on luck: "I must complain the cards are ill-shuffled til I have a good hand."

PSYCHIC BID. A term coined in 1931 by Dorothy Rice Sims, generally meaning a bluffing call to create the illusion of strength or length in a particular suit or to conceal a weakness. From about 1931 to 1934, a wave of blind enthusiasm for psychic bidding swept the country's bridge tables, making it appear that a malignancy was threatening to deform the game that was still in its infancy. Most of these early psychics were hit-or-miss affairs, the bidder never knowing until it was all over whether his play had been brilliant or catastrophic.

During this period, Ely Culbertson, a keen strategist and psychologist who was not above making an occasional psych,

was categorically opposed to psychic bidding for the masses. His reasoning was simply that the techniques of the Culbertson System were designed to create partnership harmony and confidence. Psychic bidding, unquestionably a unilateral and individualistic action, tended to destroy the precision his system was trying to create.

Fortunately, the early passion for psychics quickly subsided. Some two decades later, around 1952, psychic openings re-emerged in a more disciplined form as parts of the Roth-Stone, Stayman, Kaplan-Sheinwold, and Bulldog systems. In the opinions of many experts, however, although the psychic opening had a tendency to force the opponents out of their familiar bidding patterns and into strange and uncomfortable situations, it was never terribly effective against sophisticated opponents, who would act positively when they had good cards in spite of the psych. By 1964, the Roth-Stone system had eliminated the opening psych because the complications it created outweighed the benefits it produced.

By and large, the most effective psychic bids have been those that misdescribe the bidder's length in a particular suit. Sometimes these psychics promise extreme shortness in the suit; sometimes they promise considerable length in the suit. And when they find gaps in the opponents' defensive bidding conventions, the results can be extremely profitable. The least successful type of psych tends to be one that attempts a bluff as to wholesale strength.

Throughout its history, the ACBL has taken steps to reduce the usage of psychs. Don Oakie was commissioned by the ACBL Board of Directors to state the League's position in an article in the ACBL Bridge Bulletin. The essay appeared in the February 1978 issue. Here are his conclusions:

"It is high time that we call all of our members' and directors' attention, especially at the club level, to the fact that while a psychic bid is legal, its indiscriminate use is not. People who employ psychic calls against less-experienced players may be guilty of unsportsmanlike psyching and thereby be in violation of League regulations. People who psych against their peers may be guilty of frivolous psyching, or of having an unannounced partnership understanding. People who psych against more experienced players will probably get bad boards, and they may lose the few good boards they get by being judged to have indulged in unsportsmanlike psyching, or to have disrupted the game.

"What does this mean to you as a player? If you want to psych any call other than a forcing opening call, go ahead and do it – it's perfectly legal. If you psych on an average of once a month, no player or director is likely to say a word about it. If you can't resist the temptation to do it oftener, sooner or later you're going to run afoul of the Laws or League regulations."

Oakie's definition of a psychic – a bid that deliberately and grossly misstates the bidder's high-card values or suit length – helps to distinguish true psychs from tactical bids.

Psychs and tactical bids

North opens 1♠, and South tries to discourage a club lead by responding 2♣ on:

♠ J 8 3
♥ A J 9
♦ A Q J 2
♣ 9 6 2

South's 2♣ is a tactical bid, but if North never supports clubs with:

♠ A 10 7 4 2
♥ K Q 10
♦ 8
♣ A K J 5

there is evidence of an impropriety.

Similarly, a first-hand 1♠ opening on:

♠ 8 4 2
♥ 10 7 6 3
♦ J 8 6 4 2
♣ 4

is psychic, but a third-hand 1♠ opening on:

♠ A K J 8
♥ 8 5
♦ 6 5
♣ 9 7 5 3 2

is largely without psychic intent.

Following are some examples of various types of psychs:

A psych that has long been almost so standard a part of the repertoire that it is thought hardly worth using is the 1♠ butt-in over an opponent's takeout double of partner's 1♥ opening. Yet it was used to good effect in the final of the 1966 Bermuda Bowl between Italy and North America.

Dlr: North ♠ J 10
Vul: None ♥ A Q 5 4
♦ A 8 2
♣ 9 8 4 2

♠ K Q 8 6 5	N W ♦ E S	♠ A 4 2
♥ J 10		♥ K 9 8
♦ 10 6 4 3		♦ Q 9
♣ A Q		♣ K J 10 7 5

♠ 9 7 3
♥ 7 6 3 2
♦ K J 7 5
♣ 6 3

West	North	East	South
<i>Avarelli</i>	<i>Mathe</i>	<i>Belladonna</i>	<i>Hamman</i>
	1♥	Dbl	1♠
1NT	Pass	2♣	Pass
2♦	Pass	2NT	All Pass

Hamman's psychic spade response found a flaw in the Roman System. A double by Avarelli would have shown spade shortness rather than length. Still, the Italians could have recovered by bidding game in notrump. It was just as well that they did not, however, since after Mathe's opening ♠J was won by dummy's ace, Avarelli led a spade and covered Hamman's 7 with the 8, playing Hamman for a real suit, and lost a trick to Mathe's 10. Mathe wasted no time in shifting to a diamond to collect five tricks in all. In the replay West made 11 tricks in 4♠.

Here is an excellent example of psyching a conventional


bid. You hear the following auction and you get all the relevant explanations.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1NT
2♥	2NT (1)	Pass	3♣ (2)
Pass	5♥ (3)	Pass	6♣ (4)
Pass	7♣	All Pass	

- (1) Relay to 3♣.
 - (2) Obligated to make this bid.
 - (3) Exclusion Roman Key Card Blackwood, showing a void in the suit bid.
 - (4) Two Key Cards, not counting the ♥A.
- What should West lead? Certainly not the ♥A considering the bidding, which announced a heart void in the North hand. This was West's hand:


♠ 10 4
 ♥ A J 10 8 6 5 3
 ♦ 9 3 2
 ♣ 3

This is the problem Jason Hackett faced in a China Cup match. This was the full deal:

Dlr: South	♠ K Q J 10 8		
Vul: N-S	♥ Q		
	♦ —		
	♣ A K Q 8 7 6 5		
♠ 9 4		♠ 5 3 2	
♥ A J 10 8 6 5 3		♥ 9 7 4	
♦ 9 3 2		♦ K J 10 8 4	
♣ 3		♣ 9 4	
	♠ A 7 6		
	♥ K 2		
	♦ A Q 7 6 5		
	♣ J 10 2		

Hackett considered the bidding and finally led ... a diamond! So declarer scored up his unlikely grand slam.

One of the most spectacularly successful psychs was an opening preemptive psych by Martin Cohn in the Vanderbilt Teams at the 1967 North American Championships in Seattle.

Dlr: North	♠ 10 8 7 6 4 3		
Vul: E-W	♥ A 10 6		
	♦ K Q 6		
	♣ 7		
♠ A		♠ K Q 2	
♥ K J 9 8 7 5 2		♥ Q 3	
♦ A J		♦ 10 8 7 5 4 3 2	
♣ A K 4		♣ 2	
	♠ J 9 5		
	♥ 4		
	♦ 9		
	♣ Q J 10 9 8 6 5 3		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
<i>Leventritt</i>	<i>MacCracken</i>	<i>Schenken</i>	<i>Cohn</i>
	Pass	Pass	3♥
All Pass			

Holding a weak hand and a singleton heart, Cohn opened the bidding with 3♥ and caught LHO, Peter Leventritt, with a powerful hand including seven hearts. Leventritt could not double for penalties, so he passed, and 3♥ undoubled became

the final contract.

Cohn suffered a six-trick penalty (he could have held it to five), but that still was a huge gain because this was the auction at the other table:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			5♣
5♥	Dbl	All Pass	

North did not lead the ♥A and another heart, so West made an overtrick for 1050 and a 13-IMP gain.

REX BRIDGE. A Swedish variation on contract. At any time, any player may introduce a call of Rex, ranking between spades and hearts. It is a notrump contract except that the ace of each suit ranks below the deuce, and the king is the high card in each suit, other cards maintaining their rank with respect to the king.

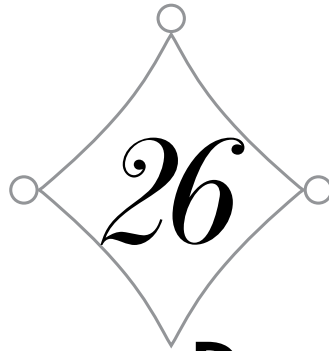
SCORPION. The site of a remarkable bridge game that occurred in 1917 in the Turkish harbor of Constantinople, now Istanbul. Alan Truscott described it as follows in *The New York Times*.

“An American gunboat, the Scorpion, was attached to the American Embassy. It was boarded by the Turks, who were German allies, when the United States entered World War I. The German Navy, present in force, wanted the Scorpion for use as a decoy, but the crew much preferred to be interned under Turkish control. The ship's fate was to be determined by Talat Pasha, the powerful Minister of the Interior, who happened to be an acquaintance of the ship's captain, Lt. Cdr. Herbert Babbitt.

“Bridge was almost certainly born in the Ottoman Empire, and many of the Turkish magnates were enthusiasts. Babbitt had a happy thought. He challenged Talat to a rubber, with the ship as the stake. If he lost, the Scorpion would go to the Germans. If he won, the vessel would be interned where she was. Talat accepted this remarkably creative suggestion, and play began. Everything hinged on the final deal on which Babbitt had to play 4NT, a contract that was very rare in the auction game. He made the contract, Talat kept his word, and the Scorpion and her crew remained in Turkish waters until the war was over. For the rest of his naval career her captain was known as Four Notrump Babbitt.”

SUPERSTITION. Common as regards to cards ever since games were first played. Some persons have the reputation of being good or bad cardholders, but if you collate records on a series of several hundred hands held, you will find that the point-count holdings over the course will average about 10 points.

Numerous superstitions occur at or apply to bridge games, such as shuffling the cards in a certain way, positioning the deck after the cut, using a certain pencil for scoring but for no other purpose, or getting up from one's seat and walking around one's chair or around the entire table “for luck” after a bad hand or a bad run of cards. A common superstition involves choices of seats or decks of cards after the cut for partners. Other players believe their luck will desert them if attention is drawn to it by calling them “lucky” or “the big winner,” and so on, ad infinitum.



RUBBER BRIDGE

Although many new players today begin bridge in the duplicate format, a sizeable number of members gravitated from rubber or “party” bridge to duplicate, having played rubber bridge at home or at college first. High-stakes rubber bridge games still go on in places, but the number of clubs offering that format is shrinking. On the other hand, it is estimated that about 20 million people in North America play bridge – the vast majority at home with friends. Most are playing some form of rubber bridge.

CHICAGO (Four-Deal Bridge). A form of the game much played in clubs and well suited to home play. Its effect is to avoid long rubbers of uncertain duration; a member never need wait longer than the time (about 20 minutes) required to complete four deals. The game is called “Chicago” for the city in which it originated, and sometimes “club bridge.”

Basic rules. The *Laws of Contract Bridge* and rules, if any, peculiar to the club where the game takes place are followed, with exceptions related to the Chicago format:

The rubber. A rubber, sometimes called a chukker, consists of a series of four deals that have been bid and played. If a deal is passed out, the same player deals again and the deal passed out does not count as one of the four deals.

A fifth deal is void if attention is drawn to it at any time before there has been a new cut for partners or the game has terminated. If the error is not discovered in time for correction, the score stands as recorded. A sixth or subsequent deal is unconditionally void and no score for such a deal is ever permissible.

In the event that fewer than four deals are played, the score shall stand for the incomplete series and the fourth deal need not be played unless attention is drawn to the error before there has been a new cut for partners or the game has terminated.

When the players are pivoting, the fact that the players have taken their proper seats for the next rubber shall be considered a cut for partners. In a pivot game, partnerships for each rubber follow a fixed rotation.

Vulnerability. Vulnerability is not determined by previous scores but by the following schedule:

First deal: neither side vulnerable.

Second and third deals: dealer’s side vulnerable, the other

side non-vulnerable.

Fourth deal: both sides vulnerable.

Premiums. For making or completing a game (100 or more trick points), a side receives a premium of 300 points if on that deal it is not vulnerable or 500 points if on that deal it is vulnerable. There is no additional premium for winning two or more games, each game premium being scored separately.

The score. As a reminder of vulnerability in Four-Deal Bridge, two intersecting diagonal lines should be drawn near the top of the score pad, as follows:

The numeral “1” should be inserted in that one of the four angles thus formed that faces the first dealer. After play of the first deal is completed, “2” is inserted in the next angle in clockwise rotation, facing the dealer of the second deal. The numerals “3” and “4” are subsequently inserted at the start of the third and fourth deals, respectively, each in the angle facing the current dealer.

A correctly numbered diagram is conclusive as to vulnerability. There is no redress for a bid influenced by the scorer’s failure to draw the diagram or for an error or omission in inserting a numeral or numerals in the diagram. Such error or omission should, upon discovery, be immediately corrected, and the deal or deals should be scored or rescored as though the diagram and the number or numbers thereon had been properly inserted.

Partscores. Partscores made previously may be combined with a partscore made in the current deal to complete a game of 100 or more trick points. The game premium is determined by the vulnerability of the side that completes the game. When a side makes or completes a game, no previous partscore of either side may thereafter be counted toward game.

A side that makes a partscore in the fourth deal, if the partscore is not sufficient to complete a game, receives a premium of 100 points. This premium is scored whether or not the same side or the other side has an uncompleted partscore. There is no separate premium for making a partscore in any other circumstances.

Deal out of turn. When a player deals out of turn, and there is no right to a redeal, the player who should have dealt retains his right to call first, but such right is lost if it is not claimed before the actual dealer calls. If the actual dealer calls

before attention is drawn to the deal out of turn, each player thereafter calls in rotation. Vulnerability and scoring values are determined by the position of the player who should have dealt, regardless of which player actually dealt or called first. Neither the rotation of the deal nor the scoring is affected by a deal out of turn. The next dealer is the player who would have dealt next if the deal had been in turn.

Optional rules and customs. The following practices, not required, have proved acceptable in some clubs and games.

(i) The essence of the game is speed, so if a deal is passed out, the pack that has been shuffled for the next deal should be used by the same dealer.

(ii) The net score of a rubber should be translated into even hundreds (according to American custom) by crediting as 100 points any fraction thereof amounting to 50 or more points: e.g., 750 points count as 800; 740 points count as 700 points.

(iii) No two players may play a second consecutive rubber as partners at the same table. If two players draw each other again, the player who has drawn the highest card should play with the player who has drawn the third-highest, against the other two players.

(iv) To avoid confusion as to how many deals have been played: Each deal should be scored, even if there is no net advantage to either side (for example, when one side is entitled to 100 points for undertrick penalties and the other side is entitled to 100 points for honors). In a result that completes a game, premiums for overtricks, game, slam or making a doubled contract should be combined with the trick score to produce one total, which is entered below the line. For example, if a side makes 2♠ doubled and vulnerable with an overtrick, 870 should be scored below the line, not 120 below the line and 50, 500, and 200 above the line.

In some clubs, particularly in New York City, the vulnerability is reversed on the second and third deals. The objective is to give the non-vulnerable side an opportunity to preempt as dealer. Two variations popular in England are: (1) Undoubled overtricks do not count, called Illinois; (2) Undoubled undertricks beyond one do not count, called California.

Tactics. Suppose that on the fourth deal, South is declarer at 4♠ with:

♠ Q J 8 3
♥ 8 5 4 3
♦ A J 6
♣ 8 5

♠ A K 10 7 5 2
♥ A 2
♦ K 3
♣ K 6 4

West leads the ♣Q. East wins the ace and shifts to a heart. South checks the score; his side is ahead by 190 points. South can take the ♥A, draw trumps and claim 11 tricks for plus 650 and victory by 840 points. North-South will win an 8-point chukker. If South makes an extra overtrick, however, North-South will win a 9-point rubber, and if South takes only 10 tricks for plus 620, North-South will still win an 8-point rubber. South should therefore win the ♥A, draw trumps and finesse

the ♦J in pursuit of a second overtrick.

In the auction, overbidding the score has the same significance as at rubber bridge. If North-South have a 60 partial, an auction such as 1♠ - 2♠; 3♠ suggests slam. At Chicago, however, the changing vulnerability affects tactics. Suppose that on the third deal, there are three passes to South, who holds:

♠ J 7 5
♥ A Q 10 7 2
♦ K 7 5
♣ J 5

If South passes, East-West get a redeal and retain their vulnerability. South should open 1♥ to deprive the opponents of their chance to make a vulnerable game or slam.

Suppose that on the third deal South holds:

♠ 8 4
♥ K 7 4
♦ A J 9 5 2
♣ K J 4

North-South are vulnerable. After two passes, South should pass. North has passed, so game is unlikely. South hopes the deal will be passed out, giving North-South another chance to take advantage of their vulnerable status.

If it is agreed that partnerships will rotate, which is normal, there is a psychological element with marginal third- and fourth-seat hands: Bid with a relatively weak partner, willing to end the wheel, but pass with a relatively strong partner. Rubber is a misnomer, because it should refer to the traditional best-of-three games format. Alternative words that have some currency are “chukker,” originally a period in the game of polo, and “wheel” from the X diagram used to track the dealer on the score pad. Curiously and coincidentally, chukker is derived from a word meaning “wheel.” Related: Compensation and Pivot Bridge.

OUT OF HAND

BY BILL BUTLER



“D’you take trade-ins?”

PARTNERSHIP PSYCHOLOGY. The art of keeping partner happy is worth more in terms of results than much advanced technical knowledge, but it is an art which many players, including some at the highest level, never learn.

At rubber bridge, the player who encourages his partner instead of shouting at him, praising the occasional good plays instead of pointing out the obvious bad ones, earns large dividends. His partners then like to play with him and play up to their capabilities. On the other hand, a player who is subjected to a barrage of criticism is likely to play below his best, for the remainder of the rubber and on subsequent occasions.

In tournament play, two people who have agreed to be partners ought in theory to be compatible, but this is not always the case, and the same principles are applicable. Though some successful partnerships contain one player whose personality dominates, many long-lived partnerships consist of players who enjoy each other's company and have attained mutual respect. Egotists whose concern is to prove how brilliantly they play and how foolishly their partners perform may have temporary successes, but they must find new partners regularly.

Because distance as well as respect may be a desirable partnership attribute, much has been written about the performance of partnerships – especially those with an emotional attachment. There is no standard. Some otherwise affectionate couples seem to let all the tiny frustrations of their relationship surface at the bridge table, while the formidable marital problems of others may vanish. All that is clear is that emotional ties may oblige some partnerships to work harder to be effective.

Perhaps the simplest and best rule for all partners to remember is the “golden” one.

PARTSCORE BIDDING. Bidding by (or against) a side that possesses a partscore in rubber bridge is a subject scantily treated by textbooks. It is often referred to as “bidding to the score.” The topic produces considerable disagreement among experts. The following treatment is based on the opinion of a number of experts.

Forcing bids. The most noticeable difference between partscore bidding and normal bidding arises from the fact that many bids that would otherwise be forcing are no longer forcing when they complete the game. A new suit by responder, for example, is not forcing if it is sufficient for game. Similarly, a jump from one to three in a suit, or from one of a suit to 2NT, may be passed, though it becomes a slam try if a simple raise would have been enough for game. The jump shift remains forcing, however, regardless of the partscore.

Suit bids. Because so many bids become non-forcing if they complete a partial, it is difficult for a partnership to conduct any lengthy bidding investigation. It is therefore of primary importance that whenever a partial exists, all suit bids should stress quality.

Thus it would be poor policy to open a three-card minor if your side has a partial.

With 60 on score, holding:

♠ A K J 5
♥ 8 6 4
♦ 9 4 3
♣ A J 7

a player should open 1♠, and pass partner's response (unless it is a jump shift). Similarly, responder should ignore a suit of doubtful quality. With 70 on score, holding:

♠ K 6 5
♥ Q 9 6 2
♦ 8 5
♣ A 7 6 5,

the response to 1♦ should be 1NT, bypassing the poor heart holding. However, with

♠ K 7 6
♥ 4 3
♦ 8 2
♣ Q J 10 9 5 4,

the response to 1♦ should be 2♣. This response at the two level does not promise as much high-card strength as at love score. Rather, it stresses the quality of the club suit. The opening bidder is expected to pass unless he has good reason to continue.

Notrump bids. All notrump bids tend to have a slightly wider range when the bidder has a partscore. Using a range of 15-17 high-card points, with 60 on the score, it would be correct tactics to open 1NT holding either the 18-point hand (a) or the 14-point hand (b).

(a)	(b)
♠ A J 5	♠ A J 5
♥ K J 8	♥ K J 8
♦ A Q 7 3	♦ Q 7 5 4
♣ K 9 8	♣ K 9 8

Some experts allow themselves more latitude than others in the range of their opening 1NT, but taking the average approach of the experts consulted, standard expert procedure is to widen the range for an opening 1NT by about a point in either direction when a partscore is held.

There are two reasons for this increase in the 1NT range. First, there is always a tremendous tactical advantage in opening with 1NT. Partner is immediately in an excellent position to place the contract or punish overzealous opponents. The opponents are unable to compete at the one level and may find it too dangerous to begin their search for a fit at the two level. To reopen in fourth seat after an opening 1NT by opponents with a 60 partial is particularly dangerous, because opener's partner may pass with up to 13 high-card points, instead of being limited by his pass to seven or less.

Tactical advantages exist for opening 1NT frequently at no score also, but in this case the problem of whether to reach game or settle for a partial is paramount. Widening the range of the 1NT opener would be against the interests of accuracy. With a substantial partial, the question of whether to reach game is already solved, and tactical considerations become more prominent. Naturally, the prospect of missing a slam is a deterrent to increasing the upper limit unduly. With 60 on score and a passed partner, it is surely good tactics to open 1NT with as many as 19 points regardless of the normal range, as slam can hardly be missed.

The second, and less obvious, reason for increasing the

range, and thus the frequency of the 1NT opening, goes back to the stress on quality for opening suit-bids. If the normal 1NT range is 15 to 17 points, and a partial of 40 is held, it would be proper to open 1NT holding:

♠ K 6 3
♥ A 7 6 2
♦ A 8 4 3
♣ K 6

Ordinarily, such a hand would be opened 1♥ or 1♦, depending on partnership attitude toward four-card majors. With the partscore, the suit bid carries an added implication of quality. Partner will strain to raise the suit bid, and the safer spot in notrump will be missed. If suit play is better, responder can choose the suit.

Other notrump bids are likewise affected by the partial. Most experts play a 20-21 range for an opening of 2NT. They increase this range, particularly the upper limit, when a partial exists. By far the most frequently used range (and, therefore, logically, the standard range) for an opening 2NT bid is 21-24 with a partial of 60 or more, and 20-24 with a lesser partial.

The opening strong 3NT bid becomes almost extinct with a partscore of 30 or more. It is better to open with 2♣ and rebid 2NT after a 2♦ response. After any other response, a slam can be investigated with impunity.

Of all notrump bids, the simple response of 1NT is most affected by a partscore. This bid usually shows 6-9 in Standard American, but if 1NT is enough for game, the range can be as wide as 4-12. The lower limit is reduced because of the strain to keep the bidding open when game is possible. The upper limit is increased because it keeps the bidding lower but in the game range on a hand where slam appears unlikely.

The responses of 2NT and 3NT remain close to their usual ranges. The 13-15 range for a 2NT response increases to 13-16 with a partial, and becomes non-forcing, of course. The 3NT range moves from 16-17 to 17-18. It is a common practice among average players to avoid both these responses on some theory that it is unnecessary to get so high with a partial. This is a fallacy. There should be no danger at this level opposite an opening bid. More important by far is the fact that these bids are extremely useful when the opening bidder has slam aspirations.

Raising partner's suit. As responder, when holding a fit with partner, it is imperative to show it immediately. The fact that one side has a fit increases the chances that the opponents have a fit and a profitable sacrifice. With a 90 partscore and an opening 1♠ bid by partner, holding

♠ Q J 8 5
♥ K 3
♦ Q 7 4 3
♣ 9 3 2

bid 2♠ immediately. If fourth hand takes some action, the necessary 2♠ bid on the next round will come after the opponents have found their fit. Immediate action may keep the opponents out altogether. With a partscore, it is standard to give a single raise with 6-12 points. The lower limit may be reduced as far as three points if the raise is necessary to complete the game. With 13-16 points, it is still standard to give a jump raise from one to three in a suit. With a stronger

hand, a jump shift is in order.

Tactical considerations. With a partscore, is it wise to open lighter or stronger than usual? What about when the opponents have a partial? Or when both sides are on score? This is an area of wide disagreement. No standard approach exists, but the various schools of thought are presented so the reader may form his own opinions.

One school holds that as long as fewer tricks are required to make a game, opening bids may be slightly weaker with a partial. A second school recommends using stronger opening bids with a partial. This group reasons: If the bidding is opened with a partial, the opponents are very apt to compete. Responder will fight for the partscore on the strength of the opening bid. If the bid is subminimum, responder may push too high, presenting the opponents with a very attractive double. Even worse, he may decide to punish competing opponents and double them into game. A third school suggests opening light with spades, but normally or slightly over without spades. Obviously, the side with spades has an advantage in any bidding battle.

Still a fourth school feels that the advantages and disadvantages of either stronger or lighter bids just about cancel each other out, maintaining that normal bids will work out best in the long run. A majority of the experts consulted recommended normal openings with a partial.

There are also various theories as to the best procedure when the opponents have a partial. A slight majority of the experts suggest opening light, believing that the best defense is an early offense. It is dangerous to overcall or balance against opponents who have a partial, as they may have strength in reserve: hence the value of getting in first with the opening bid.

Light takeout doubles and overcalls are also favored for the same reason. Many recommend the preemptive opening of 1♠ or 1NT with a slightly lighter range than usual. Ely Culbertson, in his *Contract Bridge Complete*, wrote, "Shade your bids downward if the opponents have a partscore and upward if you have the partscore." There are those who like to have stronger openings when the opponents have a partial. They would rather pass out a hand than open a minimum when they are at such a disadvantage in the score. Last, there are those who stand steadfast for the normal opening.

A further point arising when the opponents have a partial is often overlooked. When in doubt about whether to bid game or settle for a partscore, it is better to stretch a bit and bid game. The reason is that the value of success is substantially increased by the fact that the opponent's partial is wiped out.

When both sides have a partscore, the experts are split into roughly two equal camps: those favoring lighter openings and those favoring normal openings. Reasons given are various combinations of those above.

The value of a partial. Experts have long been aware that a partscore at rubber bridge is worth far more than the 50 points formerly awarded for a partial in an unfinished rubber. Because of the many imponderable factors involved, including the identity of one's opponents, mathematicians never have been able to agree on the correct way to calculate the value mathematically. However, Jean Besse kept a record of more than 1000 partscore situations. He compared the scores when a partial had just

been achieved and again when the partial had been completed. Allowing 300 for any first game, 400 for the second game, and 500 for any third game, his results were as follows:

Values (over and above the trick score) of a non-vulnerable partial of 40 or more: 90.

Value of a vulnerable partial (opponents not vulnerable) of 40 or more: 110.

Value of a partial of 40 or more with both vulnerable: 220.

Of course, the tremendous value of a partial when both are vulnerable is attributed partly to the increased value of game but mainly to the increased difficulty encountered by vulnerable opponents in trying to defend.

In many bridge clubs in the United States, four-deal bridge Chicago has taken the place of rubber bridge. A partial must be worth somewhat less in this form of bridge because of the limited time in which to capitalize on it. Naturally, a partial on the fourth deal is worth exactly the 100 points awarded for it in the rules.

PIVOT BRIDGE. A form of social bridge at home games where, instead of advancing from table to table as in party or progressive bridge, the players change or pivot among themselves at each individual table. Pivot bridge is played by four (or five and sometimes six) players at a table. This form may be used for a single table or for large gatherings in which it is desirable to have each table play as a separate unit without progression by the players.

The game is so arranged that each player plays with each other player at his table both as partner and opponent. There are two methods of play: first, four deals may be played to a round, one deal by each player, and the players change partners at the end of each four deals. Second, rubbers may be played, and the players change partners at the end of each rubber.

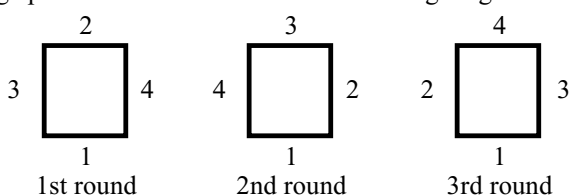
If four deals to a round are played, the scoring is exactly the same as in Progressive Bridge. If rubbers are played, the scoring is exactly the same as in rubber bridge. The laws that follow explain only the method of rotation in changing partners, not scoring, vulnerability, etc., which are covered elsewhere.

Draw for partners

1. The players draw cards for partners and deal, and for a choice of seats and pack. The player who draws highest is the first pivot. He deals first and has the choice of seats and packs. The player who draws second highest is the pivot's first partner; the player who draws third highest sits at the pivot's left during the first round; the player who draws fourth sits at the pivot's right. If a fifth player is present, he does not participate in the first round or rubber.

Changing partners (for four players)

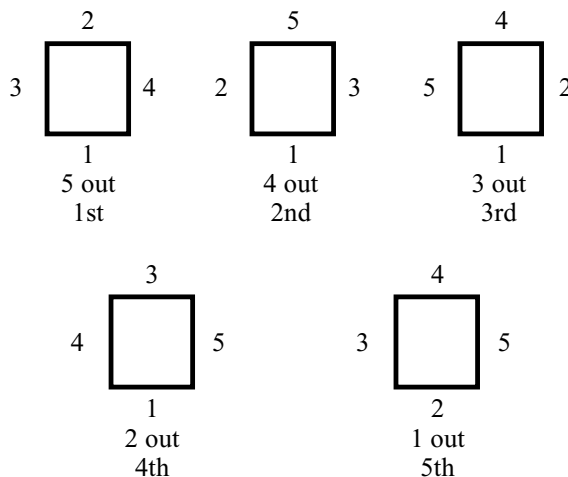
2. During the first three rounds or rubbers the players change positions as indicated in the following diagram:



After the third round or rubber, the players again cut for position and partners.

Changing partners (for five players)

3. If five players desire to play at the same table, they may be accommodated in this manner: For the first round or rubber, the players take the positions indicated by their draw for position under law No. 1. For rounds one to five, they take the positions indicated in the following diagram:



At the end of each five rounds, the players again draw for positions and partners.

This arrangement permits each player to play with each other player once as partner and twice as opponent, and each player sits out one round in turn.

Six-player pivot

4. With six players at the same table, a complete pivot enabling each player to play once as partner and twice against each combination of opponents other than the player who is cut out at the same time, may be arranged by following this sequence of partnerships:

3-4	1-5	1-3	3-5	1-6	1-4	3-6	1-2
v	v	v	v	v	v	v	v
5-6	2-6	2-4	4-6	2-5	2-3	4-5	5-6

The player numbers correspond to the order in which they are cut out, with 1-2, 3-4 and 5-6 out simultaneously. If more than eight rounds are to be played, the pivot is resumed at round 3, or a new order may be determined by cutting so as to have different players out at the same time.

Determination of the winner

5. At the completion of each round or rubber, the player enters on his tally both his own score and that of his opponents. Each player totals his own and his opponents' scores separately and records the difference, plus or minus as the case may be, at the bottom of his tally. The player having the highest plus score is the winner. The others rank in descending order according to their scores.

RUBBER. A unit of measurement of games at home or club bridge, hence the expression, "rubber bridge." A rubber must consist of at least two games, but not more than three. The first side to win two games wins the rubber, and a premium is earned on the basis of whether the opponents have won any game. If they have not, the winning side's premium is larger (700 as against 500). If a rubber is stopped before either side has actually won two games, it is called an "unfinished rubber,"

and there is a somewhat smaller bonus (300) to the side having won one game. If no game has been won by either side but a partial does exist, there is a small premium (50) to the side having the partial.

The word “rubber” is probably borrowed from lawn bowls, which Sir Francis Drake was playing when the Armada was sighted in 1588. “We can finish the rubber and beat the Spaniards too,” he is reported to have said. In 1749 Henry Fielding referred to “a rubber at whist” in his novel, *Tom Jones*.

RUBBER BRIDGE. The original and once the most popular form of the game. However, duplicate and Chicago bridge have increased in popularity. Rubber bridge is played for points, which sometimes may represent a monetary value per point. In a game played for a one-cent stake, collecting a penalty of 100 points would be worth one dollar.

Tactics at this type of bridge differ from those used at tournament or duplicate. The premium for winning a rubber of two games where the opponents have not won a game is high, and even in a three-game rubber, the premium is substantial. In rubber bridge, therefore, considerable effort is expended toward winning games, and risks in the bidding are taken to secure that end. Related: Value of Game.

Penalties can be inflicted by the opponents if too little regard for safety has been observed. These penalties become more severe when the incurring side has won a game – that is, when they become vulnerable. The competitive features of rubber bridge are sometimes overlooked by players who manifest their principal bridge endeavors in the tournament field. Many club players deplore the tendency toward Chicago and long for the days when rubber was the only game played.

The disadvantage of rubber bridge is that a rubber may last more than an hour, a great inconvenience to players who are waiting to cut in. However, it has some psychological elements that are lost in Chicago: The rubber bridge player will strive to keep a good partner but get rid of a bad one.

RUBBER BRIDGE TACTICS. Should you be willing to go two down at equal vulnerability to save game? At duplicate, this is a matter of simple arithmetic. Each time the sacrifice will show a profit, other things being equal, one concedes 300 to 500 against a game that is worth 400 or 600. At rubber bridge other things are rarely equal, and simple arithmetic is a poor guide. The issue is determined by the personal equation. With a good partner and mediocre opponents, there is always the risk of a phantom sacrifice, of going down to prevent them from going down.

Opponents may have a certain game, one that would be made in the other room or at the other table in different formats (team games, for example). In rubber bridge, there is no other room or other table, and mediocre opponents miss a good many certain games.

Conversely, when partner is the weakest player at the table, the cheapest sacrifice may prove expensive, for what attraction can there be in prolonging a rubber when you start every deal at a disadvantage? Broadly speaking, there is little future in sacrificing at rubber bridge. The profit margin is too narrow, and it is generally best to leave this dubious pastime to the

other side.

When the best slams are not so good. How about slams? At duplicate, the odds are clearly in favor of bidding a slam that depends on one of two finesses. At rubber bridge, the decision never rests with abstract figures, but always with concrete personalities.

Who will be declarer, you or partner? If it is partner and he goes down playing it his way, it will be poor consolation to know that he would have made it had he played it differently. It will be more painful still if on the next deal he concedes a needless penalty and then, through bad defense, allows opponents to bring home an impossible slam. Of course, when a good partner is in control, and opponents may be expected to slip in defense, you can bid slams with less than an even money chance. Faces alter cases, and it is the people, not the mathematical probabilities, that make the true odds.

Double the player, not the contract. If an overbidder calls 4♠, double him if there seems any reason for doing so. But if 4♠ was bid by an underbidder, pass. When in doubt, you double the player rather than the contract.

The statistically minded can look at it from another angle. The overbidder’s record shows that he often goes down. He is a bad risk actuarially, and doubling him offers favorable odds.

Not so the underbidder, who seldom gives away penalties. The best tactics against him are to open light, to intervene boldly and to make a general show of strength. You may put him off, but you are not likely to score much above the line. The underbidder’s main contribution to your welfare will come from the games and slams he makes but dares not bid.

However, most bad players are neither overbidders or underbidders. Their common error is to bid on with a misfit. Good players sometimes bypass a major to bid notrump, with mixed results.

Confusion for confusion’s sake. Psychic bids can be most rewarding, yet here again, everything depends on the uncertain quality of partner and opponents. Each player must be studied separately and treated strictly on his demerits.

In principle, it pays to create confusion for confusion’s sake, so long as you remain in control. With little defense against an opponent’s major, but support for partner’s minor, you can bid notrump. With support for partner’s major, you can bid a nonexistent minor. If you are doubled, you have a ready-made escape, and meanwhile you may throw the other side off balance. Sometimes you will steal a hand that does not belong to you. Sometimes you will mislead an opponent in the play. But you will draw your biggest dividends on all those occasions, the vast majority, when you bid honestly and are unjustly suspected of bluffing. For it is not psyching but the reputation of psyching that creates confusion in the adversary’s mind.

Much the same is true of inhibitory bids. If you have decided to bid 6♠ over partner’s 3♠, for example, you may derive a twofold advantage from a spurious cuebid. Holding a worthless doubleton in clubs, bid 4♣ on the way. It may discourage a club lead, which you do not want. Better still, it may induce the lead you do want next time, when you make your cuebid, deliberately, on A-K-J or A-Q or K-2. Of course, you must be careful to throw the bait to the same opponent. First develop suspicion, then exploit it, for it is the essence of

rubber bridge to play the players as well as the cards.

Every deal forms part of a pattern. In theory, every deal must be treated in isolation, but in practice this is not true at all. At roulette, red and black have equal chances every time the wheel spins regardless of how many reds or blacks have come up before. This is because the wheel is a purely mechanical device. As soon as the human element is introduced, this no longer applies. Every move is influenced by those that have preceded it, and neither emotion nor superstition can be left out of account.

If you have been doubled into game, you may take certain risks in partscore situations for the next half hour or so, provided that you are up against the same opponents. They will surely hang back, fearful of suffering the same ignominy twice in quick succession.

The partner problem. Handling a weak partner is, perhaps, the most challenging aspect of rubber bridge. You want to prevent partner from playing the contract, while at the same time keeping your intentions from him as much as possible. Fortunately, weak players are singularly unobservant. With a bit of luck, you will get away with it again and again.

On a balanced hand, intending to rebid notrump, there is a good case for opening a weak minor in preference to a strong major. That way, you are likely to get the notrump bid in first. At the same time, you may discourage an unwelcome lead. Even a 1♦ opening on J-5-4 may have something to commend it. It is a prepared bid – prepared to steer the contract into your own hand.

In defense, a little cynicism is seldom out of place. Opponents are in 3NT. What do you lead from K-7-6 in a

suit bid by partner? The 6? Are you sure that he deserves the compliment? Perhaps he was brought up to believe that it is sinful not to lead the highest of partner's suit. Humor him. Never hesitate to do the wrong thing with the right partner. There are times when you can take advantage of partner's shortcomings, reversing on the sketchiest of values or falsecarding wantonly. Opponents may be misled with impunity when partner is not good enough to be deceived.

When not to concentrate. The key to success at bridge at every level lies in concentration. Rubber bridge differs from duplicate – where concentration can never be relaxed – in that the good rubber bridge tactician takes an occasional breather, just as champions do at boxing or at tennis. If declarer can fulfill his contract of 2♦, he need not try too hard to make three or four. In terms of money, the result will probably be the same, so why waste the effort? An extra ounce of mental energy may be all-important on the next deal or on the one after when the contract is a difficult game or slam. The winning player has his lapses, but he usually knows when he can afford to have them, and is quick to concentrate and to give his best when the need arises. Related: Partnership Psychology and Partscore Bidding.

RUBBER DUPLICATE. A rare form of duplicate with rubber bridge scoring. Identical deals are played at two tables, and if one table scores a rubber the other table terminates, scoring an unfinished rubber. This was for many years played in the Devonshire Club Cup in London, England. It also is used for the matches between the Lords and the Commons in Great Britain.



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The Official



Encyclopedia of BRIDGE

It has been 10 years since the previous edition of the *Official Encyclopedia of Bridge* (the 6th) was published. As this book went to press, the ACBL was preparing to celebrate its 75th anniversary in the early part of 2012.

Bridge has evolved significantly in the nearly 75 years since the ACBL was born – and there have been many changes in the game since the 6th edition of the encyclopedia was published.

Much of the material in this book is timeless. Mathematical odds don't change from year to year, and the proper way to play suit combinations is the same as it was when the game was in its infancy.

Other areas of bridge do change, however. Bidding theory has advanced since the 6th edition of this book was published just after the turn of the century. There are many new conventions – even new bidding systems – worthy of inclusion.

Every effort has been made to produce a book that is up to date, relevant to experts and new players alike, with more interesting biographies and, for the first time, photographs. Some obsolete material was retained for historical reasons, but an effort has been made to rid the

book of clutter.

The encyclopedia is now arranged in chapters with a comprehensive index, a format that makes the book more user-friendly in the presentation of entertaining, interesting and instructive material.

The section on biographies, included in CD format, has been expanded to include all players from Diamond Life Master to Grand Life Master.

Each of the principal editors came to the project with good credentials.

Brent Manley has been editor of the ACBL Bridge Bulletin since 1997 and has served as chief editor of the Daily Bulletins at world championships since 2004. He has written several books on bridge.

Mark Horton is editor of Bridge Magazine in England and has vast experience as a player and writer, with several books to his credit. Barry Rigal makes his living playing bridge and writing about the game, notably as collaborator with Bobby Wolff on a syndicated column. Tracey Yarbrow, the daughter of Steve and Julie Greenberg, has been around bridge all her life. The ACBL's Museum of Bridge is largely her creation.

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