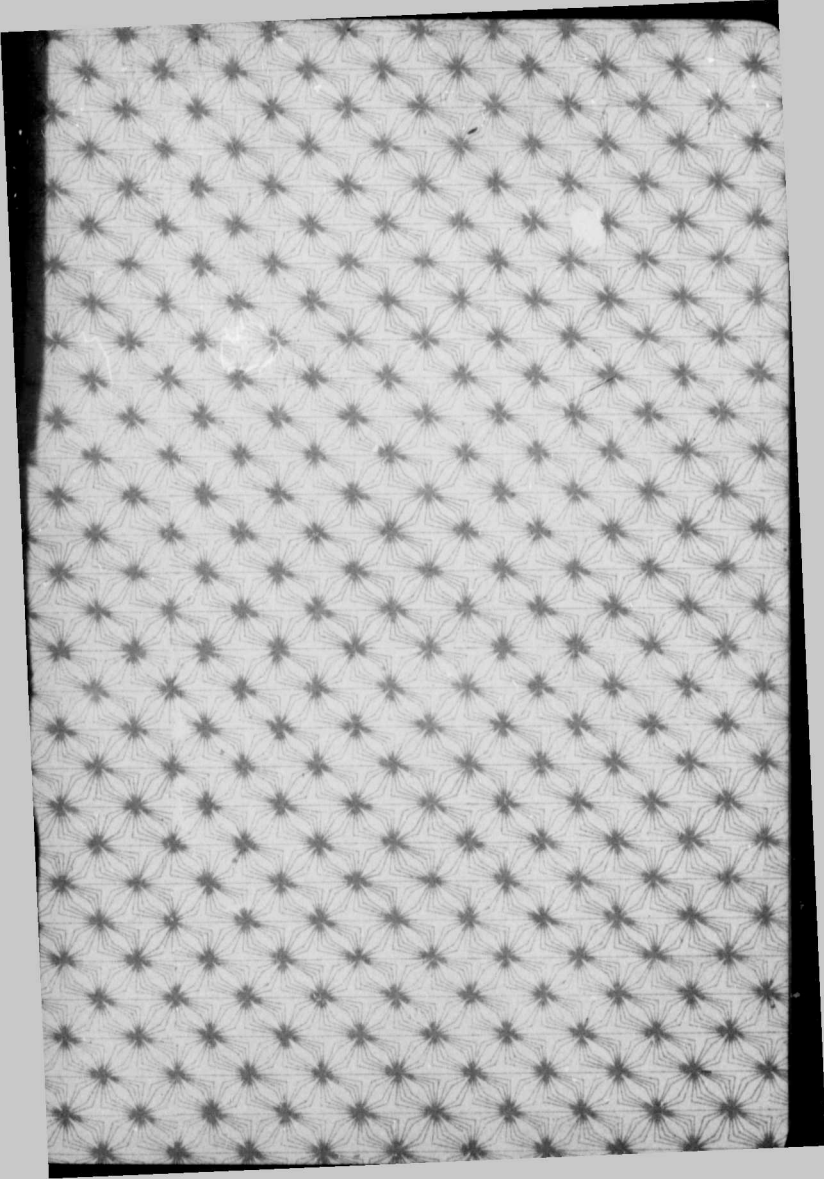




PRACTICAL
BRIDGE

♦♦♦
J. B. ELWELL









PRACTICAL BRIDGE

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PRACTICAL BRIDGE

A COMPLETE AND THOROUGH COURSE
OF INSTRUCTION IN THE GAME

WITH OVER 100 ILLUSTRATIVE HANDS

BY
J. B. ELWELL



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PREFACE

It is the belief of the author that the subject of Bridge can be so simply explained to the reader of a book that a knowledge of the game can easily be acquired without the waste of time that experience alone demands.

A sound precept, orally communicated, is no less sound and useful when printed; in fact a book has one marked advantage over the oral instructor; it affords time for reflection and material for corroboration.

Yet how many, whose ability to learn is unquestioned, are quite unprepared for the most ordinary situations and remain in utter ignorance of the first principles of the game. The fault is not with the difficulty of the subject, but with the manner in which it has been presented to the student; writers generally have used technical terms which have not been lucidly explained, and have, in most instances, assumed a card experience and knowledge on the part of the reader.

The present work aims to obviate this by bringing each portion of the game before the reader by means of questions, so tersely answered and so simply illustrated as to be easily

understood and remembered; leading him along, step by step, until he is able to appreciate the nicer points of the game.

Part II is written for the benefit of the experienced player; it contains a discussion of all the moot Bridge topics of the day, and aims to prove logically the theories it advances.

This book explains the principles which govern good play, illustrated by over a hundred hands and situations. It points out the pitfalls which beset the average player, and teaches a sound, a practical and a winning game.

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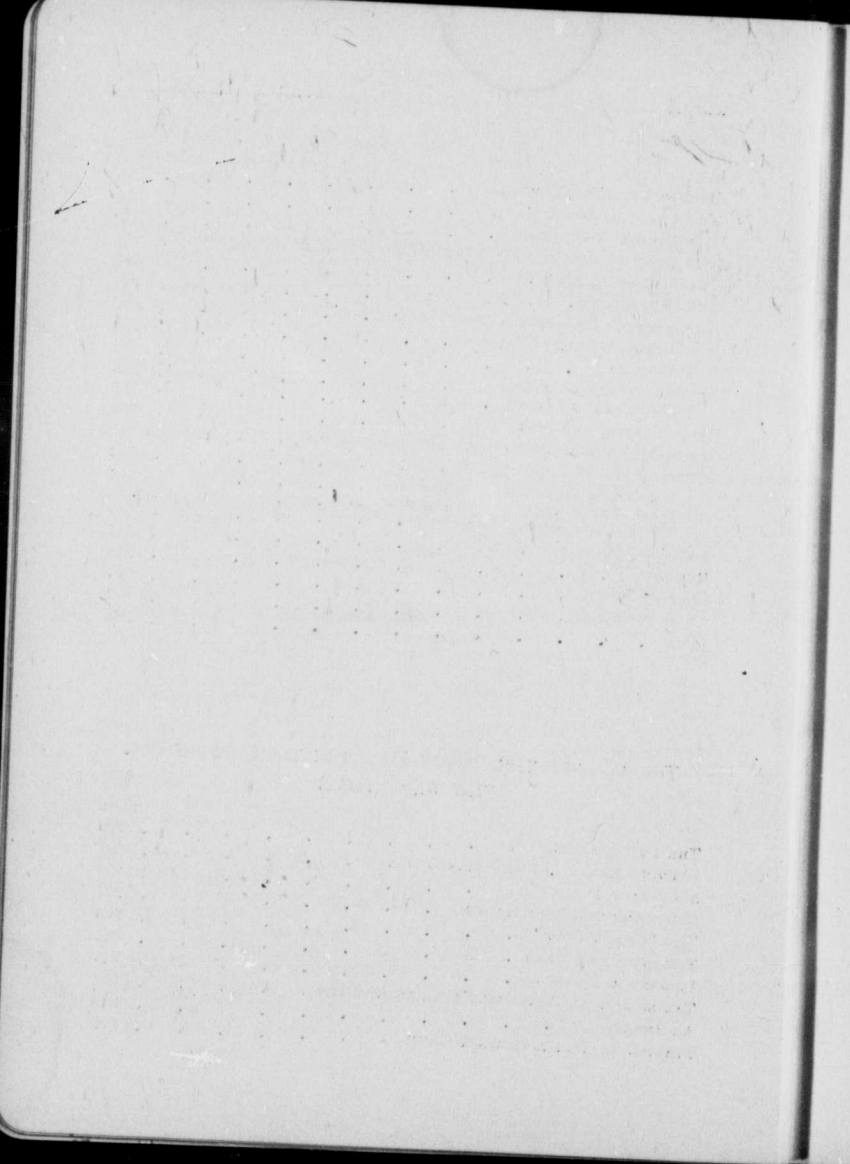
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PRACTICAL BRIDGE

PART I



A DESCRIPTION OF THE GAME FOR THE BEGINNER

THIS chapter is written for the benefit of those who are unacquainted with the ordinary methods of Bridge procedure.

PLAYERS

Bridge is usually played by four people. It may, however, be played as a two or a three handed game.

CARDS

The ordinary or full pack of fifty-two cards is used; and the order in which they rank is A K Q J 10 9 8 7 6 5 4 3 2.

CUTTING

The cards should be shuffled and spread face downwards on the table. From these each player draws a card to decide partners. The players cutting the highest cards play against those cutting the two lowest. In cutting the Ace is low. The players must all cut from the same pack. The Dealer is the player cutting the lowest card of all and, as such, he has the choice of the seats and, when two packs are in use, the choice of cards. Should two players draw cards of the same

denomination, the lowest is the Heart, next the Diamond, next the Club and highest the Spade.

FORMING TABLES

Six players constitute a full table. When there are more than four candidates for a table, the privilege of playing is decided by cutting; the four who cut the lowest cards play first, and a re-cut is necessary to decide on partners.

DEALING

Before the cards are dealt, they should be shuffled and then cut by the player at the Dealer's right. The Dealer has the right to shuffle last. It is customary to play with two packs of cards; the Dealer's partner shuffling or "making up" for his right-hand adversary. The cards are dealt one at a time from left to right. To each player are given thirteen cards. There is no penalty for a misdeal; the cards are re-dealt by the same player.

THE OBJECT OF THE GAME

There are two separate scores to be played for—trick and honour scores. The trick score is credited to the side that wins more than six tricks; the honour score to the side that originally held the majority of honours. The object of the game is to score more points than your adversaries, tricks and honours included; and to the side that first wins two games, a bonus of 100 points is given.

THE HONOURS

The honours consist of the A K Q J and 10 of the trump suit. When a hand is played without a trump the four Aces

only count as honours. The honour score is credited to the side that holds or has been dealt the majority of honours.

THE GAME

The game consists of 30 or more points obtained by tricks alone. Honours are a separate score, and do not count toward winning the game. All points in excess of 30 are counted; but only one game can be won in a deal, the extra points made do not count towards the following game.

THE RUBBER

The rubber is won by the side that first wins two games. If the first two games are won by the same partners, the third is not played. If each side wins a game the third game is known as the Rubber game; and, in any case, 100 points are added to the total score of the side winning the Rubber.

DECLARING THE TRUMP

The Dealer may either announce a Declaration or pass that privilege to his partner. If the Dealer passes the make, his partner must announce the trump. A trump once made cannot be changed. The maker may select a suit as trumps, or announce that the hand is to be played without a trump. The latter Declaration implies a strong hand.

DOUBLING

After the trump has been announced, an adversary may increase the value of each trick by doubling; for instance, Hearts are declared, each trick above six being worth 8 points, and an adversary, thinking that he has sufficient strength to

win the odd trick, doubles; this increases the value of each trick to 16 points. Doubling does not carry with it the privilege of changing the Declaration; it simply doubles the value of the trick with the same make. The Leader, the player at the left of the Dealer, has the first right to double; but, if the Leader does not wish to double, his partner may then do so.

RE-DOUBLING

If either the Leader or his partner doubles, the Dealer or his partner may double again; *i.e.*, re-double. The player who has made the trump has the first right to re-double. This process may continue until two partners announce that they are satisfied. Doubling and re-doubling does not affect the value of the honours.

THE CONVERSATION

The conversation of the game, and its order, should be strictly adhered to. This is to avoid giving information as to the character of the hand. The Dealer should make the Declaration, or pass, by simply announcing the trump; as, for instance, "Hearts" or "I leave it to you, partner." In the latter event his partner must announce the make. After a Declaration has been made the Leader may either double, or say to his partner, "May I lead?" This question gives his partner the right to double. The Leader's partner may then double or say, "Lead, please."

DUMMY

The adversary at the Dealer's left is the player who first leads; and, as soon as a card is led, the Dealer's partner places his hand face upward on the table—the trump suit is usually arranged at his right. The Dealer plays both hands. The

Dealer's partner (the Dummy) is not allowed to touch or to play a card, except at the Dealer's request.

THE PLAY

In the play of the cards the Ace is high and the 2 is low. The players must follow suit; but should a player hold no card of the suit led, he may either trump or discard. At No-trump the best card of the suit led wins the trick.

SCORING

The beginner is always more or less troubled with the scoring in Bridge; but the following table of trick and honour values will tend to simplify this part of the game.

Each of the four suits has its individual trump value; and six tricks must be made by a side before that side can score.

TABLE OF TRICK AND HONOUR VALUES

DECLARATION	♠	♣	♦	♥	NO TRUMP
Each trick over six	2	4	6	8	12
3 Honours	4	8	12	16	30
4 Honours	8	16	24	32	40
4 Honours in one Hand	16	32	48	64	100
4 Honours " " " less Chicane ..	12	24	36	48	
4 Honours " " " plus Chicane ..	20	40	60	80	
4 Honours " " " 5th in Partner's ..	18	36	54	72	
4 Honours " " " $\left. \begin{array}{l} \text{5th in Partner's} \\ \text{less Chicane} \end{array} \right\}$..	14	28	42	56	
5 Honours	10	20	30	40	
5 Honours in one Hand	20	40	60	80	
5 Honours " " " less Chicane	16	32	48	64	
5 Honours " " " plus Chicane	24	48	72	96	
Little Slam	20	20	20	20	20
Grand Slam	40	40	40	40	40
Chicane	4	8	12	16	
Double Chicane	8	16	24	32	

Chicane is scored when a player is dealt a hand without a trump; for this lack of strength he is entitled to score the value of three, or simple, honours.

Double Chicane is scored when both a player and his partner are dealt without a trump, and it entitles that side to the value of four honours.

A Grand Slam is made by the side that takes all the thirteen tricks, and this adds 40 points to their Honour Score. A Little Slam is secured by winning twelve of the thirteen tricks, and adds 20 points to the Honour Score.

METHOD OF SCORING

At the completion of a Rubber one hundred points are given to the winners, and the honour and trick scores of each side are added. The difference is the amount gained by the winners of the Rubber.

We		They
HONOURS		
100		
30		24
20		30
40		
32		8
TRICKS		
1st	16	
Game	24	8
2nd		
Game		48
Rubber	72	6
	334	124
	<u>124</u>	
	210 points Won.	

AN EXPLANATION OF TECHNICAL BRIDGE TERMS

AVERAGE HAND—One that consists of strength equivalent to an Ace, King, Queen, Jack, 10, etc.

BLOCK—To hold a card which interrupts the lead of the partner's suit.

BOOK—The first 6 tricks won by the same partners. All tricks in excess of a book are scored.

BRING IN—To make tricks with the established cards of a suit.

BY-CARDS—The number of tricks won more than 6, or over the "book"; for instance, 9 tricks are equal to 3 "by-cards."

CALLED CARD—A card which has been exposed must be left face upward on the table, and the Dealer has the privilege of "calling" on his adversary to lead or play this card.

CARD OF RE-ENTRY—A winning card which will enable you to regain the lead. The term usually applies to a high card in a suit other than your long one.

CHICANE—A hand dealt without a card of the suit declared as trumps.

CLEAR—To establish a suit.

COMMAND—You are said to hold the "command" when you hold the best card or cards of a suit.

CROSS RUFF—Partners trumping different suits.

DISCARD—When you are unable to follow suit, and do not trump, you discard.

DOUBLE—To increase the value of each trick to twice its original value. Doubling is also spoken of as “going over.”

DUCKING—Refusing to win a trick in your long suit, with the object of later making the entire suit.

DUMMY—The Dealer’s partner. The player whose cards are placed face upward on the table.

ECHO—Playing a higher card and then a lower one; for instance, when you play a 5 and then a 3 on King and Ace led, you have echoed. An echo may also be made in the discards.

ELDEST HAND—The player at the Dealer’s left. The player who originally leads.

ESTABLISH—To establish a suit is to force out any high cards which obstruct it.

ESTABLISHED SUIT—When you hold the complete command of a suit, or can take every trick in a suit no matter who leads it, that suit is said to be established. A suit of six or more cards headed by Ace, King, Queen is usually spoken of as an “Established Suit.”

EXPOSED CARD—Any card which is shown, but is not played to the trick; such as a card dropped on the table. When two cards are played at once, one is exposed. A card dropped below the table is not considered an exposed card, nor can the Dealer’s exposed cards be “called.”

EXPOSED HAND—The hand of the Dummy which is placed face upward on the table.

FALL—The cards played to a trick.

FALSE CARD—To play an unnecessarily high card with an intent to deceive, such as the Ace holding Ace, King, Queen.

FINESSE—An attempt to win a trick with a card which is neither the best, nor in sequence with the best. When you hold the Ace Queen and play the Queen to a lead of that suit, you finesse. When you do not risk the loss of the card you play, it is not a finesse.

FINESSE AGAINST—A finesse which is taken with the object of keeping out a particular adversary, as a “finesse against the original Leader.” You may also finesse against a particular card, as a “finesse against the Queen.”

FINESSE IN TO—A finesse taken in such a manner that, if it loses, a particular adversary will obtain the lead.

FORCE—To lead a card which will either win the trick, or compel the adversary to play a trump. You may also force your partner by leading a suit the best card of which is with the adversary. The term is sometimes erroneously used to mean a lead of trumps.

FORCE DISCARDS—To lead a suit which compels one or more players to discard.

FOURCHETTE—The cards directly above and below another card; for instance, King, Jack, is a fourchette over the Queen.

FOURTH BEST—The fourth best card of a suit counting from the top; with Queen 10 7 5 2, the 5 is the fourth best card.

GRAND COUP—Trumping partner's winning card in order to rid your hand of a superfluous trump.

GRAND SLAM—All the thirteen tricks won by one side.

GUARDED HONOURS OR GUARDED SUITS—A high card so protected by smaller cards that it cannot be captured by the adversaries' leads of high cards. A King that is alone is unguarded. A King with one or more cards is considered guarded. A Queen requires two cards, a Jack three to guard it.

HOLD UP—To refuse to play the best card of a suit. This is frequently done in a No-trump hand, holding the Ace of the opponents' suit.

IMPERFECT FOURCHETTE—The card above and one not directly below another card; the Queen and 10 is a "perfect fourchette" over the Knave; the Queen and 9 would be an "imperfect fourchette" over the Knave.

LEADER—The first player to any trick. The original Leader is the player at the left of the Dealer.

LEAD THROUGH—When you make an adversary play second in hand to a trick you "lead through" that player's hand.

LEAD THROUGH STRENGTH—To lead a suit of which the player at your left holds high cards.

LEAD UP TO—When a player is fourth in hand he is "led up to." You always "lead up to" the adversary who is at your right.

LEAD UP TO WEAKNESS—To lead a suit of which the fourth player has no high card.

LITTLE SLAM—Twelve of the thirteen tricks won by one side.

LONG SUIT—A suit of four or more cards.

LONG TRUMP—The last trump in play.

LOVE ALL—The state of the score before either side had made a point.

MARK—To locate a card or cards by inference.

OBLIGATORY FINESSE—Refusing to play a high card, in the hope that the best card must fall.

ODD TRICK—The first trick over the book of six.

ORIGINAL DECLARATION—A Declaration by the Dealer.

ORIGINAL OPENING—The card first led by the player at the left of the Dealer. A suit is “opened” by the player who first leads it.

OVER-TRUMP—To trump a trick which the adversary has already trumped. This of course with a higher trump.

PASSED MAKE—A Declaration by the Dummy.

PLAIN SUIT—Any one of the three suits, not trumps.

PLAY—You “play” to a card that has been led; and this term should not be confused with lead.

PROTECTED SUIT—Any suit in which you can take a trick, is said to be “protected.” (See Guarded Suits.)

QUITTED—When a player’s hand is withdrawn from a trick, after it has been turned face down, that trick is “quitted.”

RE-DOUBLE—To double again after an adversary has doubled. It is sometimes spoken of as “going back.”

RUFF—To trump a trick.

REVERSE DISCARD—To change the original meaning of the discard by an echo in the suit discarded. An echo is the play of first a high, and then a lower card.

REVOKE—To play a card of another suit when you hold a card of the suit led.

ROUND—The cards that compose a trick. There are thirteen tricks or “rounds” in each hand. The term is usually applied to trumps, as “a round of trumps.”

SECONDARY LEAD—The lead by the original leader, directly after he has won the first trick.

SEQUENCE—Three or more cards in consecutive order, such as King Queen Jack or Queen Jack 10, etc. Two touching cards are usually designated a “sequence of two.” The Ace Jack 10-9 of a suit, or King 10 9 8 would be called an “intermediate sequence.”

SHORT SUIT—A suit of three cards or fewer.

SINGLETON—The only card of a suit dealt to a hand.

STRENGTHENING CARD—A medium high card, such as a Jack or a 10, led in the hope that it may prove an assistance to the partner's suit.

STRONG HAND—Usually the maker of the trump.

TENACE—A combination of two or more cards of one suit from which an intermediate card is missing. Ace Queen is the major tenace; King Jack the minor tenace. The best and third best cards of a suit in play is the major tenace; and the second and fourth best the minor tenace.

THIRD HAND—The Leader's partner. The partner of the original Leader is known as the "younger hand."

UNBLOCK—To rid a hand of any card which may interrupt the continuation of the partner's suit.

UNDERPLAY—To play or lead a low card when you hold the best card of a suit, trusting that your left-hand adversary will hold up the second best, and allow your partner to win the trick.

WEAK HAND—The partner of the player who makes the trump.

WEAK SUITS—Those in which you hold no tricks, or a very improbable trick.

YARBOROUGH—A hand of which all the cards are smaller than the 10. The odds against holding such a hand are 1827 to 1. The name given to a hand of this sort, is derived from a certain Lord Yarborough, who used to offer the very safe wager of £1,000 to £1 that such a hand would not be dealt.

HOW TO IMPROVE

BRIDGE embodies two games, one with, and the other without, a trump. The theories of each are distinctive and must be learned, so that their values may be demonstrated by personal practice.

Perfection in Bridge is accomplished slowly; study, combined with practice, is necessary to overcome its many intricacies; so take it in easy stages without attempting to grasp too much. Do not overburden your mind with the strategy of the game, until you have mastered its rudiments.

No one can hope to play good Bridge who is not able to locate cards; and the first essential, to this equipment, is an acquaintance with the ordinary language of the game.

Learn to read the significance of the card originally led; for, when its meaning is understood, cards in that particular suit are placed. Pay close attention to the cards which are denied by the lead; the Dealer's holding can then be ascertained.

A knowledge of the ordinary rules for the Declaration will assist the player to locate honours and suits; and a notice of the high card played third in hand to an original low lead, will place the cards that are denied by the play.

Much may be learned in Bridge by practice with good players, those who understand how to give correct information, and who will absorb the information that you convey to them. In any game, association with those who are more proficient

holds the player's attention; and his improvement is, therefore, invariably marked and rapid.

When you see clever plays that are new to you, analyze the principles that underlie them, and store the knowledge thus acquired in your mind for future use; for, when you have mentally assimilated the reason that prompted a play, you have equipped yourself to meet a similar situation.

There are many Bridge players who reach a certain stage of fair play, beyond which they never advance; if anything they seem to become less proficient as their associates improve. The reason for this is that, as soon as these players have acquired a knowledge of the fundamentals of Bridge, they become convinced that there is but little more to learn. Self-satisfaction is a clog wheel that retards the progress of many.

When the rudiments of Bridge have been mastered, and the player is able to observe and to obtain inferential knowledge as to the location of cards, situations—those which occur most frequently—should be studied. Bridge is largely a game of situations, and to be properly met, they must be analyzed and learned. Some are so simple that their treatment requires but little or no thought; while others demand a careful management, based on an understanding of the score and an appreciation of the loss or gain that may result from a given play.

It cannot be too thoroughly impressed upon the player's mind that the formation of a definite plan is absolutely essential to success. Failure is the most likely result of play that is influenced simply by the whim of the moment. The same goal in Bridge, however, may often be reached by different routes; by one, the travelling will be rough and full of uncertainties; while the other is built upon a sound basis, and is smoothly and easily traversed.

Study illustrative and printed hands so that you may be-

come acquainted with correct and sound play. Look over and watch the good player, and see if you can appreciate his line of thought; in doing this, however, confine your attention solely to the play of his hand. Consider what you would do with the same cards.

It is fundamental to successful results from the chapters in this book, that each should be thoroughly comprehended as it is taken up; that each question and answer should be studied in its logical sequence, and not confused with more advanced propositions. A superficial knowledge of Bridge is a good start; but remember that, to advance, you must combine practice with precept.

THE DECLARATION

ONE of the chief attractions of Bridge is the right that the Dealer is born with—to name the call. Like most power, it carries with it great responsibility. More rubbers are thrown away by faulty Declarations than by unskilful play, for the reason that the fate of the game rests largely on the Dealer's judicious exercise of his right to name the trump.

At the outset, it is well to establish in the mind of the beginner, and to impress further the fact upon some who have had experience, that, at all times, the score points the direction of the Dealer's ventures.

When the game is within easy reach, a conservative trump-make outweighs a rash attempt to gain points through trusting to luck for cards which may be placed in a partner's hand; but, when the score demands a bold make, statistics prove that light No-trumpers succeed far more often than they fail; the player who does not occasionally lose a game by taking chances must, by his conservatism, throw away many.

The novice usually fears the worst. Such makes as he attempts may be perfectly safe; but, while he is wearily waiting for certainties, the adversaries secure the rubber. It is upon the player who is willing to gamble with hands slightly above the average, that fortune seems to smile.

The greater the player's experience, the more ready he is to risk; but of course the good player can take more chances on

the make, because of his ability to play the cards properly. He is better qualified, by experience and by knowledge, than the player whose information is limited.

No matter how good a player's judgment may be, he is bound at times to select a make which will lose. Do not let the mere fact that a Declaration may have lost in such an instance, deter you from announcing the same Declaration with a like hand. A player is very apt to forget the many times that he has won with hands of a certain sort, and remember only too vividly the one time a similar hand happened to lose.

Discretion, as the result of experience, will show the propitious times to deviate from established rules; but remember this one maxim in making the Declaration:—When you hold a good hand make it just as expensive as possible for your opponents; when you have a bad hand make it as inexpensive as possible for yourself.

More than forty per cent. of the No-trump hands which are made by Dummy are losing Declarations; therefore when the make has been passed to you, avoid light No-trumpers; it is better to act on the defensive, realizing that your partner may have passed with a weak hand, and that it would be folly to assume a vigorous attack with nothing to carry it on to a finish.

When the Declaration is passed by the Dealer, and you are satisfied that you cannot win the game, take no risk in the make that might give the game to the adversaries. It is difficult to defeat opponents who have secured the advantages of a game and the deal.

In connection with this advice, remember that the game is not played for tricks alone, but for points. It is an unsound principle which induces a Declaration which gives the honours

to the adversaries. Begin with the theory that your hand, and that of your partner, are to be so combined that, by the judicious selection of a trump, you will win every point possible both with tricks and with honours.

THE DECLARATION

1. What preparatory information is essential to a Declaration?

A knowledge of the number of points you need to win the game, and the number required by the opponents.

2. How is the make affected by the score?

The score shows the conditions that require an aggressive, a conservative or a defensive make.

3. What other factors influence the Declaration?

1st—The general strength of the hand.

2d—The honour score.

3d—The probable passed Declaration.

4th—The weakness of the hand.

4. With a generally strong hand, should you ordinarily announce the most expensive Declaration?

Yes, usually No-trump; but when the hand offers a reasonable prospect of scoring game with a trump make, the latter is the safer Declaration.

5. Why should honours be considered?

Because they are an important part of the score. The rubber is undoubtedly the main goal on account of the 100 points gained by the winner; but it scarcely pays to decrease its value by a gift of honours to the adversaries.

NO-TRUMPS

6. What general rules govern an original No-trump Declaration?

Declare No-trump with:—

4 Aces.

3 Aces.

2 Aces and one other guarded suit.

1 Ace and all the other suits guarded.

A long black suit headed by Ace, King, Queen and another Ace.

7. To what proportion of high cards is each player entitled?

To the equivalent of an Ace, a King, a Queen, a Jack, a 10, etc. This is known as an average hand.

8. Give examples of average hands.

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

9. Should these hands be regarded as No-trumpers?

No, unless justified by the score, these hands in themselves are not sufficiently strong.

10. How much additional strength is required?

Two Jacks, a Jack 10, or an extra Queen, King, or Ace.

11. What then is a justifiable No-trumper?

Any hand that is the equivalent of a Queen above average strength, provided three suits are protected.

12. At what score should you take great chances in the make?

On the rubber game and especially when the adversaries are 20 or more to 0; or when they have won the first game and are well along on the second.

13. When you have lost the first game what are the odds against your winning the rubber?

The odds are 3 to 1 that you will lose the rubber, and for that reason you must take every chance to reach game on your deal.

14. Does a score of 0-24 on the first game justify a reckless Declaration?

No, you should consider the importance of saving the game on your deal. If the adversaries must go out, let it be on their own deal. This deprives the opponents of the advantage of the first deal on the second game.

15. Does this also apply when you have won the first game and your adversaries are 20 or more to 0 on the second game?

Yes, you should not risk the loss of the advantage already gained.

16. Is the odd trick on your deal of more value to you or to the opponents?

To the opponents, since it increases their chances for game on the following deal.

17. Should you declare No-trump holding three Aces and no other honour?

Yes, as it is reasonable to expect that your partner will hold an average hand or a long suit which can be established and made. In any case you score 30 points; and, should your partner hold such slight assistance that you lose an odd or even two odd tricks, the honours will—in a way—compensate for your loss of trick points.

18. When should you not declare No-trump with three Aces?

1st—When you hold a strong Heart make.

2d—When you hold a suit Declaration at which you can win the game.

3d—With a hand containing no other honour and a score of 24 or more.

4th—With a hand containing no other honour, a game ahead and 20 to the adversaries 0 on the next.

19. Should No-trump be declared when one suit is missing?

Certainly, when the balance of the hand justifies the make. Your partner is likely to protect the suit that you lack.

20. When is it advisable to declare No-trump with two Aces?

Always with both other suits guarded, or with additional honours in the Ace suits and one of the other suits protected.

21. When should you not declare No-trump holding two Aces?

When you lack additional honours in your Ace suits, and when you hold but a single honour in one of the other suits.

22. When should you declare No-trump with one Ace?

With every suit protected; or with two other suits protected, and a hand that is a Queen better than an average hand.

23. Will it be found profitable to declare No-trump holding a long suit headed by Ace King Queen and one other Ace?

Yes, a hand of this sort will win about eight times out of ten; in fact a hand containing any long established black suit with one or more entry cards is a No-trumper.

24. What about a No-trumper without an Ace?

It is not usually a sound make, for the reason that the adversaries are almost certain to score the honours. It must be classed as an expensive method of winning the odd trick, which should be resorted to only at an adverse score.

25. What may alter your decision to pass the make?

An inference as to what the passed make is likely to be.

26. When your partner passes the make, what should be considered?

1st —Whether the score and the strength of the hand justify a No-trump make.

2d —Whether the hand is strong enough in Hearts or Diamonds to declare red.

3d —Whether Spades should be declared as a defensive measure.

27. Is it more dangerous to declare No-trump on a passed than on an original make?

Yes, much more.

28. Why?

The hand is exposed, the adversaries know the suits to avoid and the suits to attack; moreover, the fact that the Dealer has passed the make is an indication that he has not a strong hand.

29. For a passed No-trumper, which particular suits should be protected?

The red suits. The Dealer has implied by passing that he is not strong in the red suits.

30. Which especial red suit requires protection?

Hearts, since a No-trumper lacking that suit is liable to be doubled.

H E A R T S

31. Which is the safer Declaration, No-trump or Hearts?

Hearts should usually be given the preference.

32. Why?

It takes but one more trick to win the game at Hearts, and the adversaries might make a suit at No-trump which could not be brought in with a trump Declaration.

33. What general rules should be followed in making Hearts?

Declare Hearts with:—

6 including 1 honour.

5 “ 2 honours.

4 “ 3 good honours.

34. Following general rules for the Heart make, what protection should you hold in other suits?

Usually one outside trick; but this depends on the trump honours you hold. The weaker the trump suit the more outside honours are needed to insure the safety of the make.

35. Should the distribution of the cards in the other suits influence the selection of a red trump?

Yes, the longer the side suit the better the make.

36. Why?

The longer the suit the more easily it is established. The shorter the short suit the fewer high cards the adversaries make.

37. Should Hearts be declared originally with five including two honours and no other trick?

Not unless the Hearts are headed by Ace King or King Queen.

38. When should you declare Hearts holding five with one honour?

When you hold a good five card plain suit or two or more tricks in the other suits.

39. Should you ever make it red originally aiming to save rather than to win the game?

Yes, defensive measures should be adopted with a six card red suit, no Ace and a very weak hand; for should you pass, your hand would probably be of little assistance to your partner's Declaration; whereas, if you declare the red suit, any good cards he may hold will help to support your make.

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40. Should you pass the make holding nine red cards?
Not usually with fair strength, as your partner would probably declare black.
41. Should you declare Hearts originally with but four cards?
Yes, holding three good honours; and occasionally with two honours, when your hand is such that it is unlikely that your partner can give you a stronger Declaration.
42. Should the general rules for the Heart Declaration be followed when the Dealer has passed the make?
Yes.
43. Should Hearts with four and two honours usually be avoided as a passed make?
Yes, but Hearts may occasionally be made with four, headed by Ace King or King Queen, when the hand is not quite strong enough for a No-trump Declaration.
44. Should one honour passed Heart makes be avoided?
Yes, unless you hold two or more outside tricks.
45. What should you declare, when your partner passes the make at a score of 24—all, rubber game?
Your longest and strongest suit. Your partner may pass with a very good hand at this score, and a Declaration of your longest suit is the best gamble for the game.
- 45a. When the make is passed at a score of 24 to 0 in your favour, first game, what make should you avoid?
A weak red make which, at the score, the adversary would most likely double.
46. When you can declare either of the red suits and they are

equal in length and in honour strength, which should you select?

The suit which would require the fewer tricks to win game. If the same number of tricks are needed at both Hearts and Diamonds the adversaries' score should determine the make; for instance, when they require three odd at Diamonds and but two at Hearts, the preference should be given to the Diamond Declaration.

47. With two suits of equal length, one headed by Ace King and the other by two weaker honours, which suit should be given the preference?

The suit with the two weaker honours; as the Ace King suit can't be used as trick takers. This applies when the same number of tricks is required to win the game with either make.

DIAMONDS

48. Should you follow the general rules given for the Heart make in declaring Diamonds?

Yes, but the Diamond make is more greatly affected by the state of the score.

49. What is meant by a love score?

When partners have not scored on a game, the score of that side is said to be love.

50. At what scores should you avoid an original Diamond Declaration?

On the rubber game score 20 to 0 against you, and at the beginning of the second game when you have lost the first.

51. At the above scores why should a fair Diamond make be passed?

Eleven of the thirteen tricks are needed to win game; unless, therefore, the hand warrants a chance for game, you should trust your partner for a stronger Declaration—Hearts or No-trump.

52. At what score should you always attempt a fair Diamond make?

When you have scored 12 or more points.

53. Should you ever pass the make holding five or more Diamonds headed by Ace King Queen?

No, if your partner has a strong hand or a long established suit you are likely to win the game even from a love score.

54. Should Diamonds be declared originally when you are void in one suit?

Yes, particularly when you hold a good five card plain suit; if you pass, your partner is likely to declare the suit that you lack.

55. Should Diamonds be declared as a defensive measure?

Yes, when the hand offers no assistance to a passed Heart or No-trump Declaration; for example, with six or seven Diamonds headed by Jack or 10 and with no other face card in the hand.

56. Should the Dealer's partner be guided by the general rules given for the original red makes?

Yes, there can be no objection to a passed make of Diamonds.

BLACK DECLARATIONS

57. What is the reason for the rule "Don't make it a black originally"?

The game cannot be won from a love score with either black make; and there are three Declarations of greater value than Clubs and Spades. The Dealer's partner should usually be given an opportunity to announce a Declaration that may win the game.

58. As Dealer, when should you aggressively declare Clubs or Spades?

When your score is such that the game may be won; usually 22 or more points.

59. As Dealer, when should you declare Clubs as a defensive measure?

When you hold a long Club suit headed by the 10, Jack or Queen, and an otherwise worthless hand. This is particularly advisable when you have won the first game.

60. With one game ahead are there other justifications for a defensive Club make?

Yes, the fact that you entirely lack a red suit and that you hold no strength other than in the Club suit.

61. Should Clubs be declared holding four honours in one hand?

Occasionally with King Queen Jack 10, and no other possible trick, but not when the suit is headed by Ace King Queen, since these would be a valuable aid to a passed No-trump, or even to a red Declaration.

62. What is meant by a defensive Spade make?

A Spade Declaration with a worthless hand made to prevent the loss that might result from a stronger passed Declaration.

63. When may Spades be defensively declared?

With a game ahead, or at the beginning of a game with a worthless hand divided 4—3—3—3.

64. When should you not adopt the Spade shield?

1st—When the adversaries' score is above 20.

2d—When the hand contains an Ace or as much strength as a King and Jack.

3d—When the hand is divided 5—4—3—1, and contains as much strength as two Jacks.

65. Should you declare Spades as a passed make without a Spade in your hand?

Certainly, with a worthless hand, your best defense is a Spade Declaration.

66. Should Spades or Clubs be given the preference as a passed defensive Declaration?

Usually Spades.

67. On this point what general rules may be followed?

With five or more Clubs including two or more honours, declare Clubs. With four Spades and four Clubs, unless the Spades include no honour and the Clubs contain two or more, Spades should be declared.

68. Wherein lies the danger of a Club Declaration?

At a love score the adversaries, by doubling Clubs, may win the game. This is not true of a double Spade make.

69. What is the actual practice, however, of the best players regarding passed Clubs and Spade Declarations?

To declare Clubs with five and one honour, or with four including two or more honours, rather than a weak spade—three or fewer that do not include an honour.

70. What sound principles should govern all passed Declarations?

Never attempt a make that will more easily win the game for the adversaries than for you. Never risk giving the adversaries a game when you cannot win the game yourself.

SUGGESTIONS FOR THE MAKE

1st—Know the number of points needed by you and by the opponents to win the game.

2d—With a reasonable prospect of winning game announce a suit make rather than a doubtful No-trumper.

3d—Declare No-trump originally with hands that are protected in three suits and are slightly above the average.

4th—Any worthless hand containing a six-card suit should be made defensively.

5th—When a game ahead be conservative, when a game behind be bold.

6th—Unless to the score, avoid light No-trumper on a pass.

7th—When the adversaries' score is 16 or more a weak red make is extremely dangerous.

8th—A Club declaration with fair strength is less likely to be doubled than a very weak Spade make.

9th—Never name an expensive Declaration that will more easily win the game for the adversaries than for you.

**EXAMPLES OF ORIGINAL AND
PASSED MAKES**

♥ A 10 x
♣ x x
♦ Q J x x
♠ K Q x x

No-trumps, a Queen above
the average.

♥ J 10 x x x x
♣ x
♦ x
♠ 10 x x x x

An Original Defensive Heart
Declaration.

♥ x x
♣ J 9 x x x x
♦ x x
♠ x x x

An Original Defensive Club.

♥ A K 10 x
♣ x x
♦ A x x
♠ A x x

"Hearts" in preference to
No-trumps.

♥ x x
♣ A J x x x
♦ K x
♠ A x x x

A bad No-trumper on a
pass.

♥ Q 10 x x x x
♣ x x
♦ x x
♠ Q x x

An unsound Heart make on
a pass.

♥ x x x
♣ J x x
♦ x x x
♠ 10 x x x

An Original Defensive Spade.

♥ A K 9 x
♣ K 9 x x
♦ x
♠ K x x x

A possible passed Heart make
with 4 cards and 2 honours.

What should you do (as regards the Declaration), being dealer and holding the following hands at the specified scores? The Dealer's score is given first and unless otherwise noted it is the first game.

1

♥ K 7 4
♣ J 5
♦ Q 6
♠ A K Q 7 4 2
SCORE 0-20

2

♥ A K 10 7 3
♣ K 5 4
♦ A 5
♠ A 4 3
SCORE 0-8

3

♥ K J 4
 ♣ A J 6 2
 ♦ A 10 7 5
 ♠ 8 4
 SCORE 0-0

4

♥ A Q J 2
 ♣ 10 9 6 4
 ♦ A 10 8 3
 ♠ 7
 SCORE 16-12

5

♥ 7 5
 ♣ J 4 2
 ♦ J 10 8 6 5 3
 ♠ 7 4
 SCORE 0-0

6

♥ K 7
 ♣ J 6 4
 ♦ K J 9 8 4 2
 ♠ J 2
 SCORE 0-20 — Rubber Game

What Declaration should be made by DUMMY holding the following hands at the specified scores?

7

♥ Q 10 8 6 4
 ♣ 8 4
 ♦ J 5
 ♠ K 10 4 2
 SCORE 0-16—First game

8

♥ A 7 2
 ♣ K 10 6 4
 ♦ J 9 3 2
 ♠ 7 4
 SCORE 0-0—First Game

9

♥ ———
 ♣ Q J 5 4 2
 ♦ K 8 7 6 2
 ♠ 8 7 6
 SCORE 6-24—First Game

10

♥ 10 8 6 4 3
 ♣ Q 10 4
 ♦ A 7 6
 ♠ 7 6
 SCORE 4-8—First game

11

♥ K 9 3 2
 ♣ A 10 6 2
 ♦ K Q 9 8
 ♠ K
 SCORE 0-0—First game

12

♥ J 10 5 2
 ♣ A K 8 6
 ♦ 7 4
 ♠ Q 7 3
 SCORE 26-26—Rubber game

THE OPENING LEAD—DECLARED TRUMP

THE adversary, by his Declaration, has implied that he holds both length and strength in the trump suit. Unless he has greatly overestimated the worth of his cards, the original leader and his partner should proceed to take the defensive against the Dealer's attack. The fundamental essential to a successful combination of forces, is that each partner inform the other, as accurately as possible, of the contents of his hand—and the elementary preparation for this union, is a knowledge of the correct lead from each combination of cards. Just as the brilliant and interesting developments of the game depend upon an ability to carry on an intelligent conversation of the cards, so will any deception react, without doubt, to the benefit of the Dealer.

There are three systems of defense that demand the Leader's consideration:

- 1st—The lead of high cards to win tricks.
- 2d—The lead of a short suit to make small trumps.
- 3d—The lead of a long suit which may force and weaken the making hand.

It usually pays to lead and make winning high cards before the Dealer can secure discards; but there is such a thing as a gambit opening for position in Bridge, as there is in Chess, for it is a well-known principle that, unless your high cards are in sequence, you are more likely to win tricks with them if the lead comes to you. This is more clearly em-

phasized when the suits contain single honours, or have tenace possibilities; consequently a weak suit is frequently opened for the better protection of high cards in stronger suits.

The short suit opening has a sound trick-making advantage, but it is attended by some risk; as, in the attempt to rid the hand of a short suit, that suit may be established for the Dealer.

The third method, a long-suit opening, is usually the most effective lead from a hand containing trump strength. It is an attempt to shorten the maker's trumps, and, by forcing him, to eventually bring in the suit. In each case, the choice of an opening should be based on a skilful analysis of the possibilities of the hand, dependent on its strength or weakness, the position of the declarant and the state of the score.

The especial necessity for keeping the score constantly in mind grows upon all players as their experience in Bridge increases.

Be careful not to make an opening without the foreknowledge of the number of tricks needed to save the game; and make this your first object. Throughout, bear in mind that it is the tricks which get away by heedlessness that mar the successful enjoyment of Bridge at its best; and remember that the fate of one or two doubtful tricks frequently depends upon playing in perfect concord with your partner.

THE OPENING LEAD—DECLARED TRUMP

I. Is an understanding of the leads necessary to good Bridge play?

Yes, it is most important to be able to:—

1st—Convey correct information by your lead.

- 2d—Detect the combination from which your partner has led.
- 3d—Determine as Dealer the meaning of the adversaries' leads.
2. Why is it important to give information?
Because such information is of greater assistance to your partner than to the Dealer who, seeing Dummy, knows which cards are against him.
3. What is the best opening lead?
The King from any side suit headed by Ace King, in any except the trump suit.
4. Why is the lead of King from an Ace King combination the best opening?
For three reasons.
1st—It enables you to retain the lead until Dummy is shown and the exposed cards assist your selection of a secondary lead.
2d—It gives your partner information in case you decide to lead another suit.
3d—It does not relinquish the control of the suit; you still hold the Ace.
5. What general rules should influence the opening lead?
1st—High sequences are good leads.
2d—It is an advantage to win the first trick.
3d—Tenace suits should be avoided.
4th—A short suit should not be led from a hand containing four trumps.
5th—A red is preferable to a black short suit.
6. Will a consideration of the possible trick-taking value of the entire hand aid the selection of an opening?

Yes, by indicating the suits that should be avoided, and by showing the tricks that your partner must make if the game is to be saved.

7. In what order of preference should the opening lead be made?

1st—Ace King Queen, or Ace King suits.

2d—Sequence of King Queen Jack, Queen Jack 10, or King Queen.

3d—Long suits headed by an Ace.

4th—The fourth best from a long suit or the top card of a short suit.

8. When is the opening lead a disadvantage?

When the hand consists of tenace suits or suits containing a single honour; these are more profitable when opened by your partner or an adversary.

9. To what extent is the opening lead affected by a passed Declaration?

When the Dealer passes the make you may infer that he is weak in red, and that such strength as he may hold is probably in the black suits. You should, therefore, more readily lead a red than a black suit.

10. What combinations are called tenaces?

Ace Queen.

Ace Jack.

King Jack.

11. Should a tenace suit be avoided?

Yes, unless it is a very long Ace Queen or Ace Jack suit.

12. Should you lead to win the first trick?

Yes, but not an Ace from a tenace or from a short suit simply to see the Dummy hand.

LONG-SUIT OPENINGS

13. What is a long suit?

A suit of more than 4 cards.

14. What is meant by the fourth best?

It is the fourth card from the top of the suit.

15. Of what use is this lead?

It indicates the number and combination of cards held in the suit.

16. How can you tell from your partner's lead of a small card how many cards he holds?

If you can determine that the card led is his lowest, it shows either exactly four of the suit or a singleton. If after the first trick a lower card is missing, your partner has probably led from a suit of more than four cards.

17. How may you determine from your partner's fourth best lead the combination from which he has led?

By an application of the Eleven Rule.

18. How do you apply the Eleven Rule?

Deduct the size of the card led from eleven, the difference will indicate the number of higher cards held outside of the Leader's hand. For instance: the opening lead is an 8 and you hold A 10 x with Q x x in Dummy; as you can see the three cards above the 8, it is evident that your partner has led from K J 9 8.

A short lead is indicated when there are more higher cards shown than the Rule of Eleven would allow. For instance: the opening lead is an 8 and you hold K J 3 with A 10 9 in Dummy; as you can see four cards above the 8, the lead is marked as the top of a short suit.

19. Should you, as an original opening, lead low or away from an Ace?

No, you should not risk the loss of the Ace. The Dealer or the Dummy may hold a singleton; or the Dealer may be able to win the trick and find means to discard his remaining cards of the suit.

20. In opening a long¹ suit headed by the 10, the 9 or 8, should the top card be led?

No, if you lead the top card of a long weak suit, your partner may read it as a short lead; and his incorrect interpretation of your play may result in loss.

21. What is the accumulated experience of Bridge players regarding the lead from King and three small cards?

That it is a losing lead. The Dealer usually wins the first trick with the Jack or Queen, the second with the Ace and trumps the third round of the suit.

22. Are you not apt to deceive your partner when you lead the fourth best card from a weak four or five card suit headed by the 8, 9 or 10?

No, a fourth best opening does not guarantee a high card of the suit, but simply implies the best lead of which the hand admits.

23. Is not the return of a weak long suit lead apt to result in loss?

No, for if the Dealer and Dummy hold the winning cards of the suit these cards must make; and, in a declared trump hand, a low lead from a long suit does not necessarily exact a return.

SHORT-SUIT OPENINGS

24. What are the advantages of a short opening?
 1st—You may be able to make one or more of your trumps.
 2d—You avoid more dangerous openings such as tenace suits or suits containing single honours.
25. When should a short suit be led?
 When you are weak in trumps, and particularly when you hold combinations in other suits from which it is not desirable to lead.
26. Should its colour influence your selection of a short lead?
 Yes, when the adversary declares black, or when Dummy is the maker of the trump, a red suit is preferable.
27. Is it an advantage, when opening short, to hold a sure trick in trumps?
 Yes, for your short lead may establish the suit for the Dealer; and, unless you can secure the lead by taking a trump trick, it may afford him an opportunity to discard his worthless cards in other suits.
28. Should you lead a short suit when you hold four trumps?
 No, on the contrary you should open your long suit and endeavour to force the maker. By weakening his hand you improve your own.

29. Should you lead a short suit when you hold five or six trumps?

Not with five unless your long suit contains a tenace.

With six trumps a short lead is unobjectionable.

30. Why should you lead a singleton from a hand containing six trumps?

Unless you shorten your trumps you may be compelled later in the hand to lead them disadvantageously to the Dealer.

31. How can you determine whether or not your partner's lead of an 8, a 7 or a 6 is the top card of a short suit?

When you see more than three cards above the 8, four above the 7 or five above the 6, the lead is short.

32. What is meant by the top of nothing?

The top card of a weak long suit.

33. Should a singleton be led?

Yes, particularly if you hold three or fewer trumps.

34. Should a two-card suit be led?

Yes, when you are weak in trumps or have no good high card opening.

35. Should the top card of a weak three-card suit be opened?

No, your partner is likely to believe that you can ruff the suit on the second or third round.

36. Is it good play to lead an Ace from a short suit?

No, a singleton Ace lead or Ace from Ace and one, or Ace and two, is unsound; it may establish an entire suit for the Dealer. It can be advised only when the hand contains no other trick.

37. Should you lead from King and two small cards, from Queen and two small or King and one small?

These are all very bad suits to open.

38. Should you lead the Queen from Queen and one small card?

No, if you wait for the suit to be led your unguarded Queen may win a trick.

39. Should you lead from Jack and one small card?

Yes.

40. Should you lead the Jack from Jack and two small cards?

Not unless you hold the 10.

41. Should you lead a singleton King?

No, it is better to wait until the suit is led.

42. Is a singleton Queen or Jack a good lead?

Yes.

TRUMP OPENINGS

43. Should you ever lead a singleton trump?

Very often when Dummy is the maker, rarely when the Dealer is the maker.

44. What sort of a hand justifies a weak trump opening?

A hand containing one or more honours in each plain suit in combinations not advisable to lead. The trump should not be led with a hand containing an Ace King suit or a high card sequence.

45. What advantages are gained by an opening from weak trumps?

By throwing the lead, you are in better position to make your high suit cards. You lessen the danger of having your high cards ruffed by the weaker hand. You inform your partner of the character of your hand.

46. Holding four, five or six trumps, should you ever lead trumps as an original opening?

Rarely, except on the adversary's make of Spades.

47. When the adversary declares Spades, is it good play to lead trump from strength?

Yes, always from five or more trumps and, usually, from four trumps with strong protection in the other suits.

THE LEAD WHEN PARTNER HAS DOUBLED

48. What should you lead when your partner has doubled?

That depends entirely upon the position of your partner with reference to the maker.

49. Should you lead trumps?

To lead them when the Dealer is the maker, would place your partner's high trump cards in a bad position; when Dummy is the maker, your partner plays after the strong hand and the trump lead is then usually advisable.

50. Is it good play to lead trumps to your partner when you hold a short plain suit?

No, you may be able to use your trumps for ruffing.

51. Which trump should you lead to your partner's double?

The highest of three or fewer and the fourth best of four or more.

52. When Dummy is the maker and your partner has doubled, is there a better opening than the trump?

Yes, the King from an Ace King suit, or a short side suit which may enable you to make one or more of your trumps.

53. With what combinations in the trump suit should you refrain from leading trumps in response to your partner's double?

King x x.

King x.

Queen x x.

54. Why?

If you lead trumps at all you should lead your highest card and this may lose a trick in the trump suit. After the Dummy is exposed, you can more easily determine your partner's trump holding, and play with a better knowledge of the situation.

55. Should a re-double by the adversary affect your lead?

Yes, it should make you more cautious about leading trumps.

THE SIGNIFICANCE OF THE CARD LED

56. What does the lead of a King signify?

The Ace, the Queen, or both.

57. What does the lead of an Ace signify?

Usually the Ace and three or more small cards of the

suit. Good players rarely lead from Ace Queen, or Ace Jack suits; consequently the lead of an Ace denies the King, Queen and Jack.

The lead of an Ace followed by a King shows no other card of the suit.

The lead of an Ace followed by the Queen indicates the Jack.

58. What does the lead of a Queen signify?

The top card of a sequence.

Queen Jack 10.

Queen Jack x.

The Queen lead denies both the King and the Ace.

59. What does the lead of a Jack signify?

The top card of a short suit (any suit of fewer than four cards is called a short suit and the term is usually applied to a singleton or to a two-card suit). The Jack lead denies the Ace, King and Queen.

60. What does the lead of a 10 signify?

The King and Jack or the top card of a short suit.

61. What does the lead of a 9 signify?

Invariably the top card of a short suit.

62. What does the lead of an 8, 7 or 6 usually signify?

The top card of a short suit, but it may mean the fourth best card of a long suit.

63. What does the lead of a card below the 6 usually signify?

The fourth best card of a long suit; but it may mean a short suit.

64. What does the lead of a 2 signify?

A suit of four cards only, or a singleton.

EXAMPLES OF OPENING LEADS

Which card should you lead holding the following hands at the specified Declaration? Score 0-0 First Game.

13

♥ J 8 4 2
 ♣ A 4 3
 ♦ K J 4 3 2
 ♠ 8
 Original Heart

14

♥ Q 2
 ♣ 10 9 7 5 3
 ♦ K 8 5
 ♠ A 8 5
 Original Diamond

15

♥ Q J 7
 ♣ K J 5 2
 ♦ A J 3 2
 ♠ 8 4
 Original Heart

16

♥ A J 8 5
 ♣ Q J 10
 ♦ 8
 ♠ J 9 7 5 3
 Passed Spade

17

♥ 8 5
 ♣ A Q 8 3
 ♦ K J 5
 ♠ A 6 4 2
 Passed Heart

18

♥ 7 6
 ♣ A 8 5 2
 ♦ K J 3 2
 ♠ A J 3
 Original Heart

19

♥ A 8 5
 ♣ K 6 3
 ♦ 10 8 6 4 3
 ♠ 9 3
 Passed Club

20

♥ Q J 9
 ♣ A Q 5 2
 ♦ 7 4 3
 ♠ J 9 4
 Passed Heart

21

♥ Q 7 5
 ♣ A J 8 4
 ♦ 8
 ♠ J 9 6 4 2
 Passed Heart

23

♥ 8 6
 ♣ 9 3
 ♦ A Q 7 4
 ♠ Q 9 7 5 2
 Passed Heart
 Doubled

22

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

24

♥ J 9 5 3 2
 ♣ A 6 4 2
 ♦ 7 2
 ♠ 9 3
 Original Diamond
 SCORE 0-24

THE SECONDARY LEAD

WHILE the original lead is guided by certain general principles, it is made somewhat in the dark. The second lead, however, should be an intelligent effort, based on a perception of the particular situation as it is revealed by the exposed hand, the fall of the cards to the first trick and the Declaration.

The first essential, particularly when Dummy is strong, is to outline a plan of play by which the game may be saved. If this cannot be accomplished unless your partner holds certain high cards, play as if you knew these cards were in his hand. The loss of a trick or two is of small consequence as compared to the loss of the game. In fact the game should never be placed in jeopardy; do not therefore falsely imagine yourself in a position of security and, with over-rashness, try for extra tricks, when you hold the high cards that will save it; but, if it is impossible to save the game, do not chance a precarious play that may give the Dealer a slam.

When the Dummy hand is weak, you can more readily afford to employ waiting tactics. It is evident that the Dealer depends chiefly upon his individual strength; and, by retaining your high cards, you may lessen the trick-taking value of his hand. In fact some care should be used at all times, lest the lead of high cards clear a long suit for the opponent.

Likewise more liberties may be taken with the second lead

when you hold a positive trick in trumps; since then you must regain the lead before an entire suit can be made against you.

Never forget the possibilities that exist for the high cards that may be held by your partner; and, when opportunities occur, give him every advantage by leading through the high cards at your left.

At No-trump, when Dummy's strength in your suit induces you to abandon it, or when a discouragingly low card from your partner leads you to postpone the continuance of your first lead, let the second attempt be a careful endeavour to assist your partner's hand.

When it is a passed No-trumper, and your partner's strength has not been indicated, select preferably a red suit, without regard to your weakness or to Dummy's lack of strength.

Suits in which Dummy has length, or those in which Dummy can secure several tricks, should obviously be avoided.

It is finally evident that it is after the opening that the player should be more and more impressed with the value of concentrated observation.

SECONDARY LEAD—DECLARED TRUMP

1. After winning the first trick, by what should your subsequent play be influenced?

1st—The cards played to the first trick.

2d—Your cards in combination with those in Dummy.

3d—The inference that may be drawn from the Declaration.

2. Why are these considerations of importance?

They are of help in determining whether you should

continue the suit, open another plain suit or lead trumps.

3. Should you rely upon the information conveyed by the fall of the cards?

By your partner's play absolutely; but remember that the Dealer will make every effort to deceive you.

4. What may the cards played to the first trick indicate?

Whether the Dealer or your partner is short in the suit.

5. To what extent should your play be influenced by the make and by the general strength of the Dummy hand?

When the Dummy contains great strength and the Declaration is one at which the Dealer may go game, you should endeavour to save the game before you lose the lead; or, in extreme cases, to save a slam. First, make your own cards; second, decide which cards your partner must hold in order to save the game, and then play with that object.

6. When the King—led from Ace King—holds the trick, what questions will help you to decide on the subsequent play?

1st—Will it be profitable to have the second lead of this suit come from my partner?

2d—In which hand will a continuation of the suit establish long cards?

3d—Which hand will trump the suit?

7. With what particular combinations is it advantageous to have the second lead of a suit come from your partner?

Ace King Jack or Ace King 10, when Dummy holds no honour in the suit.

8. When both you and Dummy are long and Dummy contains the Queen, should you continue the suit?

No, the Dealer may trump your Ace and leave Dummy in control. A return of the suit by your partner enables you to make the Ace, or compels the Dealer to trump a losing card.

9. When Dummy is the strong trump hand and holds but two cards of your suit, why may it be unwise to lead the Ace?

You may establish the Queen, or the remaining cards of the suit for the Dealer; and thus enable him to rid Dummy of losing cards.

10. When Dummy is short in your suit, under what conditions may it be advisable to continue?

1st—When there is an established suit in Dummy and you hold no trick in the trump suit.

2d—When Dummy contains four or more trumps.

CONTINUING THE SUIT

11. Having led the King from Ace King, when should you continue the suit?

1st—When your cards and Dummy's are so combined that it is of little advantage to have the lead come from your partner.

2d—When the card played by your partner indicates that he will trump the third round of the suit.

3d—When Dummy offers no good suit to lead through.

12. When Dummy is the strong trump hand, and holds two cards of the suit opened and a singleton of another suit, should you lead the Ace?

Yes, by waiting you may lose the Ace.

13. When you hold Ace King x x x against an original Declaration, and find Jack x x x in the Dummy, the Queen not having been played to the first trick, how should you continue?

With a small card; not the Ace. If your partner holds the Queen, it will force the Dealer. If the Dealer holds the Queen, your partner will ruff and you retain the controlling card of the suit.

14. Having won the first trick with an Ace, when should you continue the suit?

1st—When Dummy holds three cards of the suit with or without an honour; provided Dummy offers no good combinations in other suits to lead through.

2d—When it is apparent from the fall of the cards that your partner may trump either the second or third round.

15. Should you continue the suit when Dummy originally held King and one?

Ordinarily, no; but, if you originally held Ace Queen or Ace Queen Jack, it may pay to continue.

16. What general rule should be followed in making the second lead?

Continue the suit led originally, or lead through strength.

LEADING THROUGH STRENGTH

17. What is meant by "leading through"?

You always lead through your left-hand adversary, the one who plays second in hand.

18. What is meant by leading through strength?

It is the lead of a suit in which Dummy has high cards; and is done for the purpose of assisting your partner to make any high cards he may hold in that suit.

19. When in particular should you lead through strength?

When Dummy's high cards are not in sequence, and you hold no honour in the suit.

20. Which are the best combinations to lead through?

King x
 King x x
 Queen x x
 King Jack x
 Ace x x
 Ace Jack x
 Ace Queen x

When you hold no card higher than a Jack.

21. Which suits should you avoid leading?

1st—Those in which Dummy holds high sequences.
 2d—Those in which Dummy holds no card higher than the Jack.

22. When you hold an Ace Queen suit and you find K J x or K x x in Dummy, what should your play be?

Lead the Ace and follow with a small card of the suit; the Dealer is likely to play the King on the second round.

23. In leading through Dummy's strength, should you preferably select a suit in which you are short?

Yes, as it may afford you an opportunity to ruff.

24. If you are forced to lead through weak cards in Dummy, which suits should you select?

Those in which you hold two or more honours, such as Q J, Q 10, or J 10.

24a. With what combinations in your hand should you particularly avoid a lead through Dummy's weak suit?

With { Queen x x
King x x
King Jack x
Ace Jack x
Ace Queen x

25. Under what circumstances are you always justified in leading through weakness regardless of your own weakness?

1st—When the hand exposed by Dummy is so strong that it is evident that the game must be lost, unless your partner holds certain high cards.

2d—When your Ace lead finds but a singleton in Dummy, and Dummy is the strong trump hand. In this case, should the Dealer hold the King and Queen of the suit opened by you originally, he will discard his losing cards; therefore lead the suit which you fear the Dealer may discard.

LEADING TRUMPS

26. After taking the first trick, when should you lead trumps?

When it is evident that the weaker hand will trump your winning cards; and particularly when Dummy is the maker of the trump.

27. In considering the advisability of the trump lead, what should influence your play?

1st—The number or probable number of trumps in the weak hand.

2d—Your own trump holding.

3d—The general strength of your hand.

28. Should you lead trumps when the Dealer is the maker of the trump?

Rarely; as the lead would necessarily place your partner's high trump cards in a bad position. It should be done only when the game is safe, when you hold a higher trump sequence or when it is clearly the only means of saving the game.

29. Should you lead trumps when Dummy, being the weak hand, holds four?

Ordinarily the trump lead would be useless.

30. When Dummy is the strong hand, and you hold a protected honour in the trump suit, should you lead trumps?

Not if the lead may cause you to lose the honour.

31. Is the trump lead particularly good when you hold one or more worthless cards in the trump suit?

Yes, and the same is true when you hold a sequence in trumps.

32. Should you lead trumps when you are weak in the side suits?

No, there is always the danger that the Dealer may have an established suit in the combined hands; in which event a trump lead would assist your opponent. You should lead trumps to prevent a ruff in the weak hand when you have at least one trick in every suit.

when Dummy is the maker and when you hold no guarded honour in the trump suit.

THE SECONDARY LEAD—NO-TRUMP

33. When the cards in Dummy render it impossible to make your suit, what should influence your second lead?

The possibility of a more successful attack in some other suit, which may be materially aided by retaining the remaining high cards of the opened suit.

34. Under what conditions should you not continue your suit?

1st—When to do so gives the adversary the game.

2d—When a continuation gives the opponent two or more tricks in your suit.

3d—When the adversary holds the best card of your suit, you have no re-entry, and it is evident that your partner will be unable to return your lead.

35. Having opened the King from Ace King Jack and others, when should you continue the suit?

When you hold a sure re-entry in another suit; and when Dummy is either weak or can take but one trick in the suit.

36. When should you discontinue the suit?

When Dummy is weak in your suit and you hold no sure re-entry card. If your partner has given no encouragement (see echo) wait until he can lead through the Dealer's hand.

37. If you decide to continue the suit which card should you lead?

The Ace usually; but, when Dummy contains three cards to the Queen and you hold no re-entry, the lead should be low.

38. When you have opened King from King Queen Jack and hold the trick, what should be your next lead?

The Jack from a long, the Queen from a short suit.

39. When you win with the King, led from King Queen Jack, and find four to the 10 in Dummy, what should be your second lead?

A low card.

40. When you lead the Queen from Queen Jack 10 and it holds the trick, what should be your second lead?

When the King is in Dummy the second lead should be the Jack; otherwise a low card.

41. When you determine to discontinue the suit led originally, what should influence your choice of a lead?

The weakness and strength of the Dummy hand; and the probable weakness and strength of the Dealer, as judged by the Declaration or the pass.

42. In discontinuing your suit, in order to have it led by your partner, which suit should you select to lead?

A suit in which Dummy is weak or a suit in which Dummy cannot take more than one trick.

43. In making the second lead, what should you carefully avoid?

Dummy's strong suits; or, in fact, any suit in which Dummy can take two tricks.

44. When in doubt as to your partner's suit, what general rule should be followed?

Lead the suit of which you and Dummy combined, have the fewest number of cards.


EXAMPLES OF SECONDARY LEADS

Which card should you lead (having won the first trick with the underlined card), holding the following hands at the specified Declaration.

♥	Q 7 6	
♣	Q 8 6 2	
♦	K J 3	
♠	8 7 5	

♥	A 4 2		
♣	K 5 3		
♦	7 5 2		
♠	A <u>K</u> J 4		

Dummy

Leader	 25 <hr style="width: 20%; margin: 0 auto;"/>	♠ 6
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♠ 2

Original Declaration — Hearts

♥	J 4 2	
♣	J 7 6	
♦	A 9 8 7	
♠	J 6 5	

♥	A 5 3		
♣	K 8 4		
♦	Q 4 2		
♠	A <u>K</u> 9 4		

Dummy


Leader	 26 <hr style="width: 20%; margin: 0 auto;"/>	♠ 7
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♠ 2

Original Declaration — Hearts

♥ K 5 2
 ♣ 9 4
 ♦ A 7 3
 ♠ Q 8 7 3 2

♥ 9 6 3
 ♣ K J 2
 ♦ 8 6 4
 ♠ A K 6 4

Dummy
 Leader  27


♠ 5

♠ 9

Original Declaration—Hearts

♥ 4 2
 ♣ A Q 7 4 3
 ♦ A Q 6 5
 ♠ 5 3

♥ K 10 3
 ♣ K 9 2
 ♦ 8 4 2
 ♠ A K J 2

Dummy
 Leader  28


♠ 4

♠ 7

Original Declaration—Hearts

♥ A K 6 5 2
 ♣ K J 7 6 3
 ♦ 2
 ♠ 4 3

♥ 8 4
 ♣ 9 4 2
 ♦ J 7 6 4
 ♠ A K J 2

Dummy
 Leader  29


♠ 5

♠ 6

Passed Declaration—Hearts

♥ K 7 4
 ♣ A 8 3
 ♦ 6 5
 ♠ J 10 9 6 4

♥ 5 2
 ♣ K J 4
 ♦ Q 7 3
 ♠ A K 8 7 3

Dummy
 Leader  30


♠ 2

♠ 5

Original Declaration — Hearts

♥ A Q J 8 2
 ♣ 6 4
 ♦ J
 ♠ K J 7 6 3

♥ 6 4
 ♣ 9 8 3
 ♦ A 8 7 6 2
 ♠ 9 4 2

Dummy
 Leader  31


♦ 3

♦ 4

Passed Declaration — Hearts

♥ K J 6 4 2
 ♣ J 4
 ♦ 10 8 5 2
 ♠ Q 2

♥ A 3
 ♣ 9 8 5
 ♦ A K J 4 3
 ♠ 10 9 8

Dummy
 Leader  32

♦ 6

♦ 7

Original Declaration — No-trump

COMBINING THE TWO HANDS

BRIDGE offers no greater charm than in the successful play of the two hands; for, as soon as the Dummy is exposed, the Dealer is in possession of the material to be utilized in the exercise of his skill and judgment. He is in complete control of twenty-six cards, which must be combined and played as one hand.

A previous knowledge of the correct play of the important combinations is vitally essential; for, with this preliminary equipment, the Dealer is free to devote his entire attention to the unexpected situations—those which require careful conception and original treatment.

While it is acknowledged that the soundest play will sometimes lose and that the worst will occasionally win, the logic of Bridge teaches that those who play in accordance with correct reasoning, must ultimately win against those who are prompted by guess work, or influenced by the whim of the moment. Certain rules for playing the combinations have been formulated as the result of the practice and experience of good players; and these should be accepted and learned as fundamental to the Dealer's play.

A slight pause, directly after the opening, will enable the Dealer to outline a plan of campaign. He should at once decide from which hand his suits should be led, and then settle how this may best be done. The disposition of the lead should be skilfully manœuvred, both to admit of advan-

tageous opportunities to finesse, and to avoid leads from unfavourable combinations. It may be stated that the advantages accruing from the correct play of most of the combinations, are obtained by leading the suits from the weak to the strong hand; and that the Dealer's success depends largely on his courage in taking chances; not so much courage, perhaps, as conviction; for, when a finesse does fail, there is consolation in remembering that high cards on the wrong side are usually bound to make; and that, therefore, nothing has been lost by the attempt to gain.

The great fear of the novice is lest the adversary may hold an unguarded honour. He will not conform to a winning play because of a slight possibility that it may lose. The subject of finessing, however, in common with all other parts of Bridge, requires a knowledge of the particular situation; and the occasions when one should not finesse will later be taken up in detail.

A definite knowledge of the location of high cards may often be obtained by compelling the adversaries to discard; since they, however loath, must furnish this information. Moreover, forcing discards helps to simplify the end play; and, by disclosing the position of honours, shows where to place the lead to the best advantage of your hand.

You will often hold combinations which you cannot well afford to open; and, when there are tricks in other suits which the adversaries must win, make this necessity a benefit to your hand. Tempt the adversary to lead your suits to you.

Keep away from all suits in which you hold but a single honour, or a single honour in each hand; and, in this connection, remember that suits containing a sequence of three or more cards may be led from either hand without loss.

Endeavour to bring to your personal conviction the tricks

which you must lose, as well as those you may lose. A far better understanding of the scoring power of the hand awaits the player who early apprises himself of this information.

COMBINING THE TWO HANDS—FINESSING

1. What will greatly facilitate the play of the Dummy hand?
A knowledge of the correct play of each important combination of cards.
2. What is a good general rule for leading a suit to advantage?
Lead from the weak hand to the strong and, usually, from the short suit to the long.
3. What is gained by leading a suit from the weak hand?
It affords opportunities to finesse and to make high cards owing to the position of the higher cards.
4. What is a finesse?
A finesse is an attempt to win a trick with a card which is neither the best nor in sequence with it.
5. What is gained by finessing?
A chance to win tricks with inferior cards owing to a favourable position of superior cards.
6. Do you generally lose by an unsuccessful finesse?
No, an honour on the wrong side will usually make.
7. Should the question of a finesse at times be influenced by your high card holding in other suits?
Very often. You may prefer that an adversary lead up to—rather than through—your hand.

8. When should you plan the lead of each suit?

Before playing to the first trick.

9. In planning the lead, which suits may be eliminated from your consideration?

Suits which contain no honours and those which include in the combined hands a sequence of three or more high cards. These may be led from either hand.

10. Which suits should you avoid?

Those which include but one honour or a single honour in each hand. Tricks are more likely to be made in these suits if they are led by an opponent.

11. Which combinations should be led from the weak hand?

Ace Queen.

Ace Jack.

King Jack.

King 10.

Queen 10.

King Queen.

Queen Jack.

12. Which are the combinations that may require two leads from the weak hand?

Ace Queen Jack.

Ace Jack 10

Ace Jack 9.

King Jack 10.

King Queen.

13. Which is the most important finesse?

Any combination of Ace Queen and Jack.

14. How should these cards be played?

The lead should always be toward the Ace.

15. What is the object of this play?

To capture the adversary's King by a finesse.

16. Should you lead an honour or a low card toward the Ace?

Usually an honour, but lacking the 10 or the 9 a low card should be led.

17. What is the advantage of an honour lead?

Should the finesse succeed you are in a position to lead a second time through the King.

18. Why without the 10 or the 9 should you lead a low card instead of an honour?

Because if the honour were led and covered the 10 or 9 would be established against you.

19. Should you finesse with ten cards in a suit headed by Ace Queen Jack?

There is a slight percentage in favor of the finesse.

20. What is the best play holding this number and combination of cards?

Lead an honour toward the Ace; this may tempt the player, second in hand, to cover. If, however, the honour is not covered play the Ace on the chance that the singleton King may fall.

21. Should you finesse holding the Ace King Jack of a suit?

Yes, generally, but the play depends on the length of the suit.

22. Should you finesse with nine or more cards including the Ace King and Jack ?

No, the adversaries hold but four cards, which four will probably fall on the leads of Ace and King.

23. Should you finesse holding eight cards in a suit headed by Ace King Jack ?

Yes, but with this number an adversary will often hold an unguarded Queen and you must be somewhat guided by the particular situation.

24. Should you finesse with seven cards or fewer headed by Ace King Jack ?

Yes, this is sound play.

25. Is it better to finesse on the first or on the second round of a suit ?

The second round.

26. To what particular combination does this rule apply ?

Ace King Jack.

27. Why is it better to finesse on the second round of a suit ?

The Queen may fall on the first round or the cards played on the first round may indicate its position.

28. How is it possible to gain information which may help you to finesse ?

By forcing the adversaries to discard.

29. Of what assistance are the discards ?

They often indicate which adversary is weak in a suit and which opponent is protecting an honour.

30. Should you finesse in a side suit before leading trumps?

It is, of course, safer to first exhaust trumps; if, however, you have but a single opportunity to lead a side suit to advantage, by all means finesse.

31. When at No-trump an adversary holds one or more cards of an established suit, how should you finesse?

Against this player. Every finesse should be taken with the idea that if it loses it will be taken by the adversary who can do you the least harm.

32. When you hold a once guarded King or a guarded honour in the opponent's suit, is it safe to take a finesse which if it loses will allow an adversary to lead through this honour?

On the contrary, try to keep the lead from this adversary.

33. How should you play the Ace King Queen combination with two of these honours in one hand and one in the other?

The first trick should be taken in the hand with the two honours.

34. Why?

With an unusual distribution of the cards, the fact that you retain an honour in each hand, may enable you to capture a three times guarded Jack or 10.

35. With the Ace and small cards of a suit in one hand, and the Queen and small cards in the opposite hand, should the Queen be led toward the Ace?

Never without other honours. Lead either the Ace or a low card toward the Queen.

36. Under what conditions should you avoid a finesse?

1st—When a cross-ruff is imminent and it is necessary to lead one or more rounds of trumps.

2d—When two or more tricks may be lost and but one can be gained.

3d—When a finesse may block the suit.

4th—When the hand with an established suit may gain the lead.

5th—When a finesse may lose and cannot win the game.

37. What are the main requisites of the Dealer's play?

1st—An understanding of the correct play of each combination of cards.

2d—A knowledge of the probable distribution of the cards dependent upon the number in the suit.

3d—A careful notice of all discards.

4th—A definite goal dependent upon the score.

THE PLAY OF THE IMPORTANT
COMBINATIONS

ACE KING JACK

Lead the King, but lead the second round from the weak hand and finesse the Jack.

5 4 3

ACE KING 7 6 2

Lacking the 10 or the 9, lead the King and Ace on the chance that the Queen is but once guarded.

JACK 5 4

ACE KING 7 5

Lead the Jack. If it is not covered play the 5.

JACK 10 3

KING JACK 3 2

This may be finessed on either side; but the finesse should be taken on the second round.

ACE 10 5 4

KING JACK 3 2

Lead the 2 and play the Ace or lead the Ace and play the 2. On the second round of the suit finesse the Jack.

ACE 5 4

ACE QUEEN JACK 2

Lead from the weak hand and finesse the Jack. Should this succeed plan to lead the suit a second time from the weak hand.

7 4 3

ACE QUEEN 6 2

Lead the Jack, and if it is not covered, play the 2.

JACK 10 5

ACE QUEEN 3 2

Lacking the 10 or 9, lead the 4 and play the Queen on the chance that there may be a once guarded King at the left.

JACK 5 4

ACE QUEEN 10 2

Unless the King and Jack are at the left, you must lose at least one trick in the suit; therefore lead the 3 and play the 10.

6 4 3

ACE JACK 10 5

Lead the 4 and play the 10. Then lead a second time from the weak hand and finesse the Jack.

8 7 4

ACE JACK 9 6

Lead the 3 and play the 9. Should the 9 force the King or the Queen, lead again from the weak hand and finesse the Jack.

5 4 3

KING QUEEN 10 5

Lead the 3 and play the Queen. Should you lose the first trick, wait until the weak hand can lead the suit and then finesse the 10.

6 4 3

KING QUEEN 8 6

Lead the 3 and play the Queen. Should you win the trick, wait until you can again lead the suit from the weak hand.

5 4 3

KING JACK 10 3

Lead the 9 and play the 3. Should the 9 force the Ace, lead a second round of the suit from the weak hand and play the 10.

9 8 2

KING 3 2

Lead the 4 and play the King; but this combination should if possible be avoided.

JACK 5 4

QUEEN 10 5 4

Lead the 2 and play the 10.

7 6 2

QUEEN 9 6 4

Lead the 3 and play the 9 or lead the 4 and play the Jack, finessing the 9 on the return lead.

JACK 7 3

QUEEN 7 2

This is not a good combination to lead. Either win the first trick with the Ace or lead toward the Queen.

ACE 5 4 3

EXAMPLES OF COMBINING THE TWO HANDS


In the following hands the Declarations and scores are given. The card at the left indicates the lead.

- 1.—What should you play to the first trick?
- 2.—What should you lead after winning the first trick?
- 3.—What is your plan of play and what do you hope to accomplish?


♥ A Q 7 5 4
 ♣ Q 10 4
 ♦ A 3
 ♠ 7 6 4

♥ A Q J 3 2
 ♣ 7 6 4
 ♦ 5 3
 ♠ A 4 2

♦ 7

 Leader	33 _____ Dealer
---	-----------------------

♠ K

 Leader	34 _____ Dealer
---	-----------------------

♥ J 3 2
 ♣ A J 9 7 2
 ♦ K 2
 ♠ 8 3 2

♥ 7 6
 ♣ A Q J 8 3
 ♦ K 6 4
 ♠ 6 5 3

Passed Heart


SCORE 0-0—First Game


Passed Heart

SCORE 0-0—First Game

♥ A 9 7 5 3
 ♣ 9 8 7 4 3
 ♦ 8 6 5
 ♠ _____

♥ A K
 ♣ A Q 9 7
 ♦ K J 8 7
 ♠ 10 4 2

♠ 10
 Leader  35
 Dealer

♥ Q
 Leader  36
 Dealer

♥ 8
 ♣ K Q J 6 5
 ♦ A Q J 10 7
 ♠ A Q


♥ 7 3
 ♣ K 8 6 4
 ♦ A 10 6 4
 ♠ 6 5 3


Original Diamond
 SCORE 0-0—First Game

Passed No-Trump
 SCORE 0-0—Rubber Game

♥ 6
 ♣ K J 7 4
 ♦ 4 3 2
 ♠ K 9 8 5 4

♥ 9
 ♣ A K 10 5 4
 ♦ A 9 8 2
 ♠ 7 5 3

♣ 10
 Leader  37
 Dealer

♦ Q
 Leader  38
 Dealer

♥ K 4
 ♣ A 6 3 2
 ♦ A Q J 9 5
 ♠ J 10

♥ A K J 8 6 5
 ♣ 8
 ♦ K 10 5
 ♠ J 10 4

Original No-Trump
 SCORE 0-20—Rubber Game

Original Heart
 SCORE 0-0—First Game

THE DEALER'S PLAY—DECLARED TRUMP

THE main plan of a trump hand is based on an effort to exhaust the adversaries' trumps and to make a suit; no matter, therefore, how weak the trumps or the suit, retain this idea in mind and endeavour to mould the development of the hand to this end.

In planning the play of the two hands, it is important to note carefully both the tricks that must be lost and the tricks that may be lost; to satisfy yourself from which hand the trumps, as well as the other suits should be led, and to keep, for that purpose, the essential re-entry cards. Remember that trumps should be led to prevent an impending ruff, to establish the small cards of the trump suit and to avoid disadvantageous leads of other suits.

Frequently, nevertheless, there arises the question—is it best in this hand to lead trumps? A negative determination depends mainly on the existence of a short side suit in the weak trump hand. Let your weak hand trump your losing cards before you inaugurate the trump lead; why take out trumps when it will be of benefit to the opponents? Treatment out of the ordinary is also required when the best trump is against you, and you see an opportunity to discard worthless cards before the adversary obtains the lead. Endeavour to make use of either or both of these advantages.

There are occasions, of course, when the hand should be played for a cross-ruff, or when the strong hand must necessarily be forced to place the lead; but, as a rule, avoid the

inclination to trump in the strong hand. The loss of a trump may so weaken the hand as to preclude the possibility of making the long suit.

Remember that if your purpose to ruff a suit in the weak hand is too clearly defined, the adversary may frustrate it by a trump lead. In fact, whenever it is possible, deceive your adversaries. By conveying an erroneous idea as to your holding, you may induce the opponent to discontinue his lead, and he may change to the suit in which you hold strength.

Play to save the game at all hazards. Play to win the odd trick, if only that appears possible. With the game assured, play to win every trick that can be taken; and, if there is a chance for a slam, reach out for it.

Be convinced of what you must try to accomplish. After that decide how best to do it. Hesitancy and slowness are indicative of uncertainty, and the confidence of your adversaries will increase in proportion as you lag.

Correct reading of the hands will indicate their possibilities, thereby suggesting the correct play; and promptness in making a conclusion is a mental inspiration, as well as an aid to expeditious play.

TRUMP MANAGEMENT—DEALER'S PLAY

1. What should be the general object of the play of a trump hand?

To exhaust trumps and make a suit.

2. When should you plan the management of two hands?

Before playing to the first trick.

3. What considerations will assist you properly to plan the play of a trump hand?

1st — The opening lead, whether from a long or a short suit?

2d — How many trumps and which of the trump honours are held by the opponents?

3d — Should trumps be led?

4th — If so from which hand?

5th — In which hand should the lead be left after trumps are exhausted?

6th — Can the game be won, can the odd trick be gained or must an effort be made to save the game?

4. How should the adversary's short opening influence your play?

You should more readily play an Ace second in hand and, instead of finessing deeply, try to obtain several rounds of trumps.

5. Why should the number of trumps and the trump honours against you be considered?

The method of playing your hand, whether forward or defensive, should depend on the length and strength of the adversaries' trumps; a knowledge of the number also simplifies the counting of trumps.

6. Should you lead trumps?

Generally, yes.

7. Under what particular conditions should you lead trumps?

1st — When it is apparent that your winning cards will be ruffed.

2d — When you have great strength in the suits.

3d — When you hold an established suit and the commanding trumps.

4th — When the weak trump hand contains no short side suits.

5th — When you hold combinations in the side suits from which you cannot afford to lead.

6th—When you hold a long weak trump suit and can draw two trumps for one.

7th—When you are in danger of being over-trumped and wish to establish the small cards of your trump suit.

8. What then are the advantages of the trump lead?

It insures the safety of your high suit cards.

It establishes the long cards of the trump suit.

It compels the adversaries to open suits which you cannot afford to lead.

9. What is meant by the weak hand?

The maker's is known as the strong trump hand; his partner's is called the weak hand.

10. What is a short side suit?

A suit of one or two cards not trumps.

11. Is it at times more important to lead trumps with a poor than a good hand?

Yes, if the adversaries hold high suit cards they should not be allowed to make their small trumps as well; and when your best cards are Queens, Jacks and tens, they cannot be made unless trumps are first exhausted.

12. Under what conditions should you defer the trump lead?

1st—When trumps can be more advantageously led from the opposite hand.

2d—When the commanding trump is against you, and when losing cards can be discarded before an adversary secures the lead.

3d—Frequently until a suit is established.

13. When should you avoid a trump lead?

When the strong hand contains losing cards which the weak hand can trump.

14. Should you lead trumps when the shortest suit in the weak hand is one of three cards?

Yes, since otherwise on the fourth round of the suit an adversary would over-trump.

15. In preparing a ruff for the weak hand are you not frequently compelled to lose one or two tricks in a suit?

Yes, in order to establish the ruff; but they are tricks that would in any case be lost.

16. Should you try to conceal your intention to ruff in the weak hand?

Yes, if it is too clearly defined, an adversary will probably prevent it by a trump lead.

17. Therefore, when you wish to secure several ruffs, is it essential that you first make sure of one or more re-entry cards in the strong hand?

Yes.

18. Is it occasionally necessary to rid the strong hand of a short suit for this purpose?

Yes, so as to establish a cross-ruff.

19. Are there occasions when your object to ruff in the weak hand may be accomplished by a trump lead?

Yes, frequently a trump lead may induce an adversary to give you the desired ruff which might not have been obtained if your purpose were suspected.

20. When you hold an established suit, as well as a short suit in the weak trump hand, should you try for a ruff?

Not when you have one or more possible tricks in the short suit; nor if you can discard all the losing cards from the strong trump hand on the established suit.

21. When the ruff in the weak hand compels you to use a trump honour which is needed to draw the trumps, should you play for the ruff?

Not usually, unless the trumps in the combined hands are in sequence.

22. When the weak hand contains an established suit and three or more trumps, may you not need the trumps in that hand to bring in the suit?

Yes, and when trumps are necessary for this purpose, do not force the weak hand to ruff.

23. With both a short suit and four trumps in the weak hand and five trumps in the strong hand should you lead trumps?

Yes, usually, as after two rounds of trumps you can ruff without danger of being over-ruffed.

24. Are there other methods of ridding the strong hand of losing cards?

Yes, worthless cards may be discarded on winning cards before trumps are led; or discarded on an established suit after trumps are exhausted.

25. Should you lead a suit from the weak hand with the object of trumping in the strong hand?

No. This is usually a bad play.

26. Why?

It necessarily weakens the strong hand by depriving

it of trumps which later may be needed to bring in a suit.

27. Under what conditions may it be necessary to force your strong trump hand?

1st—When a cross-ruff is established.

2d—When it is essential to place the lead.

3d—When trumps are so hopelessly against you that you cannot afford to lead them.

28. When an adversary attempts to force the strong hand, should you refuse to trump?

Occasionally, when you hold but six trumps in the combined hands.

29. When an adversary leads a suit which you can trump in either hand, in which hand should you take the force?

In the weak hand, discarding a losing card from the strong hand.

30. When you originally hold seven trumps in the two hands and have been forced to ruff, should you lead trumps?

Not unless you hold an established suit or a protected honour in the adversary's suit.

31. Should you lead trumps when you originally held but six trumps in the two hands?

Not unless you have high trump cards and great suit strength.

32. Should you lead trumps when the make has been doubled?

As a general principle only when you can lead through the doubler's hand; but an inference as to the high cards the adversary must hold to have doubled will indicate the proper play.

33. What is the best method of counting trumps?
Ascertain how many trumps the adversaries hold, and count only those that they play.
34. How can you avoid blocking the trump suit?
By playing the high trumps from the short hand.
35. Why should this be done?
To make it possible to lead a third or a fourth round of trumps should it prove necessary.
36. In which hand should the lead be left on the final round of trumps?
In the hand from which your long suit should be led.
37. If, after a lead or two, you discover that both you and an adversary hold the same number of trumps what should you lead?
A card that will force the adversary to trump before he has an opportunity to force you.
38. Why?
To assure yourself of an extra or last trump with which to secure the lead and bring in your remaining established cards.
39. Should you draw two of your trumps for one of the adversary's?
Not when it requires all of your trumps to exhaust the adversary's trumps, and your suit is unestablished.
40. When eight trumps have been played and you hold three in one hand with two against you, should you lead trumps trusting that they are divided?
Yes, but if one suit is entirely against you it is safer to establish your suit first.

41. When nine trumps have been played and you hold two, with the two higher trumps against you, should you lead trumps, trusting that they are divided?

Not unless you have a trick in the adversary's suit. You can lose but a trick by leading your suit to force the opponent; whereas with an established suit against you and both trumps in one hand, a trump lead would be fatal.

42. When you hold two trumps, one of which is the best, with two trumps against you, should you lead the commanding trump?

Yes, if your suit is established.

43. When the best trump is against you should you use two of your trumps to take it out?

No, endeavour to force the adversary to ruff with the commanding trump and try to make your trumps separately.

44. With several trumps, when should the winning trump be taken out?

When you hold an established suit, the continuation of which you do not wish interrupted; and especially when you can win the adversary's lead.

45. Is it wise to continue trumps after the adversaries' trumps are exhausted?

Frequently when you wish to force discards; and particularly when you have several trumps and a losing card.

46. How may small cards in the trump suit be utilized as cards of re-entry?

By ruffing with a high trump and retaining a lower

one to lead to the opposite hand. This, of course, after the adversaries' trumps are exhausted.

47. When should you refuse to over-trump?

When you hold two or more trumps and are compelled to use the commanding trump to win the trick, thus leaving the adversary in command of the trump situation. It will then usually pay to discard a losing card.

EXAMPLES OF TRUMP MANAGEMENT

How should the following hands be played at the specified declarations and scores?

1st.—What should be played to the first trick?

2d.—Should trumps be led?

3d.—What is the general scheme of play?

♥ 4 2
♣ A Q J 2
♦ 9 8 6 4 3
♠ 6 3

♥ A K
♣ J 7 4 2
♦ A 4 3 2
♠ 8 3 2

♣ 4 39
Leader Dealer

♦ K 40
Leader Dealer

♥ A Q 9 8 3
♣ K
♦ 7 5
♠ A Q 9 8 7

♥ J 10 5 3 2
♣ 6
♦ 7
♠ K Q J 7 5 4

Original Heart

SCORE 0-0—First Game


Original Heart


SCORE 16-18—Rubber Game

THE DEALER'S PLAY

♥ 5
 ♣ Q 9 5 2
 ♦ A 9 6 5 2
 ♠ 8 6 3

♥ K 4 3
 ♣ A K Q 9 6 3 2
 ♦ 10 5
 ♠ 5

♠ K 
 Leader 41
 Dealer

♠ K 
 Leader 42
 Dealer

♥ A K Q 3 2
 ♣ K J 10 7 6
 ♦ 7 4 3
 ♠ _____


♥ A 10 6 5 2
 ♣ _____
 ♦ 9 8 3
 ♠ A 9 7 4 2


Original Heart
 SCORE 8-24—First Game

Original Heart
 SCORE 24-0—First Game

♥ A 10 8 5 3 2
 ♣ Q
 ♦ 9 4
 ♠ A K Q 6

♥ 8 6
 ♣ 9 8 7
 ♦ A 5
 ♠ K 10 9 8 5 2

♣ 2 
 Leader 43
 Dealer

♦ 2 
 Leader 44
 Dealer

♥ K 7
 ♣ A J 10 9
 ♦ 7 6 5 3 2
 ♠ 10 7

♥ A K Q 9 7
 ♣ A Q J 4
 ♦ K Q 6 4
 ♠ _____

Passed Heart
 SCORE 16-0—Rubber Game

Original Heart
 SCORE 8-20—Rubber Game

THE DEALER'S PLAY—NO-TRUMP

NO-TRUMP play is an effort to establish and win tricks with the small cards of a long suit. Do not forget that your strength is in your long suit, and that you are dependent on high cards in other suits to obtain the lead. Success can be achieved only by playing consistently for the longest suits in the combined hands. Haphazard play, first from one suit and then from another, more to gather tricks with high cards than to increase the trick-winning possibilities of low cards, will never induce a successful No-trump campaign.

Endeavour to hold the opponents to only those tricks to which they are entitled by the high cards in their possession.

In a No-trump hand the first trick is often of the greatest importance; if you are void of strength in one suit, your danger may lie in allowing the adversary to retain the lead; but, when you hold the commanding card of the opponent's suit and have protection in each of the other suits, it may pay you to adopt waiting tactics. The weakness of a position wherein you have lost control of your opponent's suit and are devoid of the command of your own, is readily appreciated. As a rule it is unwise haste to part with the controlling card of the adversary's suit; so generally wait until the Leader's partner has no card of the suit to return.

Before you attempt to outline a plan of play, be possessed of accurate information as to the score, so that you may know the requisite number of tricks to be taken both to win and

to save the game; and then make a comprehensive examination to determine the possibilities of your combined hands.

Be cognizant, not alone of the strength, but of the weakness of the two hands; and exercise caution not to render the poorly guarded suits vulnerable to an attack which may sacrifice whatever value they possess.

With fair possibilities in the hand, ascertain—before you touch a card from Dummy—which is your longest suit, from which hand it can be the more advantageously led and in which hand there is the greater need of entry cards.

When you hold an established suit you cannot but gain by forcing the opponents to discard. Discards will weaken their strong suits, tempt them to unguard honours in weak suits and indicate to you the probable position of the missing honours in your other suits.

Again, the successful play of a No-trump hand is often dependent upon the ability of the Dealer to build up any strength the weaker hand may possess, and to utilize this strength at the proper time.

Having learned the favourable and unfavourable possibilities of your hand, you will be in a position to intelligently develop its play. Without systematizing this knowledge there is always the probability of failure to secure the full value of your cards, due to overlooking a detail.

THE DEALER'S PLAY OF A NO-TRUMP HAND

1. Before playing to the adversary's opening lead should you not carefully plan a method of play for the combined hands?

Yes, this is the time to plan the play of the hand and many tricks are lost by hasty play to the first lead.

2. What are the main questions that should direct your play?

1st—Do you fear a suit?

2d—For which suit should you play?

3d—From which hand should this suit be led?

4th—In which hand do you require re-entry cards?

3. Why should you consider the weak suit?

Because correct play demands that you appreciate the situation and, to do this, you must realize the suit and cards that may be against you.

4. Does this thought usually appeal to the beginner?

No, he usually confines his attention to the good suits and overlooks those in which he holds no, or but slight, protection.

5. When you have but one trick in a suit, is that suit to be feared?

Yes, a suit in which you do not hold at least two tricks is dangerous.

6. When is a suit particularly dangerous?

When there is no possible trick in the suit, or when it contains but a once protected King or a twice guarded Queen.

7. When are you said to "stop" a suit?

When you hold cards that prevent the continuation of the adversary's lead. For instance, four cards to the Jack 10 or five cards to the 10 9 stop a suit.

8. When may you consider that a suit is not to be feared?

When you can take two or more possible tricks in the suit; for example, when you hold:—

Ace Jack x x.

Ace 10 x x.

King 10 x x.

Queen Jack x x.

King Queen x.

King Jack x.

9. What does the opening lead indicate?

Your opponent's long suit.

10. Should you continue the lead of the adversary's suit?

No, you should be careful not to establish tricks for the opponent.

11. Under what particular conditions may you continue the lead of the opponent's suit?

1st—When you can take every trick in the suit.

2d —When it is the longest and best suit in your combined hands.

3d —When the entire suit lies practically between the Leader and the Dummy, and you wish to take advantage of the known position of the cards to lead through the opener's hand.

12. When you hold the Ace and no other possible trick in the suit that the opponent leads, should you usually play the Ace to the first lead?

No, you should wait until the leader's partner has no card of the suit to return.

13. What may be gained by this play?

The leader may hold no card of re-entry and may,

therefore, be unable to make the remaining cards of his suit.

14. When should you part with the Ace of the adversary's suit at the first lead?

1st—When another entire suit is against you.

2d—When you can take a second trick in this suit.

15. Why should you part with the Ace of the suit led originally when there is another entire suit against you?

The adversary may discontinue the original lead and change to your unprotected suit.

16. How may you sometimes benefit by capturing an honour with an Ace?

A second trick in the suit may be made good, which would not be so were the first trick passed.

17. When you hold Ace and King of the adversary's suit as well as two or more possible tricks in each of the other suits, should you win the first and second rounds of his suit?

No, win either the first and third or the second and third. Preferably the second and third.

18. Why?

When the lead is from a six-card suit, the suit cannot be made unless the leader holds two or more cards of re-entry?

19. With another suit containing but one trick, should you win the first and third or the second and third rounds of the adversary's suit?

The first and third rounds, as the adversary may change to your weaker suit.

20. Having secured the lead, how should you proceed?

You should endeavour to establish the longest suit in the combined hands.

21. What is meant by establishing a suit?

Compelling the adversaries to play the winning card or cards of a suit, thereby making the lower cards held by yourself and your partner trick-takers. A suit is established when you or your partner can take every trick in it.

22. Why should you select your longest suit?

To make small cards win tricks, realizing that this is necessarily helped by retaining the high cards of the short suits.

23. Is this the aim of most beginners?

No, they usually play their Aces and Kings without considering who will make the remaining tricks in the suits.

24. What is the usual consequence of not playing for the longest suit?

You are apt to establish small cards for your adversaries.

25. What should be your aim?

To allow the adversaries to make tricks with high cards only; while you win tricks with small cards.

26. When there are two suits of equal length in the combined hands, for which should you play?

That suit in which you can take more tricks. A suit divided five and three is a better trick winner than a suit divided four and four.

27. With two suits of equal length, should you play for the suit in Dummy or for the one that is in your own hand?

Usually for the suit that is in Dummy, as you thus conceal the strength of your own hand.

28. Should the question of re-entry cards enter into your choice of suits?

Yes, it is useless to establish a suit unless the hand containing it holds a re-entry card.

29. What is meant by a re-entry card?

A card which will enable you to regain the lead.

30. When the adversary holds the Ace of your long suit and his suit is established, should you ordinarily continue your suit?

Yes, it pays to establish your long suit at the first opportunity, rather than to open another suit and clear it for an adversary.

31. When should you defer the lead of your longest suit?

When it can be led more advantageously from the opposite hand; provided, of course, a lead can be secured in that hand without establishing a suit for the opponents.

32. Should you play for a suit of which you hold but six cards?

Not unless you hold the Ace, King, Queen and Jack, divided four cards in one hand and two in the other.

33. When is it dangerous to lose the lead?

When two suits are against you.

34. In this predicament what should be your aim?

To save the game, and often this can be done only by a successful finesse.

35. What is meant by unblocking?

Ridding a hand of cards that may interrupt the continuation of a suit.

36. How do you avoid blocking your long suit?

By leading or playing the high cards from the shorter hand; a suit may also be unblocked by discarding the best card on another suit.

37. Will your opponent sometimes refuse to play the commanding card of your long suit?

Yes, frequently an adversary will retain his Ace until one of your hands has no card of the suit to lead, and, if you hold no re-entry card for this suit, you should abandon it and try to establish another.

38. When should overtaking be resorted to?

When the cards in the two hands are of equal value and you have led the last card from the short hand.

39. Why is this necessary?

So that you may continue the suit, in order to establish it, before your re-entry card is taken out.

40. When the Ace of your long suit is against you, should you overtake a singleton Queen Jack or 10?

Yes, provided your cards are in sequence. This is of special importance when you hold but a single re-entry card.

41. When you hold Queen Jack, Jack 10 or 10 9 of your long suit, and the adversary refuses to play the Ace, should you overtake on the second round?

Yes, so that you can continue and thus establish the suit.

42. When you have a trick in the suit led by the adversary in each hand, where should you win the first trick?

1st—In the strong hand, in order to retain a re-entry card in the weak hand.

2d —In the hand from which your long suit should be led.

3d —With a sufficient number of re-entry cards in each hand, the trick should be taken in Dummy to avoid giving unnecessary information.

43. As a general principle, in which hand should re-entry cards be kept?

In the weak hand; in fact your play should be to strengthen the weak as much as possible.

44. Does a re-entry card mean only an Ace or a King?

No, small cards are often available as cards of re-entry.

45. How may cards of re-entry be made in the weak hand?

By sacrificing high cards in the strong hand.

46. When may small cards be established as re-entries?

When you hold four cards of one suit in each hand, or five cards in one hand and four in the other.

47. When a hand contains a long suit headed by Ace or Ace King, and is void of other re-entries, how may the suit be made?

By "Ducking" or passing tricks.

48. What is meant by "Ducking"?

Refusing to take the first or perhaps the first and second tricks of a suit. Small cards of a long suit may often be made by retaining the best card until the remaining cards can be captured; for instance, with six cards of a suit headed by Ace King and but two cards of the suit in the opposite hand, by passing the first trick, the balance of the suit may be made.

49. Is it important in a No-trump hand to force your adversaries to discard?

Yes, discarding may compel the opponents to unguard honours in weak suits, or to throw away trick winners, in an effort to protect suits which they fear.

50. Should you take careful notice of the discards?

Yes, the adversaries' discards will indicate the suits or honours they are protecting, as well as the suits in which they are weak.

51. With what combination of cards is the information conveyed by the discards particularly valuable to the Dealer?

With Ace King Jack 10 of a suit; the discards will indicate the position of the Queen since one player will protect the suit, while his partner may show weakness by discarding it.

52. Do good players attempt to deceive by their discards?

Yes, frequently a player will refuse to discard from a suit of two or three worthless cards, so that the Dealer may not gain information.

53. What prevailing idea should govern No-trump finesses?

That each should be so taken that, if it does not succeed, the lead may be secured by the adversary who can do you the least harm.

54. Should a finesse be taken when the game can be secured without one?

No; but, when the game is assured, finesse as you please.

55. What is meant by throwing the lead?

Purposely playing a losing card so that an adversary must lead. Frequently by throwing the lead toward the end of a hand, you can force your opponent to lead up to a once guarded King or an Ace Queen suit; but more often the play is used to shut out cards of an established suit.

56. Are not tricks lost toward the end of a hand by giving up the commanding card of the opponent's suit, instead of establishing for yourself one or more cards of another suit?

Yes, give up the command only when but one trick is needed to win or to save the game.

57. At a love score, what should be your goal?

1st—To save the game by taking five tricks.

2d—With the game saved, to win the seventh or odd trick.

3d—To win the game by making nine tricks.

4th—With the game assured, try for a slam.

58. In summing up the Dealer's play of a No-trump hand, what are the essentials of good play?

1st—Realize the suits that are to be feared.

2d—Do not part with the controlling card of the adversary's suit; but wait until the Leader's partner has no card of that suit to return.

3d—Establish and make the longest suit in the combined hands.

4th—Be careful not to block your long suit.

5th—Give the adversaries only the tricks to which they are entitled and do not establish small cards for the opponents.

6th—Force the adversaries to discard in order to weaken their hands as well as to obtain information.

7th—Preserve and make all possible re-entry cards in the weak hand.

8th—Make a determined effort to keep the lead from an opponent who holds established cards.

9th—Do not allow a once guarded honour to be led through.

10th—Know the score and play the hand with a view to a definite goal.

EXAMPLES OF THE DEALER'S PLAY— NO-TRUMP

How should the following hands be played at the specified declarations and scores?

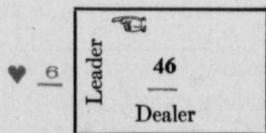
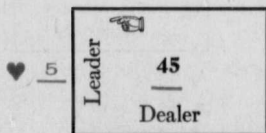
1st.—Which suit do you fear?

2d.—For which suit should you play?

3d.—In which hand do you require re-entry cards?

♥ A 7 3
♣ A 10 8 3 2
♦ A J 8 7
♠ K

♥ K 10 4
♣ 6 3
♦ A K 10 5
♠ A Q 7 5



♥ Q J 2
♣ 9
♦ 9 5 3
♠ A J 10 9 8 3

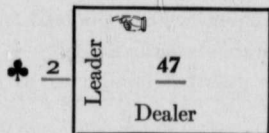
♥ J 3 2
♣ 10 9
♦ Q 9 8 6
♠ K J 3 2

SCORE 0-0—First Game

SCORE 0-20—Rubber Game

♥ Q J 10
 ♣ A Q 7 5 4
 ♦ A 10 5
 ♠ 8 6

♥ 9 8
 ♣ 7 3 2
 ♦ 7 5 4 3
 ♠ K 5 4 3



♥ 9 8 7
 ♣ 8 6
 ♦ 4 2
 ♠ A K 7 5 4 2

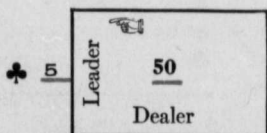
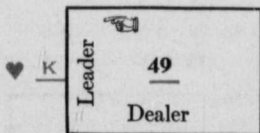
♥ A 5 4
 ♣ A Q J 8 6
 ♦ 6
 ♠ A Q 8 2

SCORE 18-20—Rubber Game

SCORE 0-20—First Game

♥ 7 3
 ♣ Q 10 6
 ♦ Q 9
 ♠ A K 10 8 7 5

♥ A 5 3 2
 ♣ K 7
 ♦ A K 7 2
 ♠ K 6 3



♥ A 4 2
 ♣ A K J 5
 ♦ A J 10 8 6
 ♠ 6

♥ 8 6
 ♣ Q 8 3
 ♦ 7 3
 ♠ A J 9 7 4 2

SCORE 0-24—Rubber Game

SCORE Love All—First Game

NO-TRUMP DEFENSE

AS the No-trump Declaration presupposes considerable suit strength on the part of the maker, it is incumbent upon the Non-Dealers to meet the situation defensively, with an attempt to establish a long suit and thus give to small cards a trick-taking value.

The opening lead at No-trump is influenced by an entirely different principle from that which governs the play of a suit make. High cards cannot be ruffed and, therefore, low leads are more frequent.

The long suit should be selected as an opening irrespective of its tenace possibilities; and, unless it contains great strength or great length, the Leader's partner should usually be given an opportunity to win the first trick. The lead of a high card with no other purpose than to obtain a view of the Dummy is bad judgment; it uses an honour which may be greatly needed, later in the hand, to bring in the established cards of the long suit.

Requisite information should be given by the low card led as to the length of the suit; and, when the Leader's long suit is weak, that information should also be conveyed. In both cases this knowledge is necessary to the partner, so that he may exercise his judgment in deciding whether or not to return the lead.

The moment the Dummy hand is exposed, inferences should be gathered as to the probable strength of the Dealer,

as judged by his Declaration or his pass; frequently the high cards you hold, together with those in Dummy, will enable you to locate definitely the Dealer's high suit holding.

Pay strict attention to the card played by your partner to your lead. When he holds four or more cards of your suit he will retain the lowest, and his failure to do this may indicate that your suit should temporarily be abandoned.

Cards of re-entry play an important part in the game of the Non-dealer. When the Dealer's lead deprives you of your re-entry card, and particularly when the winning card of your suit is with the adversary, change to your partner's indicated suit.

The moment it is ascertained that the long suit is hopeless, it should be dropped; and each subsequent play should be devoted to the partner's assistance, by leading the cards that will support his hand in the most effective manner.

Discarding is a trying part of the game against the Dealer; but the aim should be to protect all poorly guarded suits as, not infrequently, a twice guarded Jack or 10 will block the adversary's lead. Observe the discards keenly, your partner's as well as the Dealer's; for they may indicate the location of high cards and, the knowledge obtained, be a valuable aid to you in discarding.

The suit that the Dealer first leads is probably the longest in his combined hands; lend him no aid in establishing this suit. If the length is in the adversary's strong hand, this suit will usually make; but there are two ways to prevent the weaker hand from bringing it in. First, by refusing to part with the control until the strong hand has no card of that suit to lead; second, by taking out the weaker hand's re-entry card while you still hold the command of its long suit.

Learn to read the Dealer's object, for when his motive is

ascertained, the situation is understood. Even when it appears impossible to save the game, take a chance, with this object, without apprehension as to the loss of an extra trick or so. It is surprising how often a desperate expedient overcomes a desperate situation.

THE OPENING LEAD AT NO-TRUMP

1. What ordinarily is the safest defense against a No-trump Declaration?

A lead from your longest suit.

2. What is the best opening lead?

The King from a suit headed by Ace King Queen, regardless of number.

3. Holding two suits of equal length, which should you lead?

The stronger; but when one suit is headed by an Ace or a King and the other by a Queen, or even by Jack 10, open the weaker; retaining the high card suit for re-entry.

With two suits of equal length and of different colours, the red suit will usually prove a better opening; particularly when the Dealer has passed the make.

4. Should you lead from a three-card suit headed by King Queen Jack, or from a weak four-card suit?

The King Queen Jack suit should be given the preference.

5. When your long suit contains no honour, should your lead convey this information?

Yes, do not arbitrarily ask for the return of a weak suit. Leave its future to your partner's judgment.

6. How do you indicate that your suit is not strong?

By leading the top card of a sequence such as 10 9 or 9 8; or by leading an intermediate card such as the 8 from 10 8 5 3 2.

7. When should you win the first trick with the idea of seeing Dummy?

When you hold a suit headed by Ace King or Ace King Jack; or when your long suit contains King Queen Jack and you wish to show an Ace King re-entry.

8. What does the lead of an honour usually signify?

A suit containing seven cards or three honours. Great length or great strength.

9. Does this necessarily imply that you should invariably lead one of three honours?

No, the fourth best may be led from Ace Queen 10 or Ace King 10.

10. Should you avoid opening your long suit because it contains a tenace, Ace Queen or King Jack?

No, if it is your longest suit, lead it.

11. Should you ever lead a short suit at No-trump?

Yes, from a worthless hand or from a hand containing a four-card suit with but one honour and no re-entry. As the object of this lead is to assist your partner, select preferably a red short suit.

12. When your long suit is headed by Ace Queen Jack, which card should you lead?

The Queen with no re-entry. With another Ace or two Kings for re-entry, the Ace.

13. Should you lead low from Ace King or King Queen suit?
Yes, with no other honour and fewer than seven cards in suit.
14. What is the lead from the following combinations?
Ace King Queen with or without other cards.
Ace King Jack with or without other cards.
King Queen Jack with or without other cards.
King Queen 10 with or without other cards.
The King.
15. With a suit of five or more cards headed by Ace King Jack, is it not customary to lead the Ace?
Yes, this lead calls for the Queen, should your partner hold it.
16. What is the lead from Ace King and five, or King Queen and five other cards?
The King.
17. What is the lead from Ace King 10 and three other cards?
With a re-entry card the King. otherwise the fourth best.
18. What is the lead from a suit headed by a sequence of three or more cards?
The top card of the sequence, except from Ace King Queen.

SWITCHING

19. Under what conditions should you switch or change to another suit?
1st—When your suit is hopelessly against you.
2d—When you have no card of re-entry, and know

that your partner will have no card of your suit to lead.

3d—When a continued lead of your suit will establish it for the adversary.

4th—When it would be more advantageous to have your partner lead your suit to you.

20. In this connection what general rule should be followed?

When your suit cannot be brought in, make an effort to assist your partner's hand.

21. When your partner has had no opportunity to indicate his strength, by either a lead or a discard, and you find it difficult to infer his suit, what should you lead?

The suit in which Dummy is weakest, or one in which Dummy can win but one trick. If still in doubt lead the suit of which you and Dummy combined hold the fewest cards.

22. Is it not often wise, in a No-trump hand, to disregard the ordinary rules for leading through strength and up to weakness?

Yes, you are frequently compelled to lead through Dummy's weakness regardless of your own weakness; and very often up to a guarded honour in the Dummy hand.

23. Are there not occasions when, unless your partner holds a certain suit or certain cards of a suit, you must lose the game?

Yes, and at these times you should play as if you know that your partner holds the cards that will save the game.

24. When your partner's suit is indicated, which card of that suit should you lead?

Your highest.

25. Why the highest?

To avoid blocking, and to show your partner the Dealer's probable holding in the suit.

DISCARDING

26. When you are forced to protect your hand, from which suit should you discard?

From the suit in which your partner has indicated strength.

27. What is shown by the Dealer's discards, and how may they assist you in discarding?

The Dealer will save the suit that he hopes to make. You should, therefore, as a general principle, protect the suit that he is keeping, and discard the suit that he is throwing away.

28. Should you discard all the cards of one suit?

No, if you cannot follow in that suit you betray your partner's hand. In addition you may be discarding all the cards of your partner's long suit.

29. Should you protect a four-card suit when it is headed by a Jack or a 10?

Yes, especially when Dummy holds four or more cards of the same suit.

30. Should you save a card of your partner's long suit?

Yes, but when you are uncertain of obtaining the lead,

by all means discard your partner's suit and protect your hand.

31. Should you protect the suit that your partner is discarding?

Yes, when his discards indicate weakness.

32. If you play after Dummy and hold King and two small cards of a suit of which Dummy has not the Ace, should you discard from this suit?

No, for the Dealer, by leading from the Dummy, may readily capture a once guarded King; while he may find it difficult to catch a King that is twice protected.

33. Is it dangerous to discard from a suit containing the Jack and two small cards?

Yes, especially when it is Dummy's long suit.

34. When Dummy contains Ace Jack or King Jack of a suit of which you hold but one or two worthless cards, is it wise to discard these cards?

No, an indication of your weakness in the suit may lead the Dealer to finesse against your partner.

35. What is meant by the reverse discard?

The discard of high and then a lower card; this signal reverses the original meaning of the discard. For instance, if your partner adopts the strength discard and throws away a high and then a lower card, he is indicating weakness.

36. After you have led your suit, what would a reverse discard in another suit indicate?

The best card of that suit; since after you have led your strong suit the ordinary discard is from weakness.

37. What is indicated by the discard of a card of one suit and then a card of another suit?

That the player is protecting an honour in the suit first discarded or that he is saving a single card of the suit to lead.

38. In discarding to a score, are you not occasionally compelled to unguard a King or a Queen?

Yes, it may be apparent that the one chance to save the game would be an adversary's blunder; and the loss of one or more extra tricks is of small consequence as against the importance of saving the game.

IN GENERAL

39. Why is it important to notice the card played by your partner to your opening lead?

It may enable you to locate the remaining cards of the suit.

40. When your partner plays his lowest card to your high card lead, what may you infer?

That he does not hold four cards of the suit; since, with four, he would start to unblock by playing the lowest but one.

41. When your partner plays to your high card lead first a high and then a lower card, what does the play imply?

It is known as an echo and, at No-trump, is an indication of strength. Your partner wishes you to continue the suit.

42. What particular information is given by your partner's third hand play to your low card lead?

He denies the card directly beneath the one that he plays.

43. What is your first duty to your partner in a No-trump hand?

To assist him to establish his suit by returning his lead.

44. Holding four or fewer cards of your partner's suit, which should you return?

Your highest card.

45. When your partner returns your lead with a card which can win the trick, should you overtake, fearing he has no other card of that suit?

Yes, when your cards are of equal value or when you can win the remaining tricks in the suit.

46. Should you sometimes overtake the card that your partner returns in order to abandon the suit?

Yes, when you know the Dealer is holding up the Ace and when you hold no re-entry card.

47. Should you ever refuse to overtake your partner's lead when you hold several winning cards of the suit?

Yes, when you hold Ace Queen or Ace Jack of another suit which you know your partner will be compelled to lead.

48. When you have led from a four-card suit, may there be occasion to unblock for your partner?

Yes, when he holds five or more cards of the suit; this situation may only be revealed by the fall of the cards to the first or second trick.

49. When you and your partner have the same number of cards of a suit, how should the play be planned?

The lead should be so arranged that the final round is taken by the player who can lead through the strong hand.

50. When should you refuse to play the winning card of your suit to your partner's return of your lead?

When you hold no certain re-entry card, and your partner is marked with still another card of your suit.

51. When should you refuse to play the Ace of the adversary's suit?

When you hold the Ace of the weak hand's long suit, and the weak hand contains no sure re-entry card; if possible, retain this honour until the strong hand is exhausted in that suit.

52. Should you hold up an Ace when the weaker hand contains one card or more of re-entry?

No, usually try to capture an honour with the Ace and trust that your partner may eventually stop the suit.

53. When you hold the commanding card of the opponent's suit and the adversary is marked with but a single re-entry card, what should be the object of your play?

Try to take out the adversary's re-entry card before you are compelled to give up the command of his suit.

54. May you not be compelled to sacrifice a high card in this attempt?

Yes, it may be necessary to lead and lose a King or a Queen for this purpose.

55. How may you increase your chances for successful play against a No-trump Declaration?

1st—Avoid a fourth best lead from a weak four-card suit.

2d—When your own suit is hopeless, abandon it and switch to your partner's suit.

3d—Notice the discards in order to ascertain your partner's strength as well as the Dealer's presumable weakness.

4th—Combine efforts with your partner to establish and bring in one suit. Don't work at cross purposes.

5th—Do not hesitate to part with a high card that may block or interrupt the continuation of your partner's suit.


6th—In discarding adopt defensive tactics; protect your poorly guarded suits.

EXAMPLES OF NO-TRUMP DEFENSE

At the specified scores, how should the play of the following hands be continued?

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

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


Dummy	
	51

Original No-trump SCORE LOVE ALL

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♥ 8	♥ 4	♥ 10	♥ 5
2	?		♥ J	♥ 6

♥ K Q J
 ♣ Q J
 ♦ K 10 5
 ♠ A K Q 9 4

♥ A 9 3
 ♣ 10 5 2
 ♦ 9 8 7 6 3
 ♠ 7 2


	Dummy
Leader 	52

Passed No-trump SCORE 0-0—Rubber Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♦ 9	♦ 10	♦ <u>J</u>	♦ 2
2	♣ 5	♣ J	♣ <u>K</u>	♣ 3
3	?		♣ <u>A</u>	♣ 9

♥ K 10 9 8 3 2
 ♣ 6 5
 ♦ 4 3 2
 ♠ 9 3

♥ Q J 7 6
 ♣ K 7 2
 ♦ A J 9
 ♠ Q 8 2

	Dummy
Leader 	53

Original No-trump SCORE 6-18

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♥ 6	♥ 2	♠ 5	♥ <u>A</u>
2	?			♥ 5

♥	A K J
♣	K 4
♦	J 7 2
♠	A K Q 7 6

♥	7 5 2
♣	Q J 10 7 6 2
♦	A K
♠	8 5

Dummy	
Leader	→
54	

Passed No-trump SCORE LOVE ALL—First Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♣ Q	♣ K	♣ <u>A</u>	♣ 5
2	?		♣ 9	♦ 4

♥	A K Q
♣	A K Q 8 3
♦	K 5
♠	8 6 4

♥	9 6 3
♣	9 4
♦	Q J 10 7 2
♠	A Q 5

Dummy	
Leader	→
55	

Passed No-trump SCORE 0-20—Rubber Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♦ Q	♦ K	♦ <u>A</u>	♦ 3
2	♦ 2	♦ 5	♦ <u>9</u>	♦ 4
3	?		♦ 8	♦ 6

♥ A 7 5 2
 ♣ Q 10 3
 ♦ A Q J 3
 ♠ K Q

♥ K J 3
 ♣ K 7 4
 ♦ K 10 9 8 2
 ♠ A 7

	Dummy
Leader	56

Passed No-trump SCORE 0-12—First Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♦ 8	♦ J	♦ 5	♦ 4
2	?	♠ K	♠ 6	♠ 2

THIRD-HAND PLAY

THE player third in hand is possessed of two great advantages. First, his partner's lead defining the policy or the defense of the hand; and second, the exposure of the Dummy hand with its resultant intimation as to the best method of procedure.

Learn to detect a short lead, and accept it as a warning to save protection in that suit. Infer the length and strength of a long suit opening, and compute the exact number held by the Dealer.

Make a willing sacrifice of your high cards to your partner's low lead; and, when you attempt to win a trick, do so as cheaply as possible; the play of an unnecessarily high card is likely to deceive your partner and confuse his play.

When the trump strength appears to be hopelessly against you, lead and make your high cards before you attempt to assail the weakness of the Dummy hand.

When the exposed hand is strong, or when you hold high cards over the Dummy, be patient and play a waiting game. Opportunities will almost surely be afforded to capture the high cards of your opponent; and rest assured that your partner will lend his efforts to assist you.

Conditions change somewhat with a No-trump Declaration; and it is then your best policy to come immediately to the assistance of your partner. Combine your strength with his to establish and to bring in a suit against the Dealer; in

fact, it is only when you have a suit of your own—one that can be cleared by one lead—as well as a positive re-entry card, that you will more effectually co-operate with your partner by changing suits.

Your partner's lead of a high card, against a No-trump Declaration, is an indication that he holds both length and strength. Sacrifice any high cards of his suit that you may possess, and permit him to have a clear track. It is seldom that more than a trick is lost by unblocking.

When you hold length in the suit he originally opens, encourage its continuance by retaining one or more small cards. Endeavour at all times to make your discards as luminous as possible, so that your partner may have no doubt as to the suit you wish led.

Bear in mind that united play in Bridge is absolutely essential to success. A generous gift to the support of your partner demands equally valuable help in return.

THIRD-HAND PLAY—DECLARED TRUMP

1. What information may be acquired from your partner's opening lead?

1st—When the lead is a high card, it indicates the combination from which it has been led.

2d —When it is a low card, it shows a fourth best lead from a long suit or the top card of a short suit.

2. Which card always indicates strength?

The King.

3. Which card always indicates weakness?

The 9.

4. Which are known as doubtful cards?

The 8, 7, 6.

5. How may you determine whether your partner's lead was from a short suit?

If you can see four cards above an 8, five cards above a 7, six cards above a 6, the lead is short. This is known as the Rule of Twelve. Any card below a 5 is difficult to mark as a short lead.

6. When your partner's lead indicates a short suit, should you return it?

Yes, usually.

7. When should you not return your partner's short suit lead?

1st—When the adversary's long suit is evidently established and you cannot stop the trump lead; then you must attempt to save the game by making such high cards as you may hold, or by leading up to Dummy's weakness.

2d—When you hold a sure trick in the suit if it is again led by your partner or by the adversary.

8. When should you return your partner's fourth best lead?

1st—When you hold but two cards of the suit and wish to ruff the third round.

2d—When Dummy is generally strong but contains no honours in your partner's suit.

9. When should you not return your partner's long suit lead?

1st—When you hold an Ace King suit.

2d —When a return will establish a ruff for the adversary.

3d —When Dummy offers an advantageous lead up to weakness.

10. Should you sacrifice a high card to your partner's short lead?

No, if you cannot win the trick, guard any protection you may hold. Your partner warns you that he has no strength in the suit.

11. Should you play a King to your partner's short lead when the Ace is neither in your hand nor in the Dummy?

No, the King may later take a trick while, by playing it, you might completely establish the suit for the Dealer.

12. What is an Echo?

The play of first a high card and then a lower card.

13. Of what use is the Echo?

It is a method of informing your partner that you can trump the third round of the suit.

14. When should you use the Echo?

On your partner's lead of a King.

15. Should you Echo with an honour?

Not ordinarily, but it is frequently done when Dummy holds the twice guarded Queen.

16. With but two cards should you Echo to your partner's Ace lead?

No, the information is too valuable to the Dealer.

17. When your partner leads an Ace and you hold the King, should you not encourage a continuance of the suit?

Yes, for instance with King 8 2 play the 8 to the Ace lead.

18. What is the general rule for playing to your partner's low card lead?

Play your highest card, but, if you hold a high card sequence, play the lowest card of that sequence.

19. Why should you play the lowest card of the sequence?

So that your partner can infer that you may have higher cards, and can know that you do not hold the card directly below the one you play.

20. When should you finesse on your partner's fourth best lead?

When you hold Ace Jack, and Dummy contains either King or Queen.

21. Are there other occasions when you should finesse?

Yes, 1st—When Dummy contains a guarded Jack or Queen and you hold King 10 and others; but then only when you know it is not your partner's custom to lead away from an Ace.

2d—You should finesse your partner's Jack lead with a King or Queen in Dummy and the Ace 10 in your own hand; but the advisability of this finesse depends on the number of cards in sight.

22. When your partner, after winning the first trick with a King, leads another suit, how do you read his play?

His second lead is probably intended to give you an

advantage over the Dummy's hand, and he is waiting a return of his original lead.

23. Should you refrain from opening an Ace Queen suit when Dummy is weak?

No, if the King is in the Dealer's hand, it must make.

24. When you have won the first trick, by what general rules should your following lead be governed?

1st—When Dummy's strength is such that the game is in danger, you should make use of any play that may be a possible means of saving game.

2d—When the game is apparently safe, a careful consideration of the cards in Dummy and those played to the first trick will help you to decide whether it is best to indicate your own suit, to lead up to Dummy's weakness or to return your partner's lead.

LEADING UP TO DUMMY

25. When Dummy is at your right, up to which suit should you lead?

To Dummy's weakest suit.

26. What is meant by the expression "leading up to"?

You lead "up to" the player who is fourth in hand.

27. In leading up to Dummy's weakness, should you follow the general rules for the leads?

Yes, Lead { The top card of a sequence.
The high card of a short suit.
The fourth best card of a long suit.

28. What are the exceptions to these rules?

1st—It is often advisable to lead a card higher than Dummy's best, for, unless the Dealer covers, your partner can pass the trick.

2d—It often pays when you are forced to open a three-card suit such as King 9 x or Queen 8 x, to lead the middle card in order to confuse the Dealer as to the location of the high cards of that suit.

3d—When Dummy contains the 10 and two other cards and you hold King Jack 9, the Jack should be led. If your partner holds the Ace, the Dealer's Queen may not make.

29. Should you lead up to Ace and one, or Ace and two cards in Dummy?

Yes, when you hold Queen Jack or Jack 10; and, occasionally, with no honour in the suit.

30. Should you avoid a lead up to Ace Jack, Ace 10 or Ace Queen?

Yes.

31. Should you lead up to a King that is once or twice guarded in Dummy?

Yes, unless you hold the Ace.

32. Should you lead up to a once or twice guarded Queen in Dummy?

Not when you hold the King.

33. Suppose you hold Ace Jack and others and there is a twice guarded Queen in Dummy?

If possible avoid the suit; but when you are forced to open it, lead a small card not the Ace.

34. When both the Dealer and your partner are short in a suit, and you hold the best card, should you lead the winning card trusting that your partner can over-ruff the Dealer?

Yes, when you can do so without establishing a trick or tricks for the Dummy; but, if the lead would clear the suit for Dummy, retain the command and give your partner a small card to trump.

LEADING TRUMPS

35. What is an adequate reason for a trump lead?

The fact that a ruff is established, or about to be established, for the Dealer's weak trump hand.

36. When should you lead trumps to prevent a ruff in the weak hand?

1st—When the Dealer is the maker of the trump and Dummy holds no higher trump honour than a Queen.

2d—When you hold protection in the opponent's long suit.

37. When is it unwise to lead trumps to prevent a ruff?

1st—When Dummy holds an established suit.

2d—When the weak trump hand contains four or more trumps.

3d—When you hold a protected trump honour that may be lost by the trump lead.

THIRD-HAND PLAY—NO-TRUMP

38. When you have won the first trick, what should be your usual play?

Return your partner's lead.

39. Under what conditions should you switch or change to another suit?

1st—When your own suit may be cleared by a single lead and you have a sure re-entry card.

2d—When, by a return of your partner's lead, you would establish two or more tricks for the opponent.

3d—When you have but two cards of your partner's suit and it is clearly evident that he has no card of re-entry.

4th—When your partner's lead indicates a four-card suit and you can place more than four in an adversary's hand.

40. Should you hesitate to return your partner's lead because the best card of his suit is in Dummy?

No, help him to clear the suit.

41. Should you indicate an Ace King suit before you return your partner's lead?

Yes, particularly when the Queen is in Dummy and you hold Ace King Jack or Ace King 10.

42. When you have decided not to return your partner's suit, should you lead your own strong suit or attack Dummy's weakness regardless of your own weakness in that suit?

Use care not to attack the suit in which both you and Dummy are weak. You would be likely to establish it for the Dealer and perhaps induce your partner to return the lead with the idea that you hold length in the suit.

43. Should you lead your strong suit when Dummy contains strength in the suit?

At times, yes, you may lead small from

Ace 10 x x x	}	up to	King Jack x	in Dummy.
King 10 x x x			Ace Jack x	
Queen 10 x x x			Ace Jack x	
Queen 10 x x x			King Jack x	
Ace Queen x x x			King Jack 10	
Ace King x x x			Queen Jack x	

In most of these cases, if your partner plays an honour, you retain a tenace over Dummy; and his return of your lead will enable you to make the remainder of the suit.

44. When Dummy holds an honour in your suit, with what combinations should you lead an honour?

When You Hold	In Dummy	Lead
K J 9 x	10 x x	Jack
A J 9 x	10 x x	Jack
A Q 10 x	J x x	Queen

FINESSING

45. Should you as a rule finesse against your partner?

No.

46. What is meant by finessing against your partner?

It is refusing to play your best card or a card in sequence with your best to his lead.

47. When should you finesse in your partner's suit?

When Dummy contains a guarded honour in the suit.

48. Are there occasions when you should finesse in your partner's suit when Dummy is weak?

Yes, you may finesse with Ace Queen x, when from your partner's lead, you can mark the Dealer with at least three cards.

49. What is the advantage of this play?

If the Dealer holds the King he will play it on the Queen; whereas, if you played the Ace and then the Queen, he could hold up the King until you have no card of your partner's suit to return.

50. Should this finesse be taken with a very weak hand?

No, it requires fair strength in the other suits to justify this play. Your partner might abandon the suit thinking that the Ace is with the Dealer.

51. How should you play Ace Jack and two other cards?

When there is a twice guarded King in Dummy finesse the Jack; and, if it wins, abandon the suit and wait until your partner can lead through Dummy's King.

52. How should you play Ace Jack and one small card with a twice guarded King in Dummy?

Play the Ace and return the Jack.

THE CARD TO PLAY TO YOUR
PARTNER'S LEAD —
UNBLOCKING

53. When you hold five cards of your partner's suit, which should you play to his high card lead?

An intermediate card followed by a lower one. This echo invites the continuance of the suit.

54. Which of four cards should you play to your partner's high card lead?

The lowest but one.

55. When your partner leads a high card and you hold three small cards of the suit, which should you play?

The lowest.

56. When you hold three cards including two honours, which should you play to your partner's high card lead?

The lower of the two honours.

57. When you hold Queen and two cards, which should you play to your partner's King lead?

The middle card.

58. Which card should you always play to your partner's Ace lead?

The Queen, irrespective of number.

59. When you hold Ace and a small card, which should you play to your partner's King lead?

The Ace, unless Dummy contains the twice guarded Jack or four cards headed by the 10.

60. With King and one card, which should you play to your partner's Ace lead?

The King.

61. When you hold Jack and one card, with Ace and others in Dummy, which should you play to your partner's King lead?

The Jack; his lead shows King Queen 10.

62. How should unblocking be regarded?

With no regret for the one trick you may lose, since the interruption of your partner's suit may result in the loss of several tricks.

EXAMPLES OF THIRD-HAND PLAY

In the following hands you are supposed to be playing third hand. The Dummy hand is exposed and your partner's lead is given.

1st—Which card should you play?

2d—How should you proceed?

♥ K 6 III
 ♣ 10 6 2
 ♦ Q J 10 6 3 2
 ♠ 10 2

	Dummy	
♦ 8	Leader 57	♥ 10 4 2 ♣ K 8 5 4 ♦ K 7 5 ♠ K 9 6


Original Heart SCORE 8-20—First Game

♥ 6 5 3
 ♣ K 6 4 3
 ♦ 3
 ♠ Q 9 7 6 4

	Dummy	
♦ K	Leader 58	♥ 8 2 ♣ A J 9 ♦ A J 10 4 ♠ K J 10 8


Original Heart SCORE 16-8—First Game

♥ 6 4 3
 ♣ J 9 6
 ♦ A K Q J 6 2
 ♠ J

		Dummy	
			
♠ 4	Leader	59	♥ 9 8 5 ♣ A Q 7 2 ♦ 8 7 ♠ A K 9 5


Original Heart SCORE 0-0—Rubber Game

♥ A K
 ♣ K J 10
 ♦ 3 2
 ♠ K Q J 10 6 2

		Dummy	
			
♦ 4	Leader	60	♥ J 7 5 2 ♣ A Q 9 8 4 ♦ A 5 ♠ 7 4


Passed No-trump SCORE 8-8—Rubber Game

♥ A J
 ♣ A K J
 ♦ 10 9 8 4
 ♠ A Q J 9

		Dummy	
			
♦ K	Leader	61	♥ Q 5 4 ♣ Q 6 4 2 ♦ A 7 ♠ K 4 3 2

Passed No-trump SCORE 0-12—First Game

♥ 7 5
 ♣ J 9 4 3
 ♦ 7 5
 ♠ K Q J 4 3

	Dummy	
♥ 3	Leader  <u>62</u>	♥ A Q 4 ♣ 10 7 5 2 ♦ Q 6 3 ♠ A 8 5

Original No-trump SCORE 0-12—First Game

INFERENCES

NO sooner does the play of the Bridge hand begin, than information is communicated. The observant player, who is acquainted with the ordinary methods of Bridge procedure, draws a mental conclusion—more or less defined—from each card as it falls as to where the other cards are, or are not, placed.

It is of the highest importance to read the cards *at the time they fall*, so as to carry in mind throughout the game the information they convey. The fall of the cards is an index to their arrangement; each card played speaks through its silence, and its language must be understood. A player who, whether through inattention or through lack of knowledge, misses the information conveyed, at once begins to grope in the dark.

The novice should not feel discouraged if his first few attempts to draw correct inferences are not rewarded; he may be assured that some information was gleaned and retained, and that his skill in this respect will be increased by practice and experience. One carefully played game where the attention has not been permitted to wander, is worth a score of aimlessly directed attempts in which hit or miss seeks to supplant inferential observation and good judgment.

Certain general rules have been formulated as an assistance to partnership play, principally conventional leads and accepted third-hand plays; and a knowledge of these affords information from which accurate inferences can be deduced.

Familiarity with the rules for the Declaration also supplies inference as to the strength to be feared. When the original Declaration is a suit make, try to locate the trump honours and gage the probable number of trumps in your partner's hand. When it is No-trumps, your cards and those in Dummy help to locate the high suit cards.

Refrain from heedlessness in regarding the fall of the small cards; too frequently do players give them but a passing glance, sometimes noting nothing more than the suit led, yet the missing small cards—which carelessness had overlooked—may bear important relation to the subsequent play.

As the play continues, inferences rapidly increase and, generally, gives place to accurate knowledge regarding the position of the unplayed cards. It is in the end play that personal skill and good judgment are chiefly called into action. The last three or four tricks present the most lucrative opportunities for brilliant play, opportunities that must be lost without a clear conception of the meaning of each previous play. It may be but a trick or so that depends on correct card strategy at this stage; but the issue of the game or rubber may rest upon that trick.

Possessed of inferential knowledge of the situation as it exists, it is possible to meet strategy with strategy, and prevent a disastrous rout by a preliminary defensive preparation.

INFERENCES FROM THE DECLARATION

I. What general inferences may be drawn from the Dealer's No-trump make?

1st—This declaration, with a game in and 20 or more on the following game, shows an exceptionally strong hand.

2d—At a score of 20 or more against the Dealer, he may have only a fighting chance.

3d—At any score he has not a powerful Heart make.

4th—At a score of 18 or more he has neither a strong Diamond nor Heart make.

2. When you hold an Ace, and there is one in Dummy, what may be inferred from the original Declaration?

That the Dealer probably holds the two remaining Aces.

3. When you find that the Dealer is weak in two suits, what may be inferred?

That he holds an established suit as well as another Ace or a guarded King.

4. What inference may be drawn from the Dealer's Diamond make at a love score?

He has a very strong Diamond hand, or he has such strength in the other suits or in Hearts as to have but little expectation of a stronger passed Declaration.

5. What inference may be drawn from an original Club make?

1st—If the score is 16 or more the Dealer has a strong hand and expects to win game.

2d—If the Declaration is made at a score under 16, the Dealer has little or no strength in the side suits, his trumps may be long, although not necessarily strong; his make is defensive.

6. What is the inference when the Dealer declares Spades at a score from which it is impossible to win game?

The Declaration indicates an absolutely worthless hand.

7. Is it important to infer the number of trumps your partner holds?

Yes, as it will indicate whether or not you should lead the winning trump or continue the lead of a suit in which your partner is short.

INFERENCES FROM THE DEALER'S
PLAY — NO - TRUMP

8. When the Dealer parts with the commanding card of your suit on the first round, what is the inference?

That he has a second trick in your suit, that he fears another suit, or that he is assured of the game.

9. If the Dealer refuses to part with the command of your suit, what is the inference?

That he is waiting until your partner has no card of your suit to return, and that he fears no suit except your own.

10. What may be inferred from the Dealer's first lead?

That he is either playing for the longest suit in his combined hands, or planning to lead his long suit from the weak hand.

11. When Dummy's long suit contains two or more honours and the Dealer does not play for this suit, what is the inference?

That the Dealer is weak in the suit.

12. When the Jack, led from Dummy, is won by you fourth in hand with the King, what may you infer?

That the Dealer holds Ace Queen, Ace 10 or Queen 10.

13. When a Jack is led from Dummy and you win the trick fourth in hand holding Queen and two cards, what should be inferred?

That the Dealer holds Ace King, Ace 10 or King 10.

14. When the 10 is led from Dummy and you win the trick with the Queen fourth in hand, what is the Dealer's probable holding in the suit?

Ace King Jack, Ace Jack or King Jack.

15. When the Dealer leads a weak suit from the Dummy and, after winning the trick, discontinues that suit, what is the inference?

He wishes to lead the suit a second time from the Dummy hand. Your partner probably holds an honour in that suit.

16. If the Dealer blanks an Ace in Dummy, what should you infer?

That he does not hold the King.

17. Why does the Dealer unguard a King in the Dummy hand?

Because he holds the Ace or the guarded Queen.

18. When the Dealer saves a single card of a suit in the Dummy hand, what should you infer?

That he holds the Ace of that suit.

19. When the Dealer does not discard from a four-card suit in Dummy headed by a Queen, Jack or 10, and throws away cards of another suit that are possible trick winners, what is the inference?

That his own hand contains no honour in the four-card suit, and he fears you may lead it.

20. Is it essential to notice all discards ?

The importance of the information conveyed by the partner's and the Dealer's discards cannot be over-estimated.

INFERENCES FROM THE DEALER'S
PLAY—DECLARED TRUMP

21. Why doesn't the Dealer lead trumps ?

The suit that he leads will probably give you information as to whether he is endeavouring to establish a ruff in the weak hand, or merely trying to place an advantageous lead of trumps.

22. When the Dealer—instead of allowing the weak hand to ruff—leads trumps, what should you infer ?

That he has no losing card of the short suit to lead, or that he wishes to use the trumps in the weak hand for the purpose of bringing in a suit.

23. When the Dealer leads a trump to take out the commanding trump, what does his play denote ?

That he has an established suit in the combined hands. You should therefore hasten to make tricks in the remaining suits before he secures the lead.

24. When the Dealer continues the trump lead after the other three hands are exhausted, what do you infer ?

He hopes that you will discard the suit in which he has length, that you will give him information that will locate a successful finesse, or that you will discard the winning card of a suit in which he holds a losing card.

25. When the Dealer discontinues trumps after two rounds, what is the inference?

Either that he holds all the remaining trumps, or that your partner holds the winning trump or trumps.

26. What is the significance of the Dealer's discards?

He is ridding his hand of losing cards and, toward the end of the hand, you should not hesitate to lead to his discards. Do not, however, place too much reliance upon his first discard, he may try to convey an erroneous impression.

INFERENCES FROM YOUR
PARTNER'S PLAY—NO-TRUMP

27. When at No-trump your partner plays his lowest card to your high card lead, what does the play imply?

That he has not four cards of the suit.

28. When you lead a high card at No-trump and find that a low card, such as 2 or 3, is missing from the first trick, what should you infer?

That your partner is probably trying to indicate four cards of the suit by retaining his lowest card.

29. What does your partner mean at No-trump by playing a high and then a lower card to your high card leads?

That he has length and strength in the suit and wishes you to continue it.

30. What should you infer when your partner, instead of returning your lead at No-trump, changes to another suit?

Either that he has no card of your suit to return, or that he considers his own suit the stronger.

31. When your partner leads up to a protected honour in Dummy at No-trump, instead of to the weakest suit, what should you infer?

That he holds strength in the suit that he has led.

32. When your partner's lead at No-trump is from a four-card suit and he holds a singleton of another suit, what is the inference?

That his other two suits contain four cards each.

33. If your partner leads from a four-card suit at No-trump and has but two cards of another suit, what should you infer?

That he has four cards of one and three of the other missing suits.

34. What does your partner indicate by continuing his suit when the best card is against him, and when it is evident that you will have no card of his suit to return?

That he holds a sure re-entry card. An inference as to this re-entry will assist you in discarding.

35. Why, when it is evident that your partner holds all the winning cards of a suit, does he refuse to overtake the card that you lead?

Because he holds high cards of another suit which he wishes you to lead.

36. When your partner, after the Dummy hand is shown, leads through an Ace Queen suit, what is the inference?

That he has not the King.

37. Why does he refuse to lead through an Ace Queen suit in Dummy?

Probably because he holds the King.

38. When your partner refuses to lead through a once guarded King in the Dummy hand, what is the inference?
That he holds the Ace.

INFERENCES FROM YOUR
PARTNER'S PLAY—DECLARED
TRUMP

39. When your partner has led the lowest card of his suit, what should be inferred?
That he has led from a four-card suit or from a singleton.
40. What is the inference when your partner leads an Ace and follows with the King?
That he has no other card of the suit.
41. What does your partner's original trump opening mean?
He is informing you that he holds an honour in each plain suit, and that his suits contain combinations from which he does not deem it advisable to lead.
42. Why does your partner lead trumps after his first lead?
He realizes that his high cards will be ruffed, and is endeavouring to exhaust the trumps from the weak hand.
43. Why does your partner not continue a suit when it is obvious that you can trump?
Most likely he knows that you will be over-trumped.
44. When your partner leads a King and changes to another suit, what should you infer?
If Dummy is weak in the suit first led, he wishes you to return his original lead; he probably holds Ace Jack or Ace 10; but it is possible that his second lead may be a short suit.

45. Why does your partner refuse to lead through Dummy's strength?

Probably because he holds a protected honour in the suit.

46. When you have led up to the weak suit in Dummy and your partner has won the trick cheaply, why does he not return that suit?

He evidently wishes you to again lead through the Dealer's hand.

47. What should you infer from your partner's short suit lead?

He wishes to make small trumps by ruffing; or he may have led short in order to avoid disadvantageous leads from other suits.

48. When your partner leads a trump in response to your double, what is the inference?

That he holds no short suit.

49. Why does your partner immediately return your lead against a declared trump instead of leading up to Dummy's weakness?

He is evidently short in your suit and is anxious to obtain a ruff.

50. What should you infer when your partner leads up to Dummy's strongest suit?

That he has led a singleton.

51. When you lead through Dummy's strength and your partner, after winning the trick, leads another suit, what is the inference?

He wishes you to again lead through the Dummy hand.

52. When, against a declared trump, your partner plays his lowest card to your King lead, what should you understand?

That he holds a singleton, two including an honour, or three or more cards of the suit.

53. What should you infer when your partner plays a high and then a lower card to your King Ace leads?

That he is short in the suit.

54. What inference may be drawn from your partner's play to your low card lead?

He does not hold the card directly beneath the one he has played.

55. What inference may be drawn from the card with which your partner returns your lead?

It is the best card that he holds of that suit.

EXAMPLES OF INFERENCES

1st—What inferences may be drawn from the Declaration, the cards shown in Dummy and the play?

2d—How should the play proceed?

♥ 10 8 7	Dummy <u>63</u>
♣ A 6 4 2	
♦ A K Q	
♠ 7 5 3	

Original Heart SCORE 0-0—Rubber Game


♥ 9	Dummy <u>64</u>	♥ A 8 3
♣ Q		♣ K 10 9 8 3
♦ A K J 5		♦ Q 4 3
♠ A K Q 7 6 4 3		♠ 8 2

Passed No-trumps SCORE 0-28—Rubber Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♥ 4	♥ 9	♥ <u>A</u>	♥ 5
2			?	

♥ A 6
 ♣ A Q J 8 5 4
 ♦ 7 3
 ♠ A Q 10


♥ Q
 ♣ 7 2
 ♦ A K Q 6
 ♠ K J 9 8 7 6

	Dummy
Leader 	65
	—

Passed No-trump SCORE 12-14—First Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
I	♦ <u>K</u>	♦ 3	♦ 2	♦ 8

♥ K J 10 7 2
 ♣ 10 8
 ♦ K 3 2
 ♠ K J 3


	Dummy
Leader 	66
	—

♥ A 9 4
 ♣ K J 9 7
 ♦ Q 7 4
 ♠ Q 4 2

Passed Heart SCORE 20-24—First Game

♥ J 8 7
 ♣ 6 4 2
 ♦ Q 10 6
 ♠ K 8 5 3

♥ A 10 9 5 3 2
 ♣ 9
 ♦ A 5 4
 ♠ Q J 9


	Dummy
Leader	
	<u>67</u>

Original No-trump SCORE 0-0—Rubber Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♥ 5	♥ 7	♥ K	♥ 4
2	?	♥ 8	♥ 6	♥ Q

♥ A K J
 ♣ A Q J 9
 ♦ Q 8 4 3
 ♠ 9 5

♥ 8 6 3
 ♣ 5 2
 ♦ A 6 5
 ♠ K 10 7 4 3

	Dummy
Leader	
	<u>68</u>

Passed No-trump SCORE 12-12—Rubber Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♠ 4	♠ 5	♠ <u>A</u>	♠ 2
2	♠ <u>K</u>	♠ 9	♠ 6	♠ J

DOUBLING

DOUBLING is a tendency to be overcome rather than encouraged; ordinarily, one should be grateful for sufficient strength to save the game, and quite satisfied to win at all on the opponent's make.

A double has two distinct disadvantages; it creates a possibility for a re-double and it places the strength for the Dealer, warning him to be careful in leading trumps, directing his skill toward successful finesses and, as a consequence, lessening the doubler's chances of securing the odd trick.

A double with overpowering strength is unquestionably a point winner; but, when the odd trick is not certain of attainment, the question of a double is entirely dependent on the state of the score, and the doubler's relative position to the maker of the trump.

It is unwise to double when an odd trick gives you the game and does not win it for the opponents; and folly unless the increased value is of greater benefit to your score than to theirs.

With the maker at your right, the strength of your hand is augmented, but when you are on the wrong side its strength is assailable, since your high cards are more easily captured by the Dealer's power to lead through them.

As between a passed and an original Declaration, a double of a passed make is more likely to succeed. The Dealer has the option of naming a strong Declaration or of leaving a doubtful one to his partner; but the Dummy has no such choice; as he must make a Declaration, it is often, of necessity, a weak one.

Spade is the most common defensive make, and therefore offers more frequent occasions for doubling; but here again caution is advised. Without a double, the hand is not played and the opponents secure but two points; if these two points do not place them at a useful stage of the score, avoid a doubtful double; but if their score is at 4 or at 10, a double with only fair strength demands some consideration, since, at either of these scores, two points would be a decided help to the adversaries.

Doubling at the beginning of the rubber game is always fraught with considerable danger; the opponent is then more likely to re-double, and the fate of the rubber may rest upon the odd trick. The game may be lost by a double when, otherwise, you might have won it on the following deal.

Avoid a No-trump double unless you have a long established suit. Holding only general strength, you will be forced to disadvantageous leads and, probably, to embarrassing discards on the Dealer's long suit.

The Leader's partner frequently doubles a No-trump Declaration to secure a Heart lead; notably with five or more Hearts headed by Ace King Queen, or whenever the Heart lead seems the best chance of saving game; but general suit strength will assist any opening and, with such a hand, better results are obtained by permitting the partner to indicate his long suit.

DOUBLING

1. With a hand containing fair strength, by what other factors should doubling be influenced?

The state of the score, and your position in regard to the maker.

2. What score warrants a double with only fair strength?
One at which the odd trick wins the game for the adversaries and does not win it for you.
3. When is it particularly inadvisable to double?
When the odd trick wins the game for you and does not win it for the adversaries.
4. What is a good general rule for doubling as governed by the score?
Double when the increased value of the odd trick is of more use to you than to the opponents.
5. What are the disadvantages of a double?
It gives the opponent an opportunity to re-double. It also locates strength for the Dealer, makes him cautious about leading trumps, and thus lessens your chances of winning the odd trick.
6. What is meant by the right side of the maker?
The position in which you play after the maker, or when the maker is at your right. When you play before the maker you are on the wrong side.
7. What difference does this make?
When you are on the wrong side of the maker your high trump cards may be led through and captured. For instance, when you hold Ace Queen and 10 of trumps, if you play after the maker, you will likely secure three tricks in the trump suit; but, if the maker plays after you, your trumps will probably be led through and you may make but one trump trick.

8. How much strength is ordinarily required to double the opponent's Declaration?

Five certain tricks on the right side, or six tricks on the wrong side of the maker.

9. How may the value of a hand be estimated?

Count each Ace and King as a trick, each Queen as a doubtful trick, and add to these the probable number of trump tricks that you can win.

10. Give the value of the following combinations in the trump suit when you play after the maker.

J x x x	are equal to 1 trick.
Q J x	" " " 1 "
Q J x x	" " " 2 tricks.
K Q x	" " " 2 "
K J x	" " " 2 "
A Q 10	" " " 3 "
A 10 9 6 2	" " " 3 "

11. Should you double with suit strength or with trump strength?

It is always dangerous to double without trump strength, since the Dealer may be short in suits.

12. How much trump strength is required?

Four or more trumps with two or more honours; or, to double with three trumps, the hand should contain three honours in the trump suit or two honours headed by A K, A Q or K Q on the right side of the maker.

13. At what score should you be particularly careful not to double?

On the rubber game, since the adversary may re-double and win the rubber on that hand, when, otherwise, you might go out on the following deal.

14. Since spades are declared for safety, may that make be doubled with less strength than is required for the other Declarations?

Yes, but it is more or less dangerous without some trump strength. When the Spade Convention is played, a double should seldom be made with fewer than four trumps, including two or more honours.

15. Playing the Spade Convention, should you double at the beginning of the game with a doubtful hand?

No, since the two points given to the maker will be of slight assistance to his score, and a re-double may cost you the game.

16. At what score should you avoid a Spade double?

When the adversaries are 24 on the game.

17. At what stage of the score should you double Spades with fair strength, in order that the hand be played?

When the adversaries have scored four points on the game; since the two points given them, if the hand is not played, are a valuable addition to their score; and also when you are 20 or more on the game and the adversaries' score is at love.

18. As Leader, what type of hand justifies a No-trump double?

A hand containing a long, thoroughly established suit.

19. Why should you not double with all-round strength?

The Dealer may hold one very long suit and, by forcing you to discard, compel you to unguard honours in other suits. Moreover, the double would enable him to locate honours and make successful finesses.

20. Should you double with a hand containing a six-card suit headed by A K Q?

Not unless the score justifies the double. Your partner may not be able to win a trick, there is a possibility of a re-double, and the Dealer or Dummy may stop your suit, which would mean the loss of four odd tricks.

21. What type of hand justifies the Leader's partner in doubling?

An established Heart suit, a hand containing a very strong Heart suit that can be established in one lead and one or more re-entry cards, or, the Ace of Hearts and some long established suit.

22. Why is Heart strength requisite?

Because of the Heart Convention, which is an agreement that the original Leader will open his highest Heart, *irrespective of number*, in response to his partner's double.

23. Do Bridge players generally use the Heart Convention?

Yes, but there are many who have adopted the Weak Suit Convention, which is a request for the Leader to play his shortest suit in response to a double.

24. What advantage has the Weak Suit Convention?

It gives the younger hand many more opportunities to double; but, on the other hand, it is not nearly so sound or safe as the Heart Convention, since the Leader's weak suit may prove to be the Dealer's strong one.

25. When is a re-double justifiable?

When it is reasonably certain that seven tricks can be made; or when the doubled odd trick wins the game for the adversaries and does not win it for you. Redoubling frequently puts both sides on the same basis, so that the odd trick wins the game for either.

PENALTIES

AN idea seems to prevail that it is not quite creditable to one's self to claim a penalty; that exacting one is taking advantage of the adversary's inadvertence. It is claimed, and rightly so, that many times irregularities in play have led to no injustice, and that in these cases the penalty has seemed severe; this is undeniably true; but, on the other hand, when information is conveyed by an exposed card, by a lead out of turn, or by any irregularity in the play, there should be a law to counterbalance—as far as possible—the injury that the adversary may have suffered.

The laws of Bridge have been drafted to provide against possible injustice, and have not been framed, as many players imagine, to legislate against collusion and intentional unfair play. Every player is credited with the highest motives; and any irregularity of the play should be regarded as due to inadvertence.

Unless the laws are regularly put in execution, an occasional enforcement of them is likely to result in the imputation of seeking an unfair advantage; so that uniform strictness is conducive to a proper understanding. You owe it to your partner, your adversaries and yourself to correct any irregularity in the game, and to insist that only cards properly played shall influence its outcome.

No player cares to be considered aggressive or to be known as one who constantly insists on his "pound of flesh." Nevertheless, there would be less discussion, the game itself would be better and the players more careful if the laws and penalties of Bridge were rigidly enforced; the interest of the careless, half-hearted player might be increased if he were invariably brought to account and forced to uphold the rigour of the game.

It does happen, fortunately not often, that a player deliberately renders himself liable to a penalty knowing that he may benefit even though one is exacted. Nothing could be more unfair, and the player who seeks to gain an advantage by a method of this sort should certainly be ostracised from the card-room.

It is surprising how little the average Bridge player knows about the laws and penalties of the game, and occasionally, after consulting a book, it is difficult to find a penalty that exactly covers the particular case. For this reason some of the questions most frequently asked are answered below.

LAWS AND PENALTIES

1. What happens when one player is short a card and another has a card too many?

There must be a new deal.

2. When three players have the correct number of cards and the fourth has less than thirteen, should there be a new deal?

No, provided the pack is correct, each player, other than the Dummy, is responsible for the cards that he holds; and, should a card drop on the floor or be

missing from a player's hand, he is liable for as many revokes as he may have made.

3. What is the penalty if a player omits playing to a former trick?

The adversary may claim a new deal.

4. Can any penalty be exacted against Dummy?

No, if Dummy is short a card and the other three players have the right number, the missing card is supposed to be played to the last trick. Dummy is not liable for a revoke, nor is he liable to a penalty in case he omitted playing to a former trick. The adversaries are equally responsible with the Dealer for any irregularity in the play of the Dummy's cards.

5. When a player plays two cards to the same trick, and the error is not discovered until after the trick is turned what happens?

The played cards should be counted face downward in order to ascertain whether there be a card too many. A trick which contains a surplus card may be examined and the card restored to its original holder, who is then liable for any revoke he may meanwhile have made.

6. When is a revoke established?

When a trick has been turned and quitted, or when the player has led to the next trick.

7. Is a player liable to a revoke penalty if he calls his adversaries' attention to his revoke?

Certainly, if you call your adversaries' attention to the revoke they will undoubtedly enforce the penalty.

8. May Dummy call attention to an adversary's revoke?

No, should Dummy call attention to a revoke no penalty can be exacted.

9. In the case of a revoke, can the card incorrectly played be taken back and the trick corrected?

No, after the trick has been turned and quitted, it cannot be corrected.

10. Can a player who has revoked and paid his penalty win the game on that hand?

No, he is not allowed to score above 28 points.

11. If an adversary revoke, can you win the game on that deal?

Certainly.

12. Should the adversary revoke and pay a penalty of three tricks, can you score grand or little slam?

No, a slam must be made independently of the revoke penalty.

13. Where two or more cards are played at one time by either of the Dealer's adversaries, what penalty may the Dealer exact?

The Dealer has the right to say which one of the cards is to be played to the current trick, and the other must remain face upward on the table and may be called by the Dealer at any time.

14. When a card is exposed, may you play it or must you wait until the Dealer has called it?

No, play it when you wish.

15. Should one of the Dealer's adversaries fail to follow suit, but before the trick has been finally turned and quitted announce that he has a card of that suit, what penalty may be exacted by the Dealer?

The Dealer may require the offender to play his highest or lowest card of the suit to the trick in which he has renounced, or may call the card played in error an exposed card.

16. Should the Dealer expose a card, can it be called?

No, the Dealer has the right to expose all his cards without a penalty.

17. When must a revoke be claimed?

Before the cards have been cut for the following deal.

18. Should you look back to the last trick?

No, but there is no penalty for so doing.

19. Should you ask to have the cards placed after they have been touched for the purpose of gathering them?

No.

20. May you call your partner's attention to the fact that he is about to lead out of turn?

Yes, but Duminy has not the right to do this.

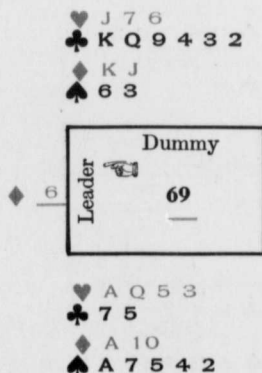
21. May the adversary of the Dealer expose his hand and claim the rest?

No, the Dealer has the right to call all such cards exposed.

EXAMPLES OF THE DEALER'S PLAY

In the following hands you are supposed to be the Dealer. The score, the Declaration and the previous play are given.

How should the play proceed?



Original No-trump SCORE 0-18—Rubber Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♦ 6	♦ J	♦ 4	<u>♦ A</u>
2	♣ 10	<u>♣ Q</u>	♣ 6	♣ 5

♥ 6 4
 ♣ Q 8 7 6 2
 ♦ Q J 9 5 3
 ♠ 8

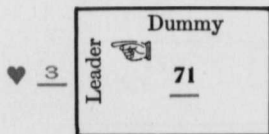
		Dummy
♥ 7	Leader	70

♥ A K
 ♣ K 5 3
 ♦ A 4
 ♠ A Q J 10 7 3

Original No-trump SCORE 0-0—First Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♥ 7	♥ 4	♥ J	♥ <u>A</u>

♥ Q 10 6
 ♣ A 8 6 4
 ♦ A 7 5 3
 ♠ A Q

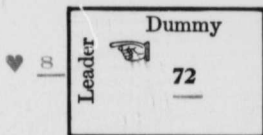


♥ A 5 4
 ♣ 5 2
 ♦ 8 4
 ♠ K 10 9 8 6 3

Passed No-trump SCORE 0-24—Rubber Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♥ 3	♥ <u>Q</u>	♥ 9	♥ 4
2	♠ 7	♠ <u>A</u>	♠ 2	♠ 3
3		♠ Q	♠ 5	?

♥ A
 ♣ 5 3 2
 ♦ 10 7 6 4
 ♠ J 10 8 6 5

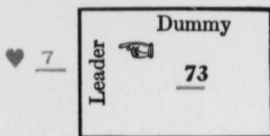


♥ Q 5 3
 ♣ J 7 6
 ♦ A Q J 9 2
 ♠ A K

Original No-trump SCORE 0-20—Rubber Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♥ 8	♥ <u>A</u>	♥ 4	♥ 3
2		♦ 10	♦ 3	?

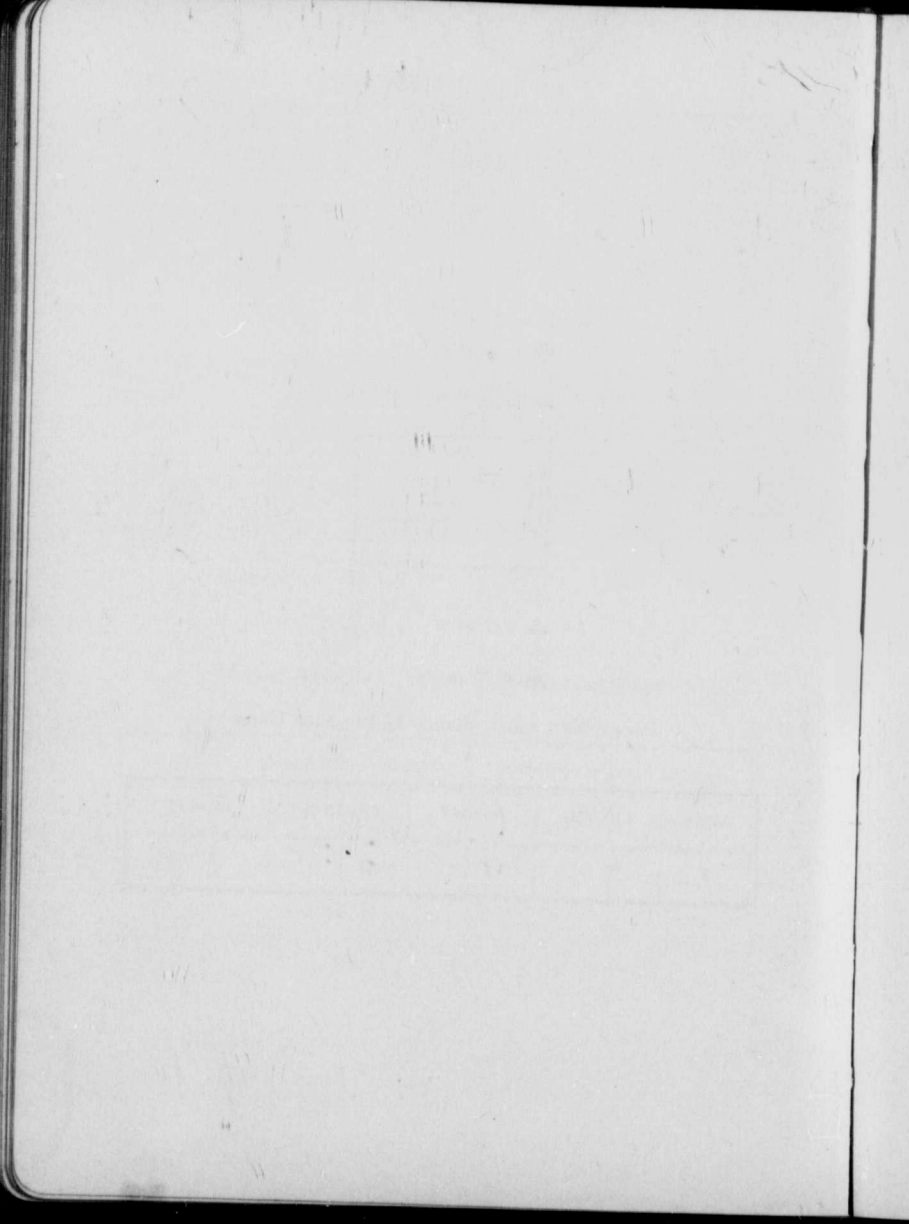
♥ A 6 5
 ♣ A Q J 4
 ♦ K 9 3
 ♠ Q 8 6



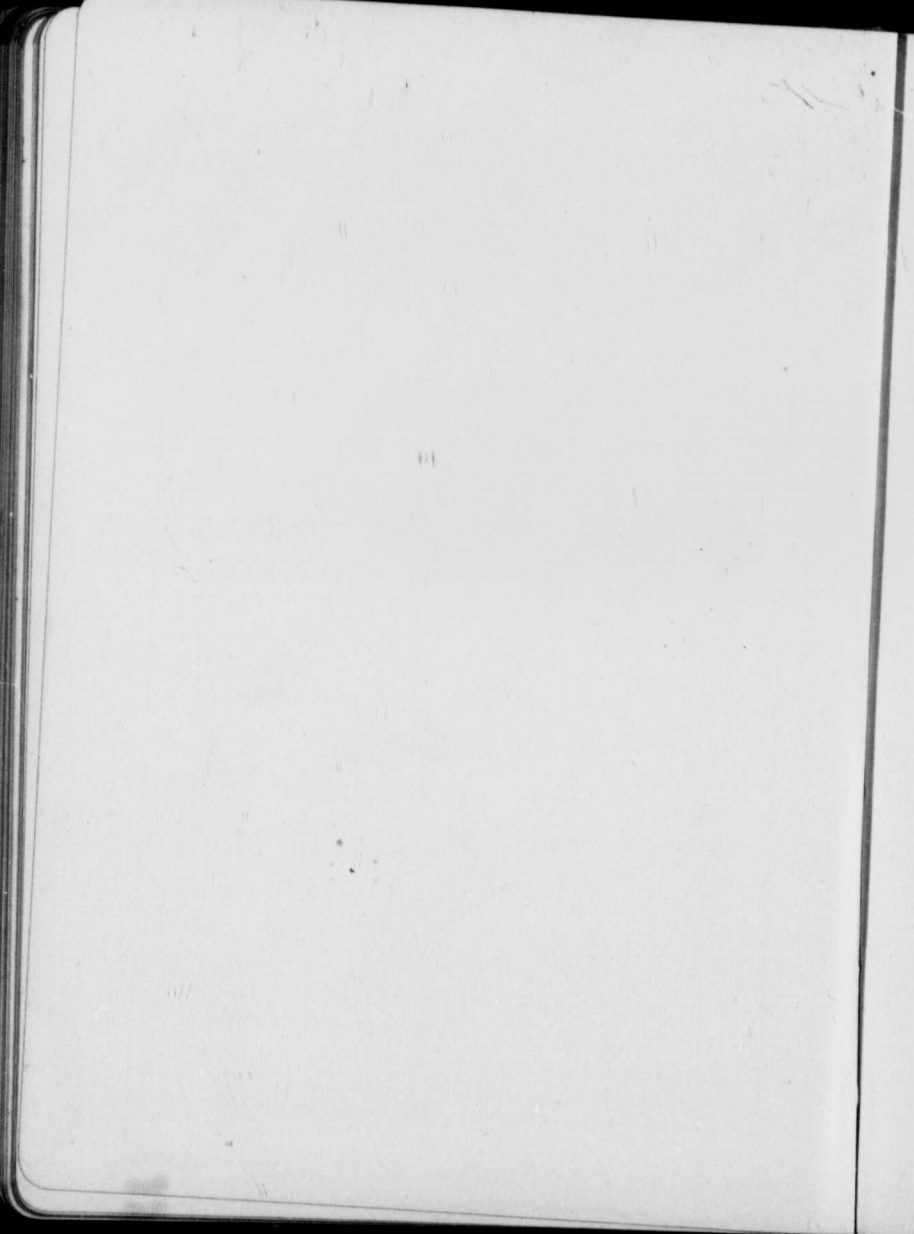
♥ Q J
 ♣ 10 8 6
 ♦ Q J 7 2
 ♠ A 7 4 2

Passed No-trump SCORE 12-12—First Game

TRICK	LEADER	DUMMY	PARTNER	DEALER
1	♥ 7	♥ 5	♥ 10	♥ <u>J</u>



ANSWERS TO THE FOREGOING ILLUSTRATIVE HANDS AND SITUATIONS



ANSWERS TO THE FOREGOING ILLUSTRATIVE HANDS AND SITUATIONS

THE DECLARATION

- HAND No. 1. **NO-TRUMP**—This hand will win as a No-trumper about seven times out of ten, and is a good gamble for the game.
- No. 2. **HEARTS**—Experience has shown that Hearts is a safer make than No-trump, as it takes but an extra trick to win the game. This hand might be badly beaten as a No-trumper.
- No. 3. **NO-TRUMP**—This is one trick stronger than the average hand. Should you pass, a red make would be improbable; the best that you could expect would be a Spade Declaration.
- No. 4. **HEARTS**—The hand is too weak for a No-trumper and, should you pass, your partner would probably declare black.
- No. 5. **DIAMONDS**—This illustrates a defensive red make. You could not give adequate support to your partner's Heart or No-trump Declaration.
- No. 6. **THE DECLARATION SHOULD BE PASSED** in the hope that your partner can declare either No-trump or Hearts; it is apparently improbable that you can go game at this score with a Diamond make.

- No. 7. **SPADES**—You cannot expect to win the game with a Heart make, and with the adversary's score at 16 you may easily lose it. Should the adversaries double your Spade Declaration, you are probably strong enough to save game. If the opponents must go out, let it be on their own deal.
- No. 8. **CLUBS**—With a hand of this sort a Club make will usually prove a less expensive Declaration than a Spade which is almost certain to be doubled. This, however, is a very doubtful example of a passed Club Declaration.
- No. 9. **CLUBS**—As there is little or no chance to win the game, a Club make will probably save it.
- No. 10. **SPADES**—You cannot hope to win the game with a Heart make, while the loss of the game is not unlikely if any but a Spade Declaration is attempted.
- No. 11. **NO-TRUMP**—This hand is too strong for any other Declaration. You can afford to trust your partner for the Spade suit.
- No. 12. **HEARTS**—With this Declaration you have three possible outside tricks and, should Clubs be declared, you have but one outside trick.

THE OPENING LEAD — DECLARED TRUMPS

- HAND No. 13. **3 OF DIAMONDS**—With four trumps and a re-entry card, the long suit should be led. If you succeed in establishing the Diamonds the suit may be used to force, and thus weaken, the Dealer, and you may perhaps make one or two small Diamonds; at least you may render it difficult for the Dealer to bring in his long suit.

- No. 14. **5 OF CLUBS**—The Queen of Hearts is not a good lead; and the Ace of Spades might establish the Spade suit for the adversary.
- No. 15. **8 OF SPADES**—Both the Club and the Diamond tenaces should be avoided. The short Spade could scarcely be a dangerous lead since you have a certain trick in the trump suit.
- No. 16. **5 OF SPADES**—The Declaration by the adversary indicates weakness and should encourage you to play a forward game. As you are not anxious to ruff, the 8 of Diamonds is not a good opening.
- No. 17. **8 OF HEARTS**—The trump is the best lead. You cannot afford to lead the Ace of Spades, as it may establish that suit for the Dealer; and it will be more advantageous to have the other suits led to you.
- No. 18. **2 OF DIAMONDS**—The hand offers no very desirable lead. The 2 of Diamonds is preferable to the Ace of Clubs, as the latter might establish the suit for the adversaries.
- No. 19. **4 OF DIAMONDS**—It is a temptation with this hand to lead the 9 of Spades, but the Diamond is a sounder lead. You should infer that the Dealer is strong in black and weak in the red suits.
- No. 20. **7 OF DIAMONDS**—The Club tenace should be avoided and the Spade combination does not offer a good opening.
- No. 21. **8 OF DIAMONDS**—As the Dealer has passed the make, it is presumable that your partner holds some Diamond strength. The Club suit should be avoided, and the Spade is a poor opening up to a passed hand; besides which—without a ruff—there is no certainty that a trick can be made in the trump suit.

- No. 22. **KING OF DIAMONDS**—It is somewhat tempting to lead the singleton or the Ace of Spades, but a King Queen opening from a long suit is ordinarily a better lead than either.
- No. 23. **9 OF CLUBS**—This lead may help you to obtain a ruff. As a matter of fact it rarely pays to lead a trump in response to your partner's double from a hand which contains a short suit.
- No. 24. **ACE OF CLUBS**—An original Diamond make at this score indicates considerable strength; and, as three tricks are needed to save the game, the Ace opening may indicate a line of play that may secure the other two tricks.

THE SECONDARY LEAD

- HAND No. 25. **7 OF DIAMONDS**—You wish to have the Spade suit led to you, and you cannot afford to open either the Heart or the Club suit.
- No. 26. **ACE OF SPADES**—The other suits should not be opened. Nothing can be gained by retaining the Ace of Spades.
- No. 27. **8 OF DIAMONDS**—The lead of the Ace of Spades would establish the remaining cards of that suit for Dummy. Give your partner a chance to make the King of Diamonds in case he holds it, and endeavour to take the Ace of Diamonds out of Dummy before you lose the Ace of Spades.
- No. 28. **8 OF DIAMONDS**—The lead of the Ace of Spades would establish a ruff in the weaker hand; and, as you hold a certain trick in trumps, you are in a safe position to lead through Dummy's tenace in Diamonds.

- No. 29. **ACE OF SPADES**—Unless you lead the Ace you may not make it. Should you lead a Diamond the Dealer might hold the Ace Queen or the Ace King, and thus discard the losing Spade. After leading the Ace of Spades the 4 of Diamonds should be led. The Dealer may hold the Queen of Spades and get a discard of the losing Diamond.
- No. 30. **3 OF SPADES**—If your partner holds the Queen of Spades, the Dealer trumps. If the Dealer holds the Queen of Spades, your partner trumps.
- No. 31. **9 OF CLUBS**—Your Ace lead has established the King and Queen of Diamonds. Should the Dealer hold these cards he will endeavour to discard the losing Clubs from Dummy. You must give your partner an opportunity to make tricks in the Club suit before Dummy can discard.
- No. 32. **3 OF DIAMONDS**—Unless your partner holds the Queen, the adversary must win a trick in the suit.

COMBINING THE TWO HANDS

- HAND No. 33—The Dealer should win the first Diamond trick and lead a low Heart. If the Queen of Hearts wins, the Ace should be led on the chance that the King is but once guarded. If the King does not fall, trumps should be discontinued and the Queen of Clubs led from Dummy.
- No. 34—Dummy should win the first Spade trick and lead a small Club. The plan of the hand is to exhaust trumps and make the Club suit. Trumps should be led from the Dealer's hand and the Club suit from Dummy. If either finesse wins, allow the weak hand to lead the suit a second time.

- No. 35—Dummy must win the first Spade trick by trumping. Trumps should then be led.

The plan of the hand is to exhaust trumps and make the Club suit. Should the finesse succeed, it may be necessary again to lead Diamonds from Dummy.

- No. 36—At trick 2 the Ace or Queen of Clubs should be led. (See play of Ace King Queen.)

The Club suit should be continued in order to force discards. They may indicate which adversary is protecting the Queen of Diamonds.

- No. 37—The opening lead is probably from a sequence of 10, 9, 8, 5. If this is the case the Queen must be alone. The Dealer should play a low Club from Dummy and win with the Ace. The Diamond suit is the longest in the combined hand and, therefore, the best to establish; it may be necessary to lead the Diamond suit twice from Dummy, and every effort should be made to prevent an adversary's lead through the once guarded King of Hearts. The Spade suit should therefore be avoided.

At Trick 2 the Dealer should lead a Club. If the Queen was played to the first trick, he should simply cover the card played by the original Leader; otherwise he should play the King. The Diamond should then be led and a finesse taken. Should this finesse prove successful, another Club should be led to secure a second Diamond lead and finesse. With fair luck the Dealer may win the game with the Club and Diamond suits.

- No. 38—The scheme of the hand is to exhaust trumps and make the Diamond and Club suits. As the Heart suit should be led from the Dummy hand, the Dealer should win the first trick with the Diamond King and

retain the tenace of Ace 9 over the Knave, which is presumably in the Leader's hand. A discard of a Spade may then be secured by leading two rounds of Clubs. Dummy should then lead the trump and the Dealer finesse the Knave. Should this finesse prove successful, the trump lead should be continued until the adversaries' trumps are exhausted. The Dealer may lead then the 10 of Diamonds and, if it is not covered, pass it. In this way a small slam may be made.

Should the trump finesse prove unsuccessful, the Dealer has a fair chance for game, since he will probably lose but two Spade tricks and one trump trick.

TRUMP MANAGEMENT

HAND No. 39—The Dummy should win the first Club trick with the Ace and continue with the Queen and Jack, the Dealer discarding the losing Diamonds.

As Dummy holds a short Spade suit, trumps should not be led until the weaker hand is given an opportunity to ruff the third round of Spades. After the Spade suit is established, trumps should be led from the Dummy hand.

No. 40—Dummy should win the first Diamond trick and lead the King and Ace of trumps. The Spade suit should then be established.

If the adversary continues the Diamond lead, the force should be taken; but trumps should not be led.

The danger of leading a third round of trumps lies in the possibility of the two trumps being in one hand; in which case both the Diamond and Club suits could be made against the Dealer.

- No. 41—The Dealer may trump the first Spade trick, but trumps should not be led until the Club suit is established. One adversary must hold at least four trumps; and, if trumps were led, the Spade suit would be made against the Dealer.

Should the adversary lead a Spade after winning with the Ace of Clubs, the Dealer must refuse the second and third force, discarding the losing Diamonds. This compels the adversary to change the suit, since Dummy could ruff the fourth round of Spades. If a Diamond is led, the Dealer can lead three rounds of trumps and then force with the commanding Clubs.

- No. 42—After winning the first Spade trick, the Dealer should not force Dummy to trump, as the possibilities of the hand lie in making the Club suit.

The Ace of Hearts and then a low Heart should be led; Dummy winning the second trump trick with the King.

Trumps should then be discontinued and the high Clubs led, on which the Dealer may discard losing Diamonds. The remaining play would depend somewhat on the fall of the trumps and of the Club suit.

- No. 43—The opening lead indicates a four-card suit. If the Queen of Clubs is not covered by the player third in hand, the Dealer should overtake the Queen with the Ace and lead the Jack, which must either win the trick or force the King.

One round of trumps can then be led; the Dealer taking the first trump trick with the King, leading the winning Clubs and discarding the losing Diamonds. The Ace, King and 6 of Spades should then be led, the

Dealer trumping the third round. Dummy can trump the Diamond suit and lead the Ace of trumps.

- No. 44—Dummy should win the first Diamond trick and lead a Club. If the Jack holds the trick, the Dealer should lead the King and 6 of Diamonds; Dummy trumping the third round in order to lead Clubs a second time. Trumps should then be led.

THE DEALER'S PLAY—NO-TRUMP

- HAND No. 45. **Keeping a Possible Re-Entry Card.** “**Overtaking**”—Dummy should play the Heart Ace and lead the King of Spades. This the Dealer should overtake, continuing the Spade suit with the Jack. The Queen of Hearts is the Dealer's re-entry card.
- No. 46. **Making a Bid for the Lead**—The entire Club suit is against the Dealer; therefore Dummy should play the King of Hearts to the first trick. One trick may be lost by this play; but, unless the King of Hearts holds, the game cannot be won.
- No. 47. **Second in Hand Play.** “**Ducking**”—The Ace of Clubs should be played to the first trick. The 6 of Spades should be led from Dummy and the trick passed. Should the Dealer play the Queen of Clubs or a small Club it might enable the adversary to obtain the lead and thus establish the Diamond or Heart suit before the Spade suit is cleared.
- No. 48. **Playing for Two Suits**—As the Diamond suit is entirely against the Dealer, the first Heart trick should be taken. The odd trick cannot be made unless the King of Clubs is at the Dealer's right. In order that

Dummy may twice secure the lead, the Dealer must establish two re-entry cards in the Spade suit by leading the Ace Queen and 8. The Club suit should be led from Dummy and finessed before leading the fourth round of Spades.

No. 49. **Holding Up. Not Taking a Finesse which Might Allow the Adversary with the Established Suit to Obtain the Lead**—Eight tricks are in sight. The Dealer should not play the Ace of Hearts until the third round of the suit. The 6 of Spades should be led, and the Leader's partner should be allowed to win the first Spade trick. If a Diamond is led, the Ace should be played. Unless one adversary holds four Spades the game is assured.

No. 50. **Finessing with Nine Cards in a Suit so that a Once Guarded Honour May Not be Led Through**—The Dummy should play the King of Clubs and lead the King of Spades. The Dealer should finesse the Jack of Spades on the second round. A trick may be lost, but this method of play prevents a lead through the Queen of Clubs and assures the game.

NO-TRUMP DEFENSE

HAND No. 51. **Overtaking to Abandon a Suit**—From the cards played to the first and second tricks, it is evident that the Dealer is holding up the Ace of Hearts. As the Leader holds no card of re-entry, he cannot make the Heart suit, and should therefore overtake the Jack of Hearts with the Queen and abandon the suit. Both the Diamond and the Spade suits are stopped in Dummy; therefore the 10 of Clubs is the best lead.

- No. 52. **Making Two Suits**—The first trick marks the Leader's partner with the Ace and Queen of Diamonds. The Clubs are led at the second trick, but the original Leader should not unblock, as he must use the 10 of Clubs as an entry to lead through the King of Diamonds. The Ace of Hearts serves as a re-entry for the Diamonds after the Club suit is made.
- No. 53. **Not Making a Tenace for the Adversary**—The 7 of Hearts should be played, not the Jack. Were the Jack played the Dealer could pass the trick and still retain a Heart to lead through the Queen and 7.
- No. 54. **Clearing Partner's Probable Suit before Taking Out a Re-Entry Card**—At the second trick the original Leader should overtake the 9 of Clubs and lead the Ace and King of Diamonds, continuing the Club lead with the Deuce. If his partner holds the Queen of Diamonds, the game can be won. If not, the lead of the 2 of Clubs cannot lose.
- No. 55. **Forcing Partner to Lead**—Should the Leader overtake his partner's 8 of Diamonds, he is assured of but six tricks, but if the 8 is not overtaken the Leader's partner is forced to lead up to the Spade weakness in Dummy, thus securing the game. Dummy is too strong in both Hearts and Clubs for there to be any question as to the Spade lead.
- No. 56. **Taking Out a Re-Entry Card**—As the Dealer's Spade suit is blocked, the Leader should play the Ace to the first Spade trick. The Dealer cannot make the Spade suit unless he holds a re-entry card; therefore the King of Clubs should be led to take out the Dealer's probable re-entry before the Spade suit is established.

THIRD-HAND PLAY

- HAND No. 57. **Not Sacrificing a King on Partner's Short Lead**—The 8 of Diamonds marks the lead as the top card of a short suit. Play your lowest Diamond. The play of the King would establish the entire suit for the Dealer.
- No. 58. **Overtaking Partner's King in Order to Lead Trumps**—The lead shows the Queen, and an effort must be made to prevent a ruff in the weak hand. At Trick 2 the 8 of Hearts should be led. Both the Spade and the Club suits are well protected.
- No. 59. **Leading from a Tenace**—A return lead of the Ace of Spades would establish a ruff for the weak hand. If trumps were led the Dealer would make the Diamond suit. An effort must be made to save the game by a lead of first the Ace and then of a small Club.
- No. 60. **Not Returning Partner's Lead**—As the lead indicates a four-card suit the Dealer is marked with five Diamonds. The fourth best Club should be led. Dummy must make one trick in the suit; and the game cannot be saved unless the original Leader holds the Ace of Spades.
- No. 61. **Unblocking. Deschappelle's Coup**—The King of Diamonds should not be overtaken; as the play would establish a Diamond trick in Dummy. At trick two, a low Diamond should be led. At trick three, the Queen of Hearts, in order to establish a re-entry for your partner's Diamond suit.
- No. 62. **Finessing Against Your Partner**—The opening lead may be from a four or from a five-card suit, but in

any case it marks the Dealer with at least three Hearts. If the third hand plays the Ace and returns the Queen, the Dealer would hold up the King in order to shut out the Leader's remaining Hearts. The Queen should therefore be played, since the Dealer will be forced to cover with the King, if he holds it, and the balance of the suit can then be made by your partner.

I N F E R E N C E S

- HAND No. 63. **An Inference from the Declaration**—The Dealer probably holds both the King and Jack of Hearts as well as the Ace of Spades, to justify the make. After making the King of Diamonds the Ace of Clubs should be led, followed by the high Diamonds. The Leader should avoid the Spade suit.
- No. 64. **An Effort to Save the Game**—The opening lead indicates that the Dealer holds four or more Hearts, two of which are honours; since with any combination of three honours an honour would have been led. Unless, therefore, the original Leader has the Ace of Clubs the game is lost. The Club King is a better lead than the fourth best, since, if the Dealer holds the guarded Knave, the King lead captures the Queen and allows a lead through the Knave.
- No. 65. **Inference as to Partner's Suit**—The fall of the cards indicates that the Dealer has four Diamonds. Partner's play of his lowest Diamond reveals this situation. The fact that the Declaration has been passed marks your partner with at least five Hearts. The Diamond suit should be abandoned and the Queen of Hearts led.

No. 66. **An Inference from Partner's Opening Lead**—The Dealer is marked with the Queen of Hearts. To justify a trump lead your partner must hold an honour in each suit in combinations from which he deems it inadvisable to lead.

The Ace of Diamonds, the Ace of Spades and, presumably, the Ace and Queen of Clubs are placed in your partner's hand by his lead.

No. 67. **Not Establishing an Entry Card for the Weaker Hand**—The Declaration marks the Dealer with the two Black Aces and the King of Diamonds; it is also evident that the Dealer's strength is in the Club suit. The Leader should refuse to play the Ace of Hearts, as to do so would establish an entry card for Dummy, and enable the Dealer to lead Clubs twice from that hand.

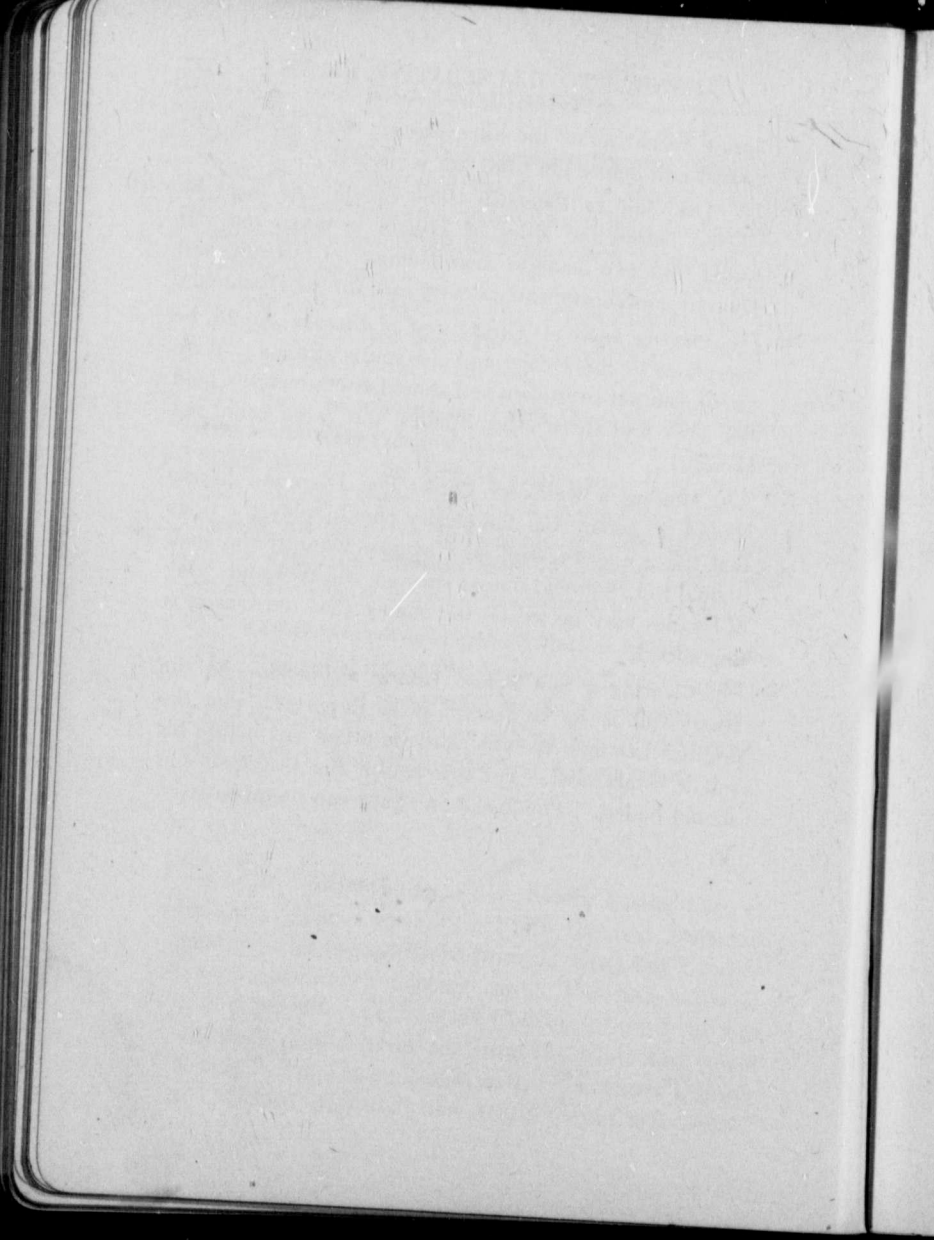
No. 68. **An Inference from Partner's Return of Your Suit**—The return lead marks the Dealer with the Queen and 8 of Spades. The suit should be abandoned and a small Diamond led. Unless your partner holds the Diamond suit, there is but small chance of saving game.

THE DEALER'S PLAY

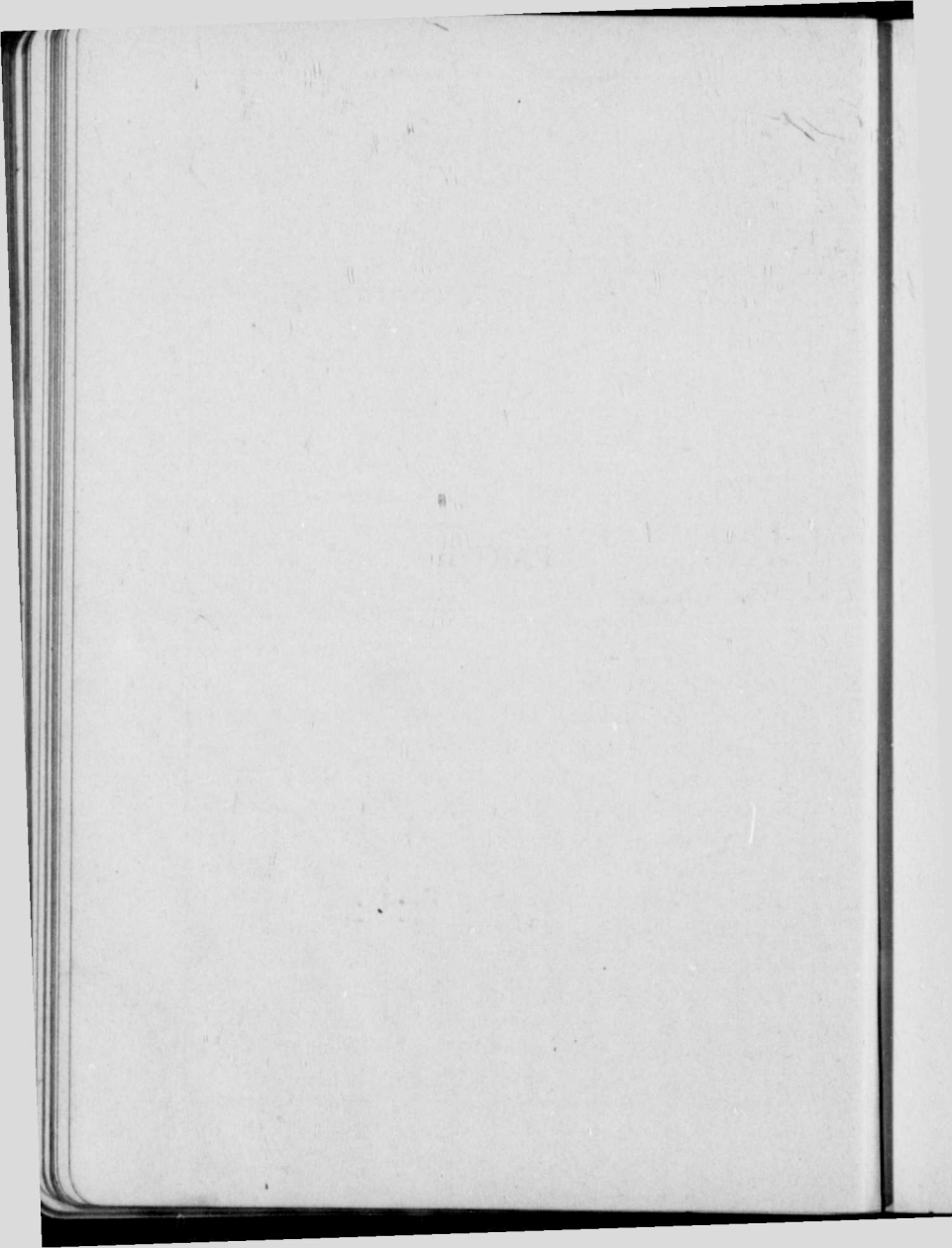
HAND No. 69. **Establishing a Suit Before Losing Card of Re-Entry**—The Dealer should win the first Diamond trick in order to lead Clubs from the weak hand and to preserve Dummy's re-entry card. The temptation at trick three is to continue the Club suit, but if the Ace and Jack should be in one hand the Club lead would be fatal. The Dealer should lead a Heart from Dummy and win the trick with the Ace, since an unsuccessful

finesse would allow the adversary to establish the Diamond suit before the Club suit is cleared.

- No. 70. **The Suit to Establish**—The Spade suit must be cleared before the King of Hearts is taken out. It would take two leads to clear Dummy's Club suit, and Dummy contains no sure re-entry card for the Diamonds.
- No. 71. **Playing Safely**—The Queen of Spades should be overtaken by the Dealer and the suit continued. Were the Queen not overtaken and should one adversary hold the Jack and three other Spades, the game could not be won.
- NO 72. **Making a Re-Entry Card**—The Diamond finesse should be taken; but the Dealer should play the 9, so that the 2 may be used later to give Dummy the lead. Should the Diamond finesse succeed, the Ace and King of Spades may be led on the chance that the Queen is unguarded.
- No. 73. **Clearing a Suit Before Taking a Finesse**—As the Heart suit is to be feared, it is important that the original Leader's re-entry card be taken out before his suit is established. For this reason the Diamond suit should be led. The finesse in Clubs can be taken later.



PART II



BORDER LINE NO-TRUMPERS

IN the early days of Bridge, its players generally held exaggerated notions of the strength required for a No-trumper; but these ideas have gradually changed, and, to-day, the possibilities of the call, based on the Dealer's great advantage in the play of the two hands, are widely recognized.

When a speculation is justifiable, a bold No-trumper, besides being the most valuable Declaration, is the one most likely to succeed. The Dealer's chances are not limited to any particular suit, and he has the enormous advantage of being able to combine two hands so as to utilize their every element of strength.

The greater the player's experience the nearer he is apt to approach the border-line in his No-trump Declarations, each successful risk taken tempting him to try the make with even less strength, until he easily oversteps the line of safety.

What then is a justifiable No-trumper and just where should the line between a No-trumper and a pass be drawn? Generally speaking, any hand that is *above* average strength is a No-trumper; and an average hand consists of an Ace, a King, a Queen, a Jack and a 10. This is the strength to which each player is entitled. In fact, if the card strength were equally divided among the four players, each holding an average hand, the Dealer would ordinarily gain the odd trick, due to his greater facility in combining his cards.

But, as the partner's hand will occasionally be below average, the Dealer should speculate only with hands that are as good as a Queen above average strength; and, to ensure the safety and soundness of the make, the hand should be guarded in three suits and contain at least one Ace.

This system of computing the strength of a hand, as above or below the average, is undoubtedly the best known method of drawing the line between a No-trump and a passed make.

Many hands should be made No-trump simply because they are too strong to admit of any but an inexpensive Declaration by Dummy. Why pass with nothing to hope for but a cheerless Spade make?

The Dealer should always speculate on the contingency that Dummy will protect the one suit in which he is weak; in fact, if the Dealer will but question himself as to Dummy's probable make, his decision may often be reached with surprising clearness. It has been suggested that Dummy may be expected to protect the one suit which the Dealer lacks, and it is equally reasonable to suppose he will declare the suit in which the Dealer is weakest.

A No-trumper that is unguarded in two suits is somewhat a gamble; nevertheless a long established black suit plus a sure re-entry justifies the make, and a hand containing two Ace-King suits warrants the risk.

The absolute qualification of the successful declarant is sound judgment, which necessarily entails a knowledge of possibilities and a close attention to the state of the score. To this must be added nerve—the courage to take chances.

It should be remembered, however, that the advantages of the forward game are confined to the Dealer. The Declar-

ation by Dummy is a very different matter. The weak points of a hand, which is exposed to both adversaries, invites certain attack; while the knowledge that the Dealer's hand is below the average is a useful aid to the opponent's play.

THE ORIGINAL SPADE MAKE

SINCE the inception of the game of Bridge, arguments have abounded for and against the use of an original protective black make. That the make has some merit, all experts agree; and it has also been conceded that, with a game to the good and a trickless hand, it is needlessly risky to pass the make.

What player who has passed a worthless hand, has not experienced the sensation of intense relief that accompanies a passed Spade Declaration; and who, in a like position, has not endured the agony of watching the adversaries pile up tricks at an expensive make to which the original hand lent no support?

The protective value of the Spade shield, the state of the score that justifies its use and the various types of hand that should preclude a pass, can be determined only by players of ability and experience. In the hands of the novice the original Spade proves a boomerang and is the cause of much dissension between partners. It certainly is a trying sound to the partner who holds four or five honours in a red suit or an invincible No-trump hand; and doubly so when the make is unjustified by either hand or score.

The trying misapplication of this defensive measure, which most partners have at times been forced to endure, points to a lack of appreciation of the type of hand justifying the use of the safety make. The extent to which it may gain or lose,

with cards that are more or less valueless, is a subject worthy of detailed analysis; and it is probably due to the fact that a single card radically changes the trick-taking value of a hand, that Bridge writers generally have refrained from expressing an opinion as to the exact type of hand that justifies an original black Declaration.

The protective make has its uses, but the score points their limit. The adverse score should not exceed 20, and the nearer it is to love the more reasonable the make. With a score of 20 or more on both sides it is almost compulsory to pass a worthless hand; when the hand offers no certainty of saving game, it is certainly fair that the partner should be allowed a chance to name a declaration which may win it.

A defensive Spade make, when the score is 24 or more against the Dealer, is never justifiable. The Declaration, in itself, gives the adversaries a conception of the Dealer's hand and induces a double. In fact, at this score, the game is more apt to be lost than saved by a protective black make. The score demands a gamble; and the Dealer must trust that his partner has a game hand at No-trump or a suit make sufficiently strong to save the game.

In discussing the type of hand justifying an original defensive Spade make, much must depend upon the distribution of the cards in the hand, the length of the long suit and the existence or lack of a short suit. A hand containing either a very long or a very short suit cannot be considered utterly worthless, since the long suit may be made, or the short one become the means of securing a ruff.

All players of experience agree that a hand consisting of one four-card suit and the others evenly divided—three each—utterly devoid of an honour, should not be passed.

A hand consisting of two four-card suits, a suit of three

and one of two cards, or a hand divided five, three, three, two—if it is essentially a “Yarborough”—also demands a safety make; but, when a hand contains a five-, a four-, a three-card suit and a singleton, with as slight card strength as two Jacks, a defensive make is extremely questionable. Either of the long suits may materially assist a No-trumper and, if a trump is declared, the singleton—provided it is not the suit named—lends a trick-taking value to the hand.

There are players who contend that a hand should not be passed, unless strong enough to support a light No-trump Declaration. This the writer considers too radical a statement, and doubts that the theory can be upheld by analysis.

Other players make the claim that no hand which does not contain at least two tricks should be passed, but here again analysis will show the line to be too closely drawn.

The writer personally believes that the Declaration should always be passed when the Dealer holds an Ace or a hand containing as much strength as a King and a Jack, and, at an adverse score—with even less strength, especially when the distribution of the suits may render them of assistance to a passed make.

One of the strongest arguments in favor of the use of the original defensive declaration is the assurance that a pass implies some strength. Dummy can therefore permit himself to take more liberties with the make.

The defensive make, however, is not limited to an original spade declaration; for, with an otherwise worthless hand, any suit of six cards headed by a 10, Jack or Queen should be declared originally.

The Spade shield is, and must remain, a dangerous weapon, but the value of its use, governed by good judgment, admits of no doubt.

THE FOURTH BEST LEAD

IN every occupation, as in every amusement, there are to be found disgruntled individuals who, because they have encountered occasional ill luck and adversity in treading the conventional and accepted roads of safe experience, are ever ready to branch off into new paths. Just so in Bridge: there seems to be a tendency among a few players to assail one of the most useful conventions of the game—the lead of the fourth best card—on the ground that the information it conveys is sometimes of greater value to the Dealer than to the partner. Those who are averse to the fourth best lead, as being of peculiar aid to the Dealer, point to the result of an occasional hand in the effort to sustain this claim. The cards may be so arranged as to shatter or uphold any theory of play; analysis, however, proves beyond question that the fourth best is the soundest protective lead, and the most valuable informatory aid to partnership play.

No doubt the fourth best lead will occasionally direct the Dealer's second hand play; and—at No-trump—aid his judgment as to stopping the first, second or third round of the adversary's suit; but the situation is simply emphasized; the Dealer's play would probably be the same at whatever low opening.

The contention that, in the absence of a fourth best opening, a short lead is more readily detected, is not sufficiently

backed up by facts; since it is indeed an inexperienced player who cannot ordinarily determine whether his partner has led from a doubleton, or from a suit of five or more cards.

The player, who refuses to indicate number by a fourth best lead, either does not appreciate the fact that many of the most important inferences of the game rest upon the information it conveys, or else he realizes that his partner is not sufficiently experienced to read and utilize its meaning. He compliments the Dealer on his skill and, indirectly, expresses a poor opinion of his partner's game.

What are the partnership advantages of the fourth best lead ?

It indicates the number of cards in the suit as well as the number held by the Dealer; and, in conjunction with the Eleven Rule, shows the Dealer's high card holding.

It exposes the Dealer's false cards.

It helps the partner to decide whether to play for the suit opened at No-trump, or for a suit in his own hand.

It shows when the weaker trump hand is likely to ruff.

It points the time that a suit should be discontinued lest the adversary obtain a useful discard.

It enables the third player to perfect a tenace in his partner's hand, and aids his judgment in unblocking.

It marks the distribution of all the cards in the unseen hands, and thus simplifies the discard.

Is all this information of greater help to the Dealer, who sees his twenty-six cards, than to the partner, who would, without it, be groping in the dark ?

The Dealer's strength is inborn. It can be successfully combated only by an effort on the part of his opponents to convey, each to the other, a definite idea of their united holding; and, to this end, a communicative lead early in the hand is invaluable.

If two people were conversing in different languages and neither understood a word that the other said, it would be vastly amusing to the third person, who was conversant with both languages, to watch the antics and efforts of the other two.

A partnership game is an intelligent intercourse through the medium of accepted conventions, resulting in a perfect union of forces. Of these conventions, the lead of the fourth best ranks first. It is simple, informatory and protective.

THE LEAD OF THE 10 VERSUS THE JACK FROM KING JACK 10

THERE are many who try to play Bridge by rote, and who wish a rule for every situation. They deafen their ears to reason and blindly follow in the footsteps of others, no matter into what by-paths of confusion they may be led.

In the dark ages of Bridge, some one evolved a rule "that the higher of two sequence cards should always be led"; and, for no other apparent reason, some players cling to the Jack lead from the King Jack 10 combination. When you ask a player why he leads the Jack, he simply quotes the above rule or tells you that they play it at his club. The facts that the lead is non-informatory and confusing to the partner, seem to be of small consequence as compared to the shameful misdemeanour of deviating from a rule.

In discussing the relative merits of two leads from any given combination, it is apparent that, if they are otherwise equally valuable, the advantage rests with the one which conveys the more information to the partner. That the 10 lead does give more information than the Jack is admitted by all who have given the subject a thought.

The forceful argument in favour of the 10 lead is that it clearly illuminates a constantly occurring situation—when the third hand holds the Queen, the 10 is led, and the Dealer wins with the Ace, the lead must be from King Jack 10; since

if it were the top, the Dealer would have won with the Knave. This information the Jack lead carefully conceals. In this situation it is impossible for the third hand to know whether the Jack is the top of the suit, or the intermediate lead from King Jack 10.

Again, when two sequences or two short suits are held; one headed by the Jack and the other by the 10, the Jack suit is invariably given the preference as a lead; and the fact that the Jack is more often led as a top card is a potent reason why its meaning should be unmistakable.

Moreover, with two meanings for the 10 lead as against three for the Jack, the 10 is easier to read as the top of a suit, since there are two cards above the 10 and but one above the Knave to indicate weakness. The argument that the 10 may be shown is answerable by the fact, that the 10 is usually held by the player who leads the Jack.

The 10 lead gives no more information to the Dealer than does the Jack; for, when the Dealer holds the Ace and the Queen, he must—in either case—guess whether or not to finesse.

The 10 from the King Jack 10 combination has been the accepted and conventional lead, both in Bridge and Whist, for years; and the reason for this is at once apparent to the educated card mind. It clearly conveys information that the Jack lead cleverly conceals.

Rules are suggested as being of worth; but if they fail to demonstrate a value, they are worthless; and one of the poorest presentations of quality in the form of a Bridge rule, is the Jack lead from the King Jack 10 combination.

THE SINGLETON LEAD

WHIST players are divided into two schools. The one religiously adheres to the long suit opening while the other contends that, under favourable conditions, a short lead is preferable. It is a noteworthy fact that the long suiter at Whist was the first to recognize the advantages of the short lead at Bridge, and to pronounce it a trick winner and a game saver.

While it is theoretically and practically accepted by all players that the singleton Bridge opening is sound, nevertheless, a short lead cannot always be considered the best method of procedure. The loss resulting from an unsuccessful singleton lead, or in fact any short opening, is sometimes severe; the partner's high card may be sacrificed, the Dealer exhausts trumps, brings in the suit and, on it, discards his worthless cards.

A strong hand invariably demands a long opening; consequently with four trumps and a five or a six card suit the attacking game is imperative. The declarant may be forced and the Dealer robbed of the power to establish and bring in a suit; while not infrequently by forcing the strong trump hand the leader is able to make the remaining cards of his suit.

Assuming that a short lead from a weak hand is sound, and that a strong hand demands a long opening, there is an-

other point to be considered. Unless the Leader holds a sequence, he opens his long suit disadvantageously; therefore, to avoid an unfavourable lead, the player is frequently driven to a short opening.

A short lead from a four-trump hand is rarely sound; although, when the long suit is one of but four cards to the Ace Queen or Ace Jack, the short lead may be the lesser of two evils.

With five trumps there is not so great an objection to a short opening; but a five-card suit should always be given the preference. When the hand contains six trumps, a short lead is almost compulsory; unless the Leader's trump length is shortened by a ruff, he may be forced finally to lead trumps to the maker. Those who have been placed in this unpleasant position will readily appreciate the advantages of a short opening from a six-trump hand.

Realizing the loss that may accrue from a short lead, the experienced player will always give the preference to an Ace King suit. A view of the Dummy hand is helpful, and the play may then be continued with a clearer light on the situation. A long suit headed by King Queen is likewise safer than a short lead; particularly if the short suit is one of two cards.

The size of the singleton card also has some bearing upon the advisability of the lead. Any card ranging from a Jack to a 6, can usually be detected as a short opening by an intelligent partner; but the significance of a card below a 6 is often questionable; in fact it is only when the partner or Dummy is very long in the suit, that a singleton 2, 3, 4 or 5 can be read; and a wrong interpretation of the lead is likely to thwart its purpose and react to the Dealer's advantage.

The question of a short opening is also somewhat dependant

on the colour of the suit. The lead of a red singleton has an apparent advantage when the Dealer has passed the make; and is doubly sound when Dummy's declaration is black; the assumption is that, neither adversary being sufficiently strong to declare red, the partner is marked with some red strength. On the other hand, when the Dealer has passed the make, such strength as he may hold is obviously in the black suits, and, for that reason, a black singleton is often an unprofitable lead.

A remark frequently heard at the Bridge table is, "I didn't lead the singleton because I had an honour in trumps." This is poor logic; there is no certainty that the Dealer will not capture a guarded King or Queen by a successful finesse, especially when Dummy is the declarant; and, when the hand justifies a singleton opening, the short lead may secure two ruffs. Moreover, a certain trick in the trump suit always augments the soundness and safety of a singleton opening; the danger of establishing a suit for the opponents' is greatly diminished, since the lead must be regained before that suit can be made.

In conclusion, I have yet to hear of a finished Bridge player who does not believe in the singleton lead, and who, in practice and under proper conditions, does not make use of this trick-gaining play.

THE ACE LEAD

ALL Bridge players acknowledge that, as the opening lead of a trump hand, it is losing play to lead low, or away from, an Ace. If the suit must be led, why risk the loss of the Ace?

It is generally suggested to beginners that an Ace opening enables them to retain the lead until the Dummy hand is exposed, which is a material help in selecting a secondary lead. The fact that a slam is saved, also seems to appeal to the novice. These are, however, merely suggestions which, unless used with discrimination, cause many unsound leads.

The desire to make a small trump also induces many bad openings; and the lead of the Ace from Ace and one small card is the most common of these errors. This lead almost invariably clears a suit for the Dealer; he exhausts trumps and the established suit sends him swiftly on his way toward game. The play undoubtedly wins occasionally, but the analysis of a great number of hands proves it an enormous trick loser.

When it is necessary to open a suit of Ace and three small cards, the Ace should be led; but almost any other sound lead is preferable.

The same may be said of the Ace lead from a suit of three cards; the single exception being perhaps from a worthless hand, utterly devoid of trumps, with the idea of saving a slam.

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An original Diamond make at a love score presupposes great strength, and this fact often makes an otherwise unsound Ace opening advisable. The lead secures one of the three tricks necessary to save the game; and a better understanding of the play can be gleaned from a view of the Dummy hand. The Dealer too frequently wins a Diamond game from a love score which, by nimble running with high cards, might have been saved.

The Ace lead from a long suit is sound; but the longer the suit the better the Ace lead.

THE OPENING LEAD—DECLARED TRUMP

The following table contains all the important combinations, together with the correct opening from each, and, when possible, the lead by which it should be followed. These combinations are classified according to their desirability as opening leads.

All those in classes A, B and C are good openings. The D's are poor openings, and those under E bad openings.

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|-------------------|---|---|
| Good
Openings. | { | A. Any suit headed by Ace King with or without other cards. |
| | { | B. All suits headed by a sequence of two or more cards, such as K Q or Q J. |
| | { | C. Weak long or weak short suits. |
| Poor
Openings. | { | D. Long or short suits which contain a single honour, or those which have tenace possibilities. |
| Bad
Openings. | { | E. Suits lacking strength and containing single honours. This classification does not include suits of two cards, or singletons which have no trick-taking possibilities. |

OPENING LEAD — DECLARED TRUMP

A table showing the first and second leads from the various combinations.

HOLDING	LEAD	FOLLOW	CLASSIFICATION	REMARKS
A K Q x	King	Queen	A	These are the <i>best</i> opening leads. But when Dummy is weak it may be advisable to wait until the Dealer's hand can be led through.
A K J x	King	Ace	A	
A K 10 x A K x x A K only	King King Ace	Ace Ace King	A A A	
A Q J x A Q 10 x A Q x x A J 10 x	Ace Ace Ace Ace	Queen x x Jack	D D D D	These combinations should, if possible, be avoided. They are more valuable when led to.
A 10 9 x	Ace	x	C	Fair openings with 4 in suits.
A 10 x x A x x x	Ace Ace	x x	C C	Good openings with 5 or more in suit.
A x x A x A	Ace Ace Ace	x x ..	E E E	Poor openings.
K Q J 10 K Q J x K Q x x K Q	King King King King	10 Jack x ..	B B B B	Good opening leads.
K J 10 x K J x x K 10 9 x K x x x	10 4th best 4th best 4th best	D D D D	These combinations should, if possible, be avoided. They are more valuable when led up to.

OPENING LEAD—DECLARED TRUMP

HOLDING	LEAD	FOLLOW	CLASSIFICATION	REMARKS
K xx	x	..	D	Bad opening leads.
K x	King	..	E	
K	King	..	E	
Q J 10 x	Queen	Jack	B	Good opening leads.
Q J 9 x	Queen	..	B	
Q J x x	4th best	..	B	
Q J x	Queen	..	B	
Q J	Queen	..	B	
Q 10 9 x	4th best	..	C	} Not objectionable as an opening. } Poor lead as an opening. } Not objectionable as an opening.
Q 10 x x	4th best	..	C	
Q x x	x	..	E	
Q x	Queen	..	E	
Q	Queen	..	C	
J 10 9 x	Jack	10	B	} Good opening lead. } Not objectionable as an opening lead. } Poor opening lead. } Not objectionable as an opening lead.
J 10 x x	4th best	Jack	C	
J x x x	4th best	..	C	
J 10 x	Jack	10	C	
J x x	Jack	..	E	
J x	Jack	..	C	
J	Jack	..	C	
10 9 8 x	4th best or Ten	..	C	} Leads are frequently made from these combinations in order to avoid more dangerous openings of other suits.
10 x x x	4th best	..	C	
10 x x	Ten	..	C	
10	Ten	..	C	
9 8 x x	4th best	..	C	
9 x x	Nine	..	C	
9 x	Nine	..	C	
9	Nine	..	C	

THE OPENING LEAD AT NO-TRUMP

THE Opening Leads given in the following table are from suits of but 4 cards. Greater length sometimes changes the lead, and these exceptions are noted in the column headed "Remarks."

HOLDING	LEAD	FOLLOW	REMARKS
A K Q x	King	Queen	The best opening lead with or without other small cards.
A K J x	King	..	With considerable length the Ace is led.
A K 10 x	4th best	..	The Ace or King should be led with 7 in suit or with 6 cards and a re-entry.
A K x x	4th best	..	The Ace or King should be led with 7 in suit.
A Q J x	Ace or Queen	Queen	The Ace should be led with a sure re-entry, otherwise the Queen.
A Q 10 x	4th best	..	The Ace should be led with 8 in suit or with 7 cards and a re-entry.
A Q x x	4th best	..	The Ace should be led with 8 in suit or with 7 cards and a re-entry.
A J 10 x	4th best	..	The Jack is often led from this combination, but this lead is not advised unless the suit is one of more than four cards
A J x x	4th best
A 10 9 x	4th best	..	The 10 is also led from this combination, but the lead is not advised unless the suit contains more than 4 cards.
A 10 x x	4th best
A x x x	4th best

THE OPENING LEAD AT NO-TRUMP
—CONTINUED

HOLDING	LEAD	FOLLOW	REMARKS
K Q J 10 K Q J x K Q 10 x K Q x x	King King King 4th best	Ten Jack	} Holding any number in the suit. With 7 or more cards the King should be led.
K J 10 x K J x x K 10 9 x	4th best 4th best 4th best	
K 10 x x	4th best	..	With 5 or more cards the 10 should be led. The 10 is also led from this combination, but the lead is not advised unless the suit contains more than 4 cards.
Q J 10 x Q J 9 x Q J x x Q 10 9 x	Queen Queen 4th best 4th best	Ten	} Holding any number in the suit. The 10 is also led from this combination.
Q 10 x x	4th best	..	
J 10 9 x J 10 x x J x x x	Jack 4th best 4th best	10	Holding any number in suit.
10 9 8 x 10 9 x x 10 8 x x 9 8 x x 9 7 x x	10 10 8 9 7	9	} Either the top or the second best card of long weak suits should be opened to show lack of strength.

THE DISCARD

ON the subject of the discard the opinions of Bridge writers generally seem to be at variance. The best authorities, men whose thoughtful conception of the game merits respect and consideration, are pretty equally ranged on either side of the question. In many instances to be sure, writers have merely advanced a theory, the particular one which they adopt, with no mention of its defects and no attempt to answer the arguments of the opposed side; and, instead of a sane and a logical discussion of the relative merits of systems, we find assertive statements, windy assailments and a marked tendency to evade argument.

It is, of course, rather unfortunate that it should be deemed necessary to start any game with a pre-arranged understanding. The good player is usually able to gauge the possibilities of his partner's hand from the conditions of the make, the exposed cards and the previous play.

All discards are made primarily for the best protection of a hand, they probably have—but may not have—an informatory value; in fact information should always be a secondary consideration. The novice, however, looks at the discard entirely from the informatory point of view, this is—or is not—the suit I wish my partner to lead; he overlooks the necessity for protection in a slavish adherence to a rule.

No one will deny that the Dealer is usually the stronger

party and that defensive tactics are ordinarily imperative; all possible protection in the weak suits must therefore be hoarded in a miserly fashion. In fact, in the large majority of hands, the best discard under any system—no matter the name—is from a suit in which some protection is held.

Many hands practically discard themselves. Either of the conventional systems—strength or weakness—is sufficiently good for the ordinary hand. Their relative advantages and disadvantages are shown in the unusual situations, and should be argued from the standpoints of the player, his partner and—the best of all judges—the Dealer.

Which affords the best protection to the player?

Which gives the more information to the partner?

Which is the more lucrative to the Dealer?

Before considering the defects and merits of the prevailing systems, I wish to assert that I have never been in sympathy with an adherence to a hard and fast rule. I suggest and practice a theory of discard which affords protection, and which gives information that is more useful to the partner than to the Dealer.

For the sake of argument I am willing to grant that, in ordinary situations, the weakness and strength discards are equally informative to the partner, and will proceed to outline and point out the defects of each system.

THE WEAKNESS DISCARD

Under this system the player usually makes his first discard from his poorest suit. When his weak suit demands protection, he either starts an echo in his long suit, or discards a card sufficiently high to attract the partner's attention; therefore the discard of a 2, 3, 4, 5 is generally from a weak

suit, and the single discard of a 7, 8 or 9 is usually understood to be the start of a call for that suit.

Those who favour this system claim that it allows them to keep all the cards of the long suit; and that the partner can usually determine which suit to lead. They point to its popularity as conclusive evidence of its merit.

The idea of the weak discard is that it rids the hand of the cards of least value. This thought appeals to the economical side of one's nature; but, in practice, it has numerous disadvantages.

First, a discard from weakness is not a protective measure. It has a tendency to tempt the player to unguard honours or cards in his weaker suits; this in an effort to keep all the cards of his long suit and, at the same time, not to deceive his partner.

Second, the discard from weakness gives information more useful to the Dealer than to the partner. It betrays the partner's hand, enables the Dealer to locate high cards and leads him to successful finesses.

Third, the echo, which entails the loss of two cards of the long suit, is an expensive method of showing it.

Fourth, while the weak discard is usually informative, in an occasional hand, the partner is left in doubt as to which suit to lead.

Fifth, the weak discard is of small assistance to the partner in discarding. The needful information is sometimes too long delayed; notably, when the first weak discard is from the Dealer's long suit, and the Leader is forced to a discard, on the Dealer's lead, before a second weak suit is indicated. He may be compelled to guess blindly which of the two remaining suits he can afford to unguard.

Sixth, when the lowest card of a weak suit is a 7, 8 or 9, a single discard from weakness is deceptive.

Seventh, when the weak suits demand protection, and the small cards of the long suit are 2, 3, 4, 5, either a single high discard is expensive, or a low card is not directive.

The subject of the discard, viewed from the Dealer's standpoint, has never been given the prominence that its importance demands. To my mind the strongest arguments against the weak discard come from the Dealer. Which does he find the easier to play against? Is the information conveyed by a weak or a strong discard the more helpful to him? Is he more likely to have strength in your strong suit or length in your weak one? Have you, as Dealer, noticed the many times you have been able to bring in your long suit, because an adversary has given up a card which, with his partner's aid, might have blocked it? Has not a weak discard frequently given you the information you were most anxious to obtain? Has not this information sometimes led you to a successful finesse which meant game? Has your adversary never led your strong suit, instead of your weakest, because he has been in doubt and guessed wrong?

The attractiveness of the weak discard lies in its speculative possibilities rather than in its soundness. The average Bridge player would rather risk a losing discard than to throw away a card which might prove a winner, no matter how remote that chance. He adopts a system, the one peculiar to his associates, grows accustomed to it and overlooks its defects. It is the old idea of accepting the evils he knows rather than encounter those he knows not of.

THE STRENGTH DISCARD

The protective discard—strength—is ordinarily the smallest card from the best protected suit. When there is a possi-

bility of making all the cards of the long suit, an echo is made in the weak one.

When a suit has been indicated by a lead, or when your length is also your partner's, all subsequent discards are made for the better protection of the hand, and do not indicate strength.

A discard of the partner's suit, or of the adversary's suit, when it is obviously established, is made when the protection of the hand demands it. This usually implies no particular strength.

When three suits have been led, a directive discard is unnecessary.

When a make has been doubled, particularly a Spade make, the Dealer's superiority is not manifest; all discards should then be from weakness, since every card of the long suit may prove useful.

The argument in favour of the strength discard is that it is the safest protective and simplest directive defense against announced strength; it enables you to protect all your weak suits, and to indicate the strongest, without betraying the weakest. The strength discard is sound in theory; in practice it loses fewer tricks than any known conventional system.

The idea that a trick may be lost, when the entire suit can be made, is the one lonely disadvantage attributed to the protective discard. At a matter of fact, how often, under either system, is one able to make *ALL* the cards of a long suit that has not the advantage of the opening lead? Does not the weakness discarder occasionally throw away a directive card, which might have been made, and does he not, sometimes, discard *two* cards of his strong suit to indicate it?

I have played with and against both methods. In my per-

sonal use of the strength discard, during five years' play with the best American players, attention has been called to but two tricks lost by my use of this system of discarding. During that period I have collected several hundred hands in which something has happened to the weakness discarder; often because the size of the card that has been thrown away was misleading; more frequently due to a discard which has unguarded a protection in the Dealer's suit and, occasionally, because the Leader had been in doubt and guessed wrong. I have made no attempt to count the numerous hands in which the weak discard has given me information which has located high cards, or the successful finesses, which might not have been taken, but for the assurance given by the adversary's discard.

But what is the use—the primary object of the game is amusement; and, to obtain this, personal views must necessarily be suppressed.

When a man sits down at the Bridge table, he wants to play—not to discuss methods—and he would rather acquiesce to any arrangement, than to advise the adoption of a system with which his partner has no sympathy, and which he will either mis-read or make no effort to understand.

THE "CHANGE THE SUIT" CALL

ALL Bridge players have experienced the agony of being forced to discard a great suit, thoroughly established, on the Dealer's lead; this often due to the fact that the partner has made two efforts to establish the suit he originally opened. Many times the continuation is sound; the Leader holds a re-entry card, and he has secured no information as to his partner's strength from the early development of the game.

We all sympathize with that constantly uttered regret, "Oh, partner, if I had only known that you had that suit!" and Bridge players the world over have felt the need of some conventional play that would indicate to the original Leader an adequate reason for a change of suit.

It is essential to good play that the Dealer's adversaries should each gain a definite knowledge of the other's holding. Any information that a play can convey is of inestimable help to them, and of little or no benefit to the Dealer who is the master of his own two hands.

The "Change the Suit" call is a sound convention which tends to minimize the Dealer's acknowledged advantage in playing the two hands. It is as follows: When the original Leader's partner has a great suit, one that is established or one that may be established by a single lead through the

Dummy hand, an echo should be made in the suit first led by the Dealer. In other words, an echo in the Dealer's suit is a command to the original Leader to abandon his own unestablished suit and to switch to his partner's declared strength.

The idea is, of course, based on the call for trumps in Whist; in which game an echo in any plain suit is a command to the partner to lead trumps. In Bridge it is used principally at No-trump, and its application is limited to an echo on the Dealer's lead.

The reader will naturally ask, "How, when but two suits have been led, can I determine which of the two remaining to choose?" The cards in the Leader's hand combined with those in the Dummy will usually simplify the selection. Should the Leader hold a re-entry in one of the remaining suits, it is obvious that he has been asked to lead the other. When it happens that both the Leader and the Dummy are weak in both suits, the preference should usually be given to the one of which the combined hands contain the fewer number of cards.

The convention may, moreover, be used to great advantage by the original Leader. How frequently he finds his suit hopelessly against him; perhaps he holds no re-entry and the Dealer in winning the first trick false-cards. It is then that the original Leader can use this echo to suggest, that his suit should not be returned.

The "Change the Suit" call may also be employed to some advantage on the Dealer's trump, or plain suit lead, to show great strength in one of the remaining suits; or by the original Leader to indicate that the first suit led is not to be returned; but its main importance is in the No-trump application.

Any new form of conveying an important suggestion through the medium of the cards should, however, be carefully explained to the adversaries. This is essential, so that it may fairly convey the same meaning to each player.

CARDS OF ENCOURAGEMENT AND DISCOURAGEMENT

THE last few years have developed a marked inclination toward the play of cards intended to encourage or discourage the partner's continued lead of a suit. The rapid growth of this convention in popular favour and its ready acceptance would seem to prove its utility.

The understanding is that, by playing the lowest card to your partner's high lead, you imply a dearth of assistance in that suit; and conversely, by retaining the lowest, you invite its continuation.

A high card lead at No-trump should be encouraged by the play of the middle card from Ace and two small, King and two small or Queen and two small cards. With four cards the lowest should be retained, and with five cards, the third best should be played.

The lead of an Ace in a No-trump hand, being indicative of great length and strength, usually calls for the best card; but, unless the Leader's partner holds the Queen, the soundness of this play is questionable.

At times, with a trump make, the game can be saved only by nimble running with high cards, and any indication of their position is a helpful addition to the adversaries' play.

When your partner has opened a Trump hand with an Ace, he is apt to welcome information that will direct his

second lead; therefore, if you hold the King of the suit opened, you should retain your lowest card. When your partner's short opening benefits your hand strength should be similarly indicated.

It must be admitted that in a Trump hand the Leader's partner may not be possessed of an encouraging card with which he can dispense; and that, at No-trump, a clever Dealer may deceive the Leader by holding up one or more small cards; but, on the whole, the favourable reception of this convention seems to prove it valuable, and for ordinary situations it is practical.

SECOND HAND PLAY

SECOND hand play is influenced principally by the cards exposed in Dummy, but the Declaration and the card led have a weighty bearing on the play.

An honour should be covered provided there is a possibility that covering will establish a lower card for either yourself or your partner.

Second hand play with a trump differs somewhat from No-trump play, in that Aces are more readily played with a trump make which, at No-trump, are often retained to shut out a suit.

The play of the second hand comes under three divisions. First, when you play before Dummy, in which case it is usually advisable to play higher than Dummy's best; second, when you play after Dummy; then generally play low to a low lead unless you hold two or more cards in sequence; and third, the Dealer's second hand play. For the last, general rules are not feasible, since the play depends entirely upon the particular combinations and their arrangement in the combined hands.

The following diagrams of second hand plays show the lead, the cards in Dummy and the cards held by the second hand player; unless otherwise noted, the Declaration is supposed to be a suit make and the lead a small card.

WHEN YOU PLAY AFTER THE DEALER

DEALER LEADS	YOU HOLD	IN DUMMY	PLAY
x	A Q x	K J x	A
x	A J x	K Q x	x
Q	A 10 x	x x x	x
x	A x x	K J x	x
10	K 9 x x	A Q J 5	King
Q	K 10 x	A J x x	King
Q	K x x	A J x x	King
Q	K x x	A J 10 9	Low
10	K x x	A J 6 5	King
J	K x x	A Q x	King
x	K x	A Q x x	Low
J	Q 10 x	A K x x	Queen
J	Q x x	A K 10 9	x
10	Q x x	A J x x	Queen
10	Q x x	A J 9 8	x
10	J x x	A x x	x

WHEN YOU PLAY AFTER THE DUMMY

DUMMY LEADS	YOU HOLD	DUMMY HOLDS	PLAY
J	A Q x	J x	A
x	A Q x	x x x	A
x	A J x	K x x	x
x	A J x	Q x x	x
x	A J x x	x x x	A
Q	A 10 x	Q J x	Low
x	A x x	x x x	x
x	K Q x	x x x	Queen
x	K J x	Q x x	x
Q	K 10 x	Q 6	King
Q	K x x	Q 10 x	King
Q	K 5 2	Q J 5	Low, cover when J is led
x	K x x	Q	x
x	K 6 5 3	Q x	Low
x	Q J x	x x x	Jack
J	Q x x	J x	Queen
J	Q x x	J 10 x	Low, cover when 10 is led

THE DEALER'S SECOND HAND PLAY

THE LEAD	DUMMY HOLDS 2ND HAND	DEALER HOLDS 4TH HAND	PLAY FROM DUMMY
9	A Q x	J 10 x	A
x	A Q x	x x	Queen (T) Ace or x (N T)
10	A J x x	x x x	A
Q	A 10 x	K x x	x
x	A 10 x	J x x	x
x	K J x	x x x	x (T) Jack (N T)
Q	K 10 x	x x x	King
J	K 9 x x	x x x	King
Q	K x x	x x x	x
J	K x x	10 x x	King
x	K x	Q x x	x (T) King (N T)
x	K x	J x x	x
x	K x	x x	King
J	Q x x	K x x	x
10	Q x x	K 9 x	Queen
x	Q x x	x x	x (T) Queen (N T)
x	Q x	A J x	x
x	Q x	A 10 x	x
x	Q x	A x x	Queen
x	Q x	K x x	x (T) Queen (N T)
x	Q x	J x x	x
x	J x	K x x	Jack
x	10 x	A J x	x

FORCING DISCARDS

INFORMATION of the most useful character is obtained from watching the discards; they illuminate the situations and frequently direct the Dealer's play.

We have all endured the agony of discarding on the Dealer's long suit, and can feelingly testify to the tremendous advantages that accrue from forcing discards.

This is one of the strongest weapons in the Dealer's possession. It tempts the adversaries to unguard honours in weak suits; it frequently obliges them to throw away perfectly good cards; and, what is of greater value to the Dealer, his opponent's discards locate finesses and reveal golden chances to throw the lead advantageously.

So thoroughly is the importance of forcing discards appreciated, that it is an uncommon occurrence for a good player to lead a suit of which he holds but six or seven cards—even though they include the Ace King Queen—if it is possible to first force a discard.

In fact, the Dealer should be careful not to indicate strength in several suits; the remainder of his hand will invariably be benefited by the continued lead of an established suit, and particularly if he takes pains so to vary his own discards as to conceal his ultimate object.

When four tricks in a suit are necessary for game and there are but three in sight, the needed fourth may often be gained

by first forcing a discard. Again, an extra round or two of trumps, before the strong suit is led, frequently tempts a discard which may react to the Dealer's benefit, since at times the adversary is uncertain as to the suit to keep.

When the Dealer is sure of every trick but one, it is important that he allow the opponent a chance to throw away the wrong card. Too frequently the Dealer concedes a trick which might, by a persistent lead, have been his.

Again, there are situations where the Dealer can so regulate his own discards as to win, no matter which of two cards the adversary throws away; many of the best double Dummy problems are founded on this principle.

A large percentage of the grand and little slams made are the result of errors in discarding provoked by the continued lead of a suit; it therefore behoves Bridge players generally to be fully cognizant of the value of forcing discards as a means to gain.

MEMORY

THERE is a common fallacy, mischievously rife, that to play good Bridge requires a fine memory. The real requisites are a knowledge of general principles, easily acquired by anyone, the power to concentrate, which is a matter of will, and experience to advance the knowledge and develop results from careful observation.

Anything that holds the interest aids the memory. With an acquirement of knowledge naturally comes an increase in memory. Even the knowledge of the simplest rules helps to recall the play of certain cards.

To tell your partner anything about the condition of your hand, you must first follow a systematic and generally understood method of selecting a suit and a card to lead. These leads have a definite object which must next be understood. Each card is played with a purpose, and, whether it succeeds or fails, provided the purpose is understood, the result is noted and remembered; and a like play lodges itself in the memory in relation to this previous knowledge and experience.

The more you notice, the easier it is to retain in your mind what you have noticed; and it is noteworthy, too, that each play recollected keeps alive the attention and increases the memory, and every act of attention to a rule helps to recall the play.

It is necessary to concentrate before you can observe; the failure to note the play of a card is not lack of memory, but lack of heed, and the memory is unjustly blamed when the fault is entirely due to inattention. How often have we heard a player say that he has forgotten a certain card when, as a matter of fact, he has simply failed to observe it. You cannot forget what you never knew.

Thus it is apparent that mere memory has far less to do with qualifying a player than has study, concentration and, as a natural consequence—inference.

Observation always infers, and each inference leads you to another, all mentally assisting the player to understand the lines along which the game is progressing.

Each card played, even the smallest, bears some relationship to another; and their association, one with the other, helps the player to remember them.

Although some Bridge players still cling to the antiquated system of counting the entire 52 cards, this is quite unnecessary; 26 cards are seen, and therefore but 26 need be counted. In other words, simply combine your cards with those in Dummy and count only the unseen cards. When you are the Dealer and hold eight trumps in the combined hands, all that you need count are the five that are against you. This is equally true when you play against the Dealer. When you open a five-card suit and there are four in Dummy, there are but four to watch for and count.

It is a very difficult matter to remember every card in hand; yet it is not hard to recollect their distribution, and to observe how the cards in a particular hand are placed is to aid the memory.

PLAYING SLOWLY

BRIDGE abounds with situations that must be learned. Those which occur most frequently are embraced in the preparatory schooling for the game. Elementary play should be at one's fingers' ends, and not evolved by a deliberative process of reasoning which bores every other person at the table. It may truthfully be said that an occasional mistake is preferable to an irritating delay.

The Dealer should consume a uniform length of time in deciding on a Declaration. Spasmodic announcements of his intention, at intervals varying from a few seconds to a few minutes, give information and bring commiseration for the partner.

Above all, players should be careful to avoid hesitancy in doubling, since indecision in that respect is as good as a hint to everybody at the table.

Continued hesitancy and nervous indecision are serious faults in Bridge, and every player should strive to avoid them. They are by turns unfair, as enlightening your partner, and indiscreet, as presenting a valuable clue to your adversaries.

Deliberation at the beginning of a hand, when the values of the cards are being weighed and the plan of campaign is being outlined, should not be confounded with hesitation. In fact, this moment's pause after the opening is necessary, and it should be encouraged.

It is not suggested by these remarks that every Bridge hand should be rushed through as if the player were in a hurry to catch a train. One extreme is just as reprehensible as the other. Nor should players indicate signs of impatience at the slowness of others, for not infrequently an unusual distribution of cards may disturb the entire plan of play, or a critical ending require thought.

Try to play each card with uniform speed, and bear in mind that a certain amount of celerity adds to the pleasure of the game.

YOUR PARTNER

A SUCCESSFUL partnership game must be based on perfect faith and confidence between partners. Both should aim to give accurate information, and each should accept implicitly every confidence reposed, conforming cheerfully to the other's indicated wish, unless he is willing to assume the entire responsibility of the hand.

If your partner is a superior player, try to play up to him; when he is inferior, make your play correspond as nearly as possible to his powers of comprehension. The good Bridge player takes as much interest in playing for his partner's hand as he does in the success of his own.

At the start of the game do not interject any suggestion that may cause an element of discord. When you cut a partner, accept him as he is, not as you might wish him to be. If he has certain ideas about the game which are not in accordance with yours, or, if he takes the losing seats or cards, do not voice your objections. It is better to start the game with unanimity of opinion than to show displeasure by word or action, either of which may quite seriously impair the feeling of confidence that should exist between you.

When your partner makes a palpable blunder it is well to remember that you will not add to his enjoyment of the game by pointing out his mistake. He is likely enough conscious of his error, and will neither be grateful if you hold it to

general view nor be over-impressed with your powers of discernment; besides, you yourself may have the same unpleasant experience before the rubber is over.

A grain of encouragement is worth a pound of scolding in Bridge, and when your partner is playing in fear of your adverse criticism, you may rest assured that your combined efforts are not likely to be crowned with success.

Guard your reputation for reliability and straightforwardness; play the weak hands as interestedly as the strong. Let your manner be such that no one can tell from it whether you are a winner or a loser; and bear in mind that one carefully played game is worth any number of slipshod careless efforts, which are disconcerting to your partner and the delight of your adversaries.

LUCK

UNQUESTIONABLY luck enters largely into Bridge. It may continue, with favorable results, indefinitely; and it may reverse itself abruptly and run for a prolonged period in a counter-current.

Whoever is favoured by fortune may take all manner of chances and succeed, but when fortune frowns, everything goes wrong. You cut the poorest player at the table; if your personal misplay costs a trick, that trick loses the game or the rubber, while the misplay of the adversary blindly leads him to success.

Luck seems, however, to even itself in time; and uniform good play—no matter what the luck may be—will ultimately triumph over bad play.

Do not ascribe to bad luck the result of bad play, or credit—with undue optimism—to good play what is merely the development of good luck. Remember that skill, independently of the intellectual gratification it gives, will prove an ample and material remuneration in the long run for the pains bestowed in acquiring it.

In assigning the events of Bridge to luck, be first assured that they are due to luck. If so, press good fortune while it lasts, and do not linger too long when it refuses to smile.

Don't force your luck; to force luck means to attempt to make it—a most idle task. Bear in mind that the imperturb-

able loser is a welcome companion at Bridge; but the chronic complainant, who rails persistently at his bad fortune, is a pessimistic partner and a peevish adversary.

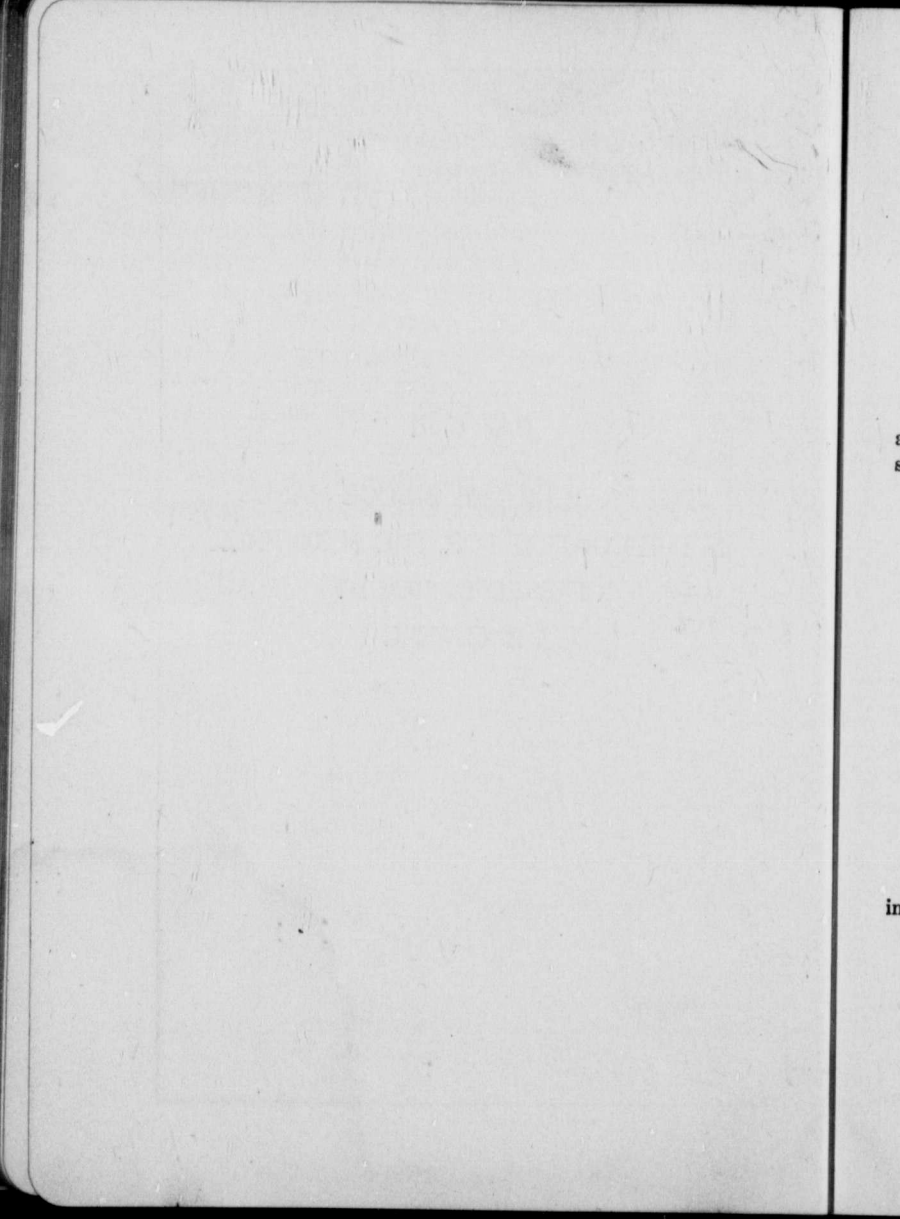
A popular fallacy exists that there is a better chance of winning the fourth rubber after losing three. It is an absurd belief, and has foundation neither in fact or theory. There is a law of percentage which is unvarying; and it applies as directly in the fourth rubber as it does in the first, and as rigidly in the fortieth as it does in the twentieth.

Human nature tempts mortals to lose more than they can win, sometimes more than they can afford; therefore, establish a limit for your losses and adhere rigidly to it. The winning points will take care of themselves.

PART III

THE PLAY OF THE BRIDGE HANDS
IN THE CONTEST FOR THE \$1,000 PRIZE
OFFERED IN 1906 BY

J. B. ELWELL



THE CONTEST HANDS

THE DECLARATION

What should you do (as regards the Declaration), being Dealer and holding the following cards at the specified scores? The Dealer's score is given first.

1

♥ A K 8
♣ A Q 6
♦ 10 8 7 6 2
♠ 5 3

SCORE 10-6—Rubber Game

2

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

SCORE 0-0—Rubber Game

3

♥ A 9
♣ 3
♦ A J 10 8
♠ J 10 8 5 4 3

SCORE 0-0—First Game

4

♥ A Q 8 5
♣ A Q 10 7 6 4
♦ 6
♠ 8 3

SCORE 12-12—First Game

What Declaration should be made by Dummy holding the following cards at the specified scores?

5

♥ A 9 6 3
♣ Q 10 8 4 3
♦ J 8
♠ A J

SCORE 4-8—First Game

6

♥ K Q 9 6
♣ Q 6 4
♦ K 9 6 2
♠ A 8

SCORE 0-0—First Game

- HAND No. 1. NO-TRUMP**—This hand is too good to pass. The Dealer cannot expect other than a Spade make from his Partner; and there is a better chance to win two odd at No-trump than four odd at Diamonds.
- No. 2. HEARTS**—The strength of this hand is in the Spade suit; which, with a trump honour in Dummy, may be established and made. Dummy would probably declare Diamonds on a pass; and, with no Diamonds in the Dealer's hand, it seems most improbable that the game could be won.
- No. 3. NO-TRUMP**—The Declaration is attended by some risk, but the length of the Spade suit justifies the make. The hand is too strong to pass; Clubs would be the probable Declaration, although a Heart make is not unlikely. A Diamond make is ultra-conservative; it offers little possibility of game.
- No. 4. CLUBS**—The Club make offers an excellent chance for game. In fact, the Declaration presents the same possibilities, at this score, as a Diamond make—with equal strength—would offer at a Love score. There is no hope for a passed Heart or No-trump make, and a weak Diamond declaration by Dummy might result in the loss of game. A Heart make merits some consideration; it, however, cannot be classed as sound. The game may be lost by a double or the hand ruined by a force.
- No. 5. CLUBS**—There is but one certain trick in the red suits; and, for that reason, the hand is rather weak for a passed No-trump make. Also, three odd tricks are required as against the opponent's two; and, as the hand

offers but a small chance for game it should be saved by a club make.

- No. 6. **NO-TRUMP**—The red suits are guarded, and the Dealer may be expected to have some strength in black. A Heart make, however, with this hand cannot be considered incorrect; the loss of the game is less likely, and there is greater probability of securing an Honour score. The No-trump Declaration, however, offers a better chance for game.

OPENING LEADS

Which card should be led, holding the following hands at the specified Declaration? Score 0-0—First Game.

7

♥ Q 8 6
 ♣ Q 8 7 5
 ♦ A 8
 ♠ K 9 8 5

Original Declaration Hearts

8

♥ 5 3 2
 ♣ Q 8 6
 ♦ K J 7 3
 ♠ A 7 4

Original Declaration Hearts

9

♥ K J
 ♣ 8
 ♦ A 8 6 3
 ♠ J 9 8 7 6 4

Passed Declaration Hearts

10

♥ A Q J 4
 ♣ J 9 3
 ♦ 8 6
 ♠ 10 6 4 2

Passed Declaration Diamonds

11

♥ A J 8 5
 ♣ Q J 10
 ♦ 8
 ♠ Q 9 7 5 3

Passed Declaration Clubs

12

♥ A K 7
 ♣ K 10 9 6 5 3
 ♦ Q 3
 ♠ 6 2

Original Declaration Hearts

HAND No. 7. 5 OF CLUBS—The Spade King is more likely to make if that suit is not opened. The Diamond Ace may establish a suit for the adversary; and, in any case, the Leader is reasonably sure of a trump trick.

No. 8. 3 OF DIAMONDS—The hand offers but two leads, a Diamond or a Spade. Although a tenace suit should usually be avoided, in this instance the 3 of Diamonds is a better opening lead than the Ace of Spades, which might establish a suit for the opponent.

No. 9. ACE OF DIAMONDS—There is a close question between the Ace of Diamonds and the 8 of Clubs. Both leads have been adjudged correct. The Diamond is probably Partner's long suit, and the lead allows a view of the exposed hand.

8 OF CLUBS—As both Ace and Queen of Hearts may be in Dummy, there is no certainty that either trump honour will make; the lead of the singleton may therefore result in a ruff.

No. 10. ACE OF HEARTS—The strength of the hand does not justify an original trump opening; and, in view of the Dealer's pass, the weak Spade suit is not a good lead. That a Club would be a bad opening is unquestionable. The Ace of Hearts is the best of four poor leads. The exposed hand may suggest a means of securing the two additional tricks necessary to save game.

No. 11. 8 OF DIAMONDS—In view of the Dealer's pass and of Dummy's Club Declaration, it is fair to assume that the Diamond is the Partner's strong suit. By this lead more than one trump trick may perhaps be made. The Heart tenace should be avoided, and the Spade is a poor lead up to the passed hand.

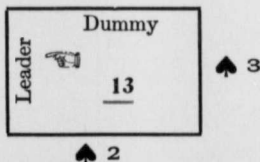
No. 12. **6 OF CLUBS**—The lead of this suit may force, and thereby weaken, the strong trump hand; there is also a possibility that the Partner may be short in Clubs. The 6 of Spades, however, is not without merit as a game saving lead.

SECONDARY LEADS

Having won the first trick with the underlined card, and holding the following hands at the specified scores and Declarations, what should be the second lead?

♥ K 10 2
 ♣ 9
 ♦ Q 7 4 3 2
 ♠ Q 10 5 4

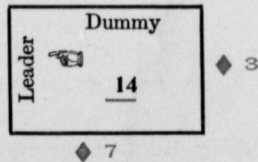
♥ 9 8
 ♣ A 2
 ♦ 10 9 6 5
 ♠ A K J 9 8



Original Heart SCORE 0-0—First Game

♥ A J 10 8 4 2
 ♣ 8 3
 ♦ 2
 ♠ K 6 4 2

♥ 7 3
 ♣ Q J 5 2
 ♦ A K J 9 5
 ♠ Q J



Original No-trump SCORE 8-12—Rubber Game

♥ 8 6
 ♣ Q 10 7 5
 ♦ 8 5
 ♠ J 9 6 4 3

♥ A <u>K</u> Q 2 ♣ 9 8 6 ♦ 10 6 ♠ Q 10 5 2	Dummy Leader <u>15</u>	♥ 3
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♥ 4

Original No-trump SCORE 0-0—First Game

♥ 6 5 4
 ♣ K J 3
 ♦ A Q 5
 ♠ Q 5 4 3

♥ A 3 ♣ 9 6 5 ♦ 9 8 4 2 ♠ A <u>K</u> 10 6	Dummy Leader <u>16</u>	♠ 9
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♠ 7

Original Heart SCORE 0-0

HAND No. 13. 9 OF HEARTS—The Dealer is clearly marked with length in Clubs; the best chance to save the game is, therefore, to exhaust Dummy's trumps before the Club ruff is established. If the Spades are continued the Dealer may ruff. The Diamond lead may clear a trick for Dummy and, at the same time, enable the Dealer to establish two Club ruffs in the weak trump hand.

No. 14. QUEEN OF CLUBS—As the Partner neither attempts to unblock the Diamond suit nor shows any

sign of encouragement, the dealer is marked with the Queen and three or more Diamonds; and, unless the 10 of Diamonds is with the Partner, two leads may be re-required through the Dealer's hand. The Declaration marks the Dealer with the two black Aces, and, unless the Partner can stop the Heart suit, the game is lost. Assuming that one of the black Aces might be with the Partner, the Club is a better lead than the Spade; the Club may enable the partner to obtain the lead. If, as is probable, both Aces are with the Dealer, the Club is a better lead, since the Partner may hold the King. The Queen of Clubs should be given the preference over the low lead; it may be necessary to build up one or more re-entry cards in the Partner's hand, so that he may lead through the Dealer's Diamonds; another reason for the high Club lead is that the Dealer may hold the Ace, King and 10 of Clubs.

No. 15. **10 OF DIAMONDS**—Inasmuch as the partner does not attempt to unblock, the Dealer is marked with four or more Hearts. A continuation of the Heart suit would eventually establish it for the Dealer; in addition, should Partner hold Jack and one, Jack alone or 10 and 9, a second Heart lead might lose a trick. Should the Dealer hold the Ace and Knave of Clubs, a Club lead might be disastrous. In view of Dummy's long suit the Spade lead is dangerous. Diamond is marked as the Partner's suit; the 10 will help to clear it and, should he find it necessary to protect an honour in the suit, the 10 can be passed. The Diamond lead may also force the Dealer to develop the Spade or the Club suit, necessarily to the Partner's advantage.

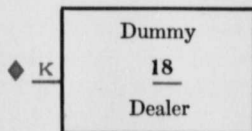
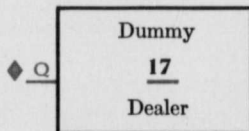
- No. 16. **ACE OF SPADES**—Partner can have but one other Spade; and, although there is a temptation to lead through the Club or the Diamond tenace, a ruff of the third round of Spades saves the game.
- No. 17—The Dealer should win the first Diamond trick, saving Dummy's Ace for re-entry. Unless the King of Hearts is on the right side and the Queen of Clubs but once guarded, the game cannot be won. The Dealer should lead the 4 of Clubs and win with the King. The Queen of Hearts should now be led and, if not covered, the Dealer should play the 9; this to prevent a three times guarded King from making. The 8 of Hearts can then be led on which the Dealer may play the 7. When trumps are exhausted the Ace and a small Club should be led. The Ace of Diamonds allows Dummy to make the remaining Clubs.
- No. 18—Dummy should ruff the first Diamond trick and lead the King of Spades. If the adversary continues Diamonds, the 6 of Clubs should be discarded. If a third round of Diamonds is led the Dealer can trump, and without finessing should take two rounds of trumps. If a Club is led, the Ace and King of trumps should be played and the remaining trumps forced with Spades. Unless there are five trumps in one of the opponent's hands the game must be won.

COMBINING THE TWO HANDS

How should the following hands be played at the specified scores and declarations? The underlined card at the left indicates the lead.

♥ Q 8 3
 ♣ A K 7 5 3
♦ A 9
 ♠ 6 5 3

♥ A K J 8 4
 ♣ A 6
♦ —
 ♠ K Q J 8 5 2



♥ A J 10 9 7
 ♣ J 6 4
 ♦ K 5
 ♠ 7 4 2

♥ 10 5
 ♣ 10 9 7 5 3 2
 ♦ 8 4
 ♠ 10 6 3

Original Heart
 SCORE—Love All
 First Game

Passed Heart
 SCORE—8-16
 First Game

NOTES ON HAND 19

TRICK 1—The Diamond suit should be unblocked by playing the King on the Ace. If A has led from a suit of four and B returns the Diamond lead, a losing card may be discarded.

TRICK 2—As the Queen of Clubs is useless to the Dealer he may, by playing it, induce B to change the suit.

TRICK 5—The Spade finesse should not be taken at this point, for if B holds the King of Spades the Dealer cannot win the game; and, provided B holds the King of Hearts once or twice guarded, the game can be won without the Spade finesse. The Dealer's best play is therefore to place the lead in Dummy with a Diamond, the one risk incurred by this lead being the possibility that A originally led from a suit of six cards.

TRICK 7—The Dealer must overtake the 8 of Hearts, for if A holds two trumps the King will fall on the Ace lead.

TRICK 9—B reasons that to ruff would be to lose the King of trumps and game.

The Dealer, to win the game, must rid his hand of the superfluous trump—"The Grand Coup"—and this before B is permitted to discard another Spade.

THE "GRAND COUP"

♥ Q 8
 ♣ 9 5 3 2
 ♦ Q J 10 7
 ♠ A Q J

♥ 2
 ♣ 10 8 6 4
 ♦ 9 8 5 4 2
 ♠ K 3 2

	Y	
A	No. <u>19</u>	B
	Z	

♥ K 6 4 3
 ♣ A K J
 ♦ A 3
 ♠ 10 9 8 7

♥ A J 10 9 7 5
 ♣ Q 7
 ♦ K 6
 ♠ 6 5 4

The score is Y-Z-0; A-B-8. Rubber Game.

Z deals and declares Hearts; A leads the 4 of Diamonds. Give what you consider the best play of the hand, as if it occurred in an ordinary game, with but one (Y's) exposed hand.

TRICK	A	Y	B	Z
1	♦ 4	♦ 7	♦ <u>A</u>	♦ K
2	♣ 4	♣ 2	♣ K	♣ Q
3	♣ 6	♣ 3	♣ J	♣ 7
4	♣ 8	♣ 5	♣ A	♥ 9
5	♦ 2	♦ <u>10</u>	♦ 3	♦ 6
6	♥ 2	♥ <u>Q</u>	♥ 3	♥ 5
7	♦ 5	♥ 8	♥ 4	♥ <u>10</u>
8	♠ 2	♠ <u>J</u>	♠ 7	♠ 4
9	♦ 8	♦ Q	♠ 8	♥ <u>7</u>
10	♠ 3	♠ <u>Q</u>	♠ 9	♠ 5
11	♦ 9	♦ J	♠ 10	♠ 6
12	♠ K	♠ A	♥ 6	♥ <u>J</u>
13	♣ 10	♣ 9	♥ K	♥ <u>A</u>

The Dealer wins four odd tricks and game.

NOTES ON HAND 20

TRICK 2—The Dealer now has a choice between the Spade and the Club finesse. The Spade should be given the preference; the Club lead would deprive Dummy of a possible re-entry card, it might establish a trick or two in the suit for an adversary, and could gain only in case B holds the once guarded King.

TRICK 3—A continuation of the Spade suit would inform the adversaries that the suit is blocked; while the lead of the Queen of Clubs tempts a cover before this situation is indicated; B must necessarily refuse to win this trick.

TRICK 6—The Dealer reasons that the best chance for two Heart or two Club tricks, is to place the lead with A.

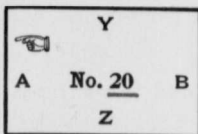
TRICK 7—As the Dealer hopes to force A to lead Clubs, the refusal to cover this trick gives the Dealer command of the suit on the second and third rounds.

TRICK 10—Unless A holds two Clubs and two Diamonds, the game cannot be won; the King of Diamonds must therefore be sacrificed in order to force a Club lead.

THROWING THE LEAD

♥ Q 4 3
 ♣ J 10 8
 ♦ J 7
 ♠ 10 8 7 5 4

♥ J 8 2
 ♣ 9 7 6
 ♦ A Q 10 9
 ♠ 9 3 2



♥ K 9 7 6
 ♣ K 5 4 3
 ♦ 6 4 3
 ♠ Q 6

♥ A 10 5
 ♣ A Q 2
 ♦ K 8 5 2
 ♠ A K J

The score is Y-Z—0: A-B—12. Rubber Game.

Z deals and declares No-trump; A leads the 9 of Diamonds. Give what you consider the best play of the hand as if it occurred in an ordinary game.

TRICK	A	Y	B	Z
1	♦ 9	♦ J	♦ 3	♦ 2
2	♠ 2	♠ 4	♠ 6	♠ J
3	♣ 6	♣ 8	♣ 3	♣ Q
4	♠ 3	♠ 5	♠ Q	♠ A
5	♠ 9	♠ 7	♣ 4	♠ K
6	♦ <u>10</u>	♦ 7	♦ 4	♦ 5
7	♥ J	♥ 3	♥ 6	♥ 5
8	♥ 8	♥ Q	♥ K	♥ A
9	♥ 2	♥ 4	♥ 7	♥ 10
10	♦ Q	♠ 8	♦ 6	♦ 8
11	♦ A	♠ 10	♥ 9	♦ K
12	♣ 9	♣ 10	♣ K	♣ A
13	♣ 7	♣ J	♣ 5	♣ 2

The Dealer wins three odd tricks and game.

NOTES ON HAND 21

TRICK 1—B must not overtake, as, to do so, would establish the 10 of Spades for Dummy.

TRICK 3—The Diamond finesse must be taken; since, if B held Knave, 10, 9, 7, he would have led the Knave. A's play of the 10 marks him out of Diamonds; and, as he originally held but four Spades, his hand must now contain eight cards of the two remaining suits.

TRICK 6—With the imperfect fourchette in Clubs, A must cover.

TRICK 7—The Dealer can now absolutely count A with two Hearts, two Spades and two Clubs.

TRICK 8—Many contestants overlooked the play at this point. The Dealer must lead the Ace of Diamonds and thus force A to discard. Should A discard a Heart, the Dealer continues Hearts to force further discards; should A discard a Spade, the Dealer can establish a Spade trick for Dummy. With either discard the result is the same; but A's best play is the Club, since the Dealer may not have the remaining Club to lead.

TRICK 11—The Dealer now places A in the lead, thus compelling him to lead Hearts.

FORCING A DISCARD

♥ 8 6 4
 ♣ A J 9 6
 ♦ 6 4
 ♠ 10 9 8 6

♥ 10 5 3 2
 ♣ K 10 7 2
 ♦ 10
 ♠ K Q J 7

Y			
A	No. <u>21</u>	B	
Z			

♥ K 9
 ♣ 4 3
 ♦ K J 9 7 5 3 2
 ♠ A 5

♥ A Q J 7
 ♣ Q 8 5
 ♦ A Q 8
 ♠ 4 3 2

The score is Y-Z—0; A-B—26. Rubber Game.

Z deals and declares No-trump; A leads the King of Spades. Give what you consider the best play of the hand as if it occurred in an ordinary game.

TRICK	A	Y	B	Z
1	♠ <u>K</u>	♠ 6	♠ 5	♠ 2
2	♠ 7	♠ 8	♠ <u>A</u>	♠ 3
3	♦ 10	♦ 4	♦ 7	♦ <u>Q</u>
4	♣ K	♣ <u>A</u>	♣ 3	♣ Q
5	♥ 2	♥ 4	♥ 9	♥ <u>Q</u>
6	♣ 10	♣ <u>J</u>	♣ 4	♣ 8
7	♥ 3	♥ 6	♥ K	♥ <u>A</u>
8	♣ 2	♦ 6	♦ 2	♦ <u>A</u>
9	♣ 7	♣ <u>9</u>	♦ 3	♣ 5
10	♠ J	♣ <u>6</u>	♦ 5	♦ 8
11	♠ <u>Q</u>	♠ 10	♦ 9	♠ 4
12	♥ 10	♥ 8	♦ J	♥ <u>J</u>
13	♥ 5	♠ 9	♦ K	♥ <u>7</u>

The Dealer wins four odd tricks and game.

NOTES ON HAND 22

TRICK 2—As A may hold the Ace Queen 10 or the Queen and 10 of Clubs alone, the Club finesse must be taken.

TRICK 3—From A's play of the Club 10, B can mark the Dealer with a six card Club suit. It is therefore important that the Dealer be deprived of his re-entry card before the Club suit is established. It is to be assumed that A holds the King of Hearts; therefore, in all probability, Z's re-entry is the Ace of Diamonds. B's best play is the King of Diamonds. The lead may lose a trick, but it is the only sure means of saving the game.

By playing the Ace of Diamonds the Dealer saves game. He is assured of two Heart and two Diamond tricks, a Club, and at least one Spade trick; whereas a failure to make two Diamond tricks might cost the game. There is a possibility of winning game if A holds the Ace of Clubs, but from B's play this seems improbable.

TRICK 5—The Club suit is hopeless; and, to win the odd trick the Spade suit must be started. The King of Spades is clearly marked in B's hand by his play of the Diamond King.

TRICK 7—The low Spade compels B to win the trick; nothing can be gained by the lead of the Ace.

TAKING OUT AN ADVERSARY'S RE-ENTRY CARD

♥ K 10 8 6	♥ A 5 3 2	♥ J 9 4	
♣ 10	♣ K J 8	♣ A Q 7	
♦ 9 8 3 2	♦ Q 6	♦ K J 10 7	
♠ 10 9 7 4	♠ A Q 8 3	♠ K J 6	
	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <p style="text-align: center;">Y</p> <p style="text-align: center;">A No. 22 B</p> <p style="text-align: center;">Z</p> </div>		
	♥ Q 7		
	♣ 9 6 5 4 3 2		
	♦ A 5 4		
	♠ 5 2		

The score is Y-Z—6; A-B—12. Rubber Game. Z deals and passes the make; Y declares No-trump; A leads the 6 of Hearts. Give what you consider the best play of the hand as if it occurred in an ordinary game.

TRICK	A	Y	B	Z
1	♥ 6	♥ 2	♥ J	♥ Q
2	♣ 10	♣ J	♣ Q	♣ 2
3	♦ 3	♦ 6	♦ K	♦ A
4	♦ 2	♣ K	♣ 7	♣ 3
5	♠ 4	♠ 3	♠ J	♠ 2
6	♦ 8	♦ Q	♦ 7	♦ 4
7	♠ 7	♠ 8	♠ K	♠ 5
8	♦ 9	♣ 8	♦ J	♦ 5
9	♠ 9	♥ 3	♦ 10	♣ 4
10	♠ 10	♥ 5	♣ A	♣ 5
11	♥ 8	♥ A	♥ 9	♥ 7
12	♥ 10	♠ A	♠ 6	♣ 6
13	♥ K	♠ Q	♥ 4	♣ 9

The Dealer wins the odd trick.

NOTES ON HAND 23

TRICK 1—As A's lead indicates a four-card suit, B can mark the Dealer with four Hearts.

TRICK 2—The Club suit must be established; the Dealer hopes that B holds the King of Clubs alone, in which event, the game can be won.

TRICK 4—B can now mark the distribution of the cards in each of the suits. As A held a singleton Club and his long suit was one of four cards, he must hold eight cards in the two remaining suits; undoubtedly divided four and four; otherwise, he would have originally opened a five-card suit.

The Dealer is therefore marked with one Diamond, three Spades, four Hearts and five Clubs.

B must lead the Ace of Diamonds as the Dealer may hold the King alone.

A cannot lose by playing the 10 of Diamonds, and it may perfect a tenace if the Queen and 9 are in B's hand.

TRICK 7—The Dealer cannot afford to discard a Heart, since the King might be led through and captured. By discarding the high Club he unblocks the Clubs in Dummy.

TRICK 8—It is useless for A to overtake the 10 of Hearts; unless B holds another Heart, the Dealer may be forced to lead the suit.

AN INFERENCE

♥ 6 3 2
 ♣ Q 9 8 5
 ♦ J 7 4 2
 ♠ 5 2

♥ A J 7 4
 ♣ J
 ♦ K 10 5 3
 ♠ 10 8 6 4

Y		
↖	No. 23	↗
A		B
Z		

♥ 10 9
 ♣ K 7 2
 ♦ A Q 9 8
 ♠ Q J 9 7

♥ K Q 8 5
 ♣ A 10 6 4 3
 ♦ 6
 ♠ A K 3

The score is Y-Z—6; A-B—12. Rubber Game.

Z deals and declares No-trump; A leads the 4 of Hearts. Give what you consider the best play of the hand as if it occurred in an ordinary game.

TRICK	A	Y	B	Z
1	♥ 4	♥ 2	♥ 9	♥ K
2	♣ J	♣ 5	♣ 2	♣ A
3	♦ 3	♣ Q	♣ K	♣ 3
4	♦ 10	♦ 2	♦ A	♦ 6
5	♦ K	♦ 4	♦ 8	♠ 3
6	♦ 5	♦ 7	♦ 9	♣ 4
7	♠ 4	♦ J	♦ Q	♣ 10
8	♥ 7	♥ 3	♥ 10	♥ 5
9	♠ 6	♠ 2	♠ Q	♠ A
10	♠ 8	♣ 8	♣ 7	♣ 6
11	♠ 10	♣ 9	♠ 7	♥ 8
12	♥ J	♠ 5	♠ 9	♠ K
13	♥ A	♥ 6	♠ J	♥ Q

The Dealer loses the odd trick.

NOTES ON HAND 24

TRICK 1—Should the double finesse in Clubs be successfully taken, a small slam might be made; but, should B hold the Knave or King of Clubs, the Dealer would—in all probability—be deprived of the Ace of Hearts before the Spade suit was unblocked.

The finesse therefore necessitates too much risk; the game is assured and the first trick must be taken with the Club Ace.

TRICK 3—The Dealer should overtake the Queen of Spades to make five Spade tricks; for, if an adversary holds four Spades to the Knave, the game cannot be won by passing the Queen.

PLAYING TO WIN A CERTAIN GAME

♥ 8 6 4		♥ K J 10 9
♣ A Q 6 3 2		♣ 9 8
♦ A 9 4		♦ Q J 10 5 3
♠ A Q		♠ 3 2
♥ Q 5 2	<div style="text-align: center;">Y</div> <div style="text-align: center;">A No. <u>24</u> B</div> <div style="text-align: center;">Z</div>	
♣ K J 7 4		
♦ K 7 2		
♠ J 7 6		
♥ A 7 3		
♣ 10 5		
♦ 8 6		
♠ K 10 9 8 5 4		

The score is Y-Z—6; A-B—22. Rubber Game.

Z deals and passes the make. Y declares No-trump; A leads the 4 of Clubs. Give what you consider the best play of the hand as if it occurred in an ordinary game.

TRICK	A	Y	B	Z
1	♣ 4	<u>♣ A</u>	♣ 8	♣ 5
2	♠ 6	<u>♠ A</u>	♠ 2	♠ 4
3	♠ 7	♠ Q	♠ 3	<u>♠ K</u>
4	<u>♠ J</u>	♥ 4	♦ 3	♠ 10
5	<u>♦ K</u>	♦ 4	♦ 5	♦ 6
6	<u>♦ 7</u>	<u>♦ A</u>	♦ 10	♦ 8
7	♥ 2	♥ 6	♥ 9	♥ A
8	♣ 7	♣ 2	♥ 10	<u>♠ 9</u>
9	♣ J	♦ 9	♥ J	<u>♠ 8</u>
10	♦ 2	♣ 3	♣ 9	<u>♠ 5</u>
11	<u>♣ K</u>	♣ 6	♦ J	♣ 10
12	♥ 5	♥ 8	♥ K	♥ 3
13	♥ Q	♣ Q	<u>♦ Q</u>	♥ 7

The Dealer wins two odd tricks and game.



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