

reasonably safe to frog, and one should always remember the signs often conspicuously displayed: "You don't have to frog" and "Put not your trust in Widows."

To bid a Solo you will require at least three Aces with a Ten or a missing suit to win. Only experience can tell one when to bid and how to play, and you must always bear in mind who you are playing with and how they usually play against a Solo. You must "play the man" as well as your own cards. When a suit is led through you of which you hold, say, Ace and another, go right up with your Ace. Some players play from sneaks, although this is generally a poor lead, and you may have the Ace trumped on the next round. When strong in trumps lead them out and win all the points you can in that suit. In some cases you will have a Solo hand like a frog; in that case it will pay you to dink your opponents.

In playing against a Solo when the bidder is second in play, the well-established rule is to lead from the suit of which you have neither Ace nor Ten, beginning with Hearts, Diamonds, Clubs and Spades, except that you consider whichever suit the Solo is in last. You thereby give your partner the chance to save the Ten, if he has it, or catch it if it is in the bidder's hands. You also