

TO THE AUTHOR

STOP

LOOK

1920

158

LISTEN



NOTES  
ON AUCTION  
FOR THE  
AVERAGE  
PLAYER



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Appreciation  
to the Author of

Notes on Auction for

the Average  
Player

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To  
Good Cards Well Played

1920  
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## FORENOTE

To the experienced player who has really devoted attention and study to the game, no less than to the tyro who has not learned the rudiments, this booklet can have no appeal. It is intended for the average player who knows the rules—or some of them—but has neither the time, patience nor inclination to read one or other of the authorities and yet has an earnest desire to improve his game.

I have tried to compress within half an hour's reading some of the more important rules of bidding and play, with, where it is thought necessary, explanations of the Laws of Auction. Little or no argument has been made on controversial points. The most up-to-date and generally accepted opinion has simply been stated.

We Canadians play by the American Rules and I desire to express my keen appreciation to the New York Whist Club for the splendid September, 1920, Auction Bridge Code and to thank them for the permission to make use of their copyrighted Code.

December 1, 1920.

A. G. B. C.



## THE LAWS

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### Preliminaries:

**T**HE GAME OF AUCTION is played with two packs of ordinary cards, having different backs, each pack containing four suits of thirteen cards of the thirteen denominations.

A table consists of from four to six players.

In drawing cards for partners, as between cards of equal denomination, Spades are low, Hearts next, Diamonds next, and Clubs highest. The players who draw the two lowest cards play against the next two lowest. Whoever draws the lowest card becomes the dealer of the first hand and has the choice of packs and seats. He may consult with his partner before choosing. The third lowest has the choice of two remaining seats. The fifth and sixth players enter the game at the end of the first rubber.

When drawing cards, should anyone show two or more cards, he must draw again.

The player to the left of the dealer shuffles the pack to be dealt, and, after having been cut by the player to the right of the dealer, the cards are dealt singly and in rotation from left to right.

## NOTES ON AUCTION

If the cut leave fewer than four cards in the top or bottom of the pack, or if during it any card be faced or displaced, or there be any doubts as to where the pack was divided, or any player shuffles after the cut, there must be a new shuffle and a new cut.

The dealer's partner shuffles the still pack and then places it between second and third hands.

Should a player during the deal look at any of his cards, opponents score 25 points in honours.

### **New Deals:**

At Bridge, as all through life, carelessness, negligence and ignorance is penalized, and while it is not intended to post you on all the rules, there are some which everyone should know and act upon.

There must be a new deal when the cards are not dealt in rotation into four distinct parts; or if, during the deal, a card be found faced in the pack or exposed on the table or below it; or if one player has more than thirteen cards, and another less; or if the pack be imperfect.

When the cards have been dealt out of turn, anyone who has not looked at his cards may demand a new deal and when the cards have not been cut, or a player has dealt with the wrong pack, either of the adversaries may demand a new deal. In case of a deal with the wrong pack, the next dealer may choose either pack for the remainder of the rubber.

## *THE LAWS*

On taking up his cards every player should make sure that he has thirteen because should the others have thirteen each—and the pack be perfect—the missing card, if found, becomes his and unless he be Dummy his side is penalized for any revoke or revokes as if the missing card had been dealt him.

### **Bidding:**

The dealer is entitled to bid first and thereafter each player to his left in turn must pass, bid, double or re-double.

Should any bid be made out of turn either opponent of the offender may cancel it. The proper player then proceeds with the declaration and the partner of the out of turn bidder must pass whenever his turn comes to bid.

However, should the player on the left of the out-of-turn bidder continue the bidding without comment, the offence is condoned. On the other hand, when the player on the right of the out-of-turn bidder is the proper declarer and declares without comment, that declaration not only cancels the out-of-turn bid but the partner of the out-of-turn bidder cannot take any further part in the bidding.

A player who by a slip of the tongue names a suit he did not intend to name may correct his mistake, provided the next player has not declared, otherwise, any attempt to change a bid is penalized as a bid out of turn.

## NOTES ON AUCTION

Should a player declare "pass" out of turn, the opponents can accept same, but, if not, the offender may not thereafter double or redouble unless the declaration he passed be overbid, doubled or redoubled.

When attention is called to an insufficient bid, such bid must be made correct and if the opponent to the left pass the insufficient bidder's partner may not re-enter the bidding unless an opponent subsequently bid or double.

### Score:

Odd tricks are those won by the Declarer in excess of six.

At No Trumps each odd trick entitles one to ten points; at Spades to nine; at Hearts to eight; at Diamonds to seven and at Clubs to six points, providing the declaration be fulfilled.

After the first declaration has been made the player to the left of declarer leads to the first trick, the Dummy lays his cards down and the others must play in rotation and thereafter the winner of each trick leads to the next.

### Dummy:

Amongst the principal rights which the Dummy has are to call attention to the fact that too many or too few cards have been played to a trick; the wrong side has taken in the trick; to ask declarer if he has any of

## **THE LAWS**

the suit refused; discuss any disputed question; correct any improper claim.

Dummy must not touch the cards or suggest a play.

If Dummy has not intentionally looked at a card held by any player he may call an adverse revoke; call attention to an adversary leading out of turn; to a card exposed by adversary; to any rights under the laws and to suggest playing out the hand when declarer would concede any of the remaining tricks. All these conditional rights are worth watching for, so do not get out of your seat and wander around looking at the other hands.

Should Dummy, by touching a card, or otherwise, suggest a play, either adversary can require declarer to make such play or refrain from making it. Should he warn Dummy that he is about to lead from wrong hand either adversary may designate the hand from which declarer should lead.

### **Exposed Cards:**

How few players stick to the rule that whenever a card has been exposed it must be left face up on the table and declarer may call upon its owner to play or not to play it at any time when it is the owner's turn to lead or play.

If declarer name or touch a card in Dummy unless he states that he is arranging the cards, he must play that card.

A card lead or exposed out-of-turn may be treated by the Declarer as an exposed card.

## NOTES ON AUCTION

### Revokes:

When declarer revokes he cannot score for tricks and the adversaries add 50 points to their honor score for each revoke.

When any adversary revokes the Declarer for the first revoke may either score 50 points on his honor score or take two tricks from his adversaries and may add them to his own. Such tricks assist declarer to make good his contract but shall not entitle him to any further bonus in the honor score by reason of bid having been doubled or redoubled, nor to a slam or little slam not otherwise obtained. For each revoke after the first declarer adds 50 points to honor score.

If a renounce be corrected in time, declarer may call upon adversary to play his highest or lowest of suit lead, or, he may treat card that has been renounced as an exposed card.



## ***THE INITIAL DECLARATION***

It is customary to divide declarations (bids) into three categories: (1) No Trumps; (2) Major suits (Spades and Hearts); (3) Minor suits (Diamonds and Clubs).

A game of Bridge is a partnership for a limited period wherein the profits, or losses, are equally divided between the partners. As in other firms to bring about a successful venture the partners must be open and above board with each other from start to finish. They must use their best skill to give each other every information and mutual assistance. They should make the most of their combined strength and should not cry out to their opponents their weaknesses. Personally, I prefer the partner who slightly overbids his hand to the one who underbids. An initial declaration should expose what you hold not what you do not hold.

By initial bids is meant the first bid that is made on each deal, whether it be by the first, second, third or fourth hands.

### **No Trumps:**

An average hand is one approximately containing one of each of the thirteen denominations.

Now if, with no decided strength in the Major Suits, you hold an average hand divided up between at least three suits, the Kings, Queens, and Jacks being guarded, and over and above such average hand you hold not less

## NOTES ON AUCTION

than a Queen, you have a sound No Trumper. Another way to rapidly calculate a No Trumper is to place a value of five on each Ace, four on each of your guarded Kings, three on each guarded Queen and two on each of your guarded Jacks, and, providing your holding in three suits counts eighteen you have a light No Trumper.

A guarded card or stop is a King and another, a Queen and two others, or a Jack and three others.

A strong player will at a pinch go No Trumps when his hand contains a Jack or a ten spot over the average hand because he can, when up against the usual player, manipulate his cards so as to take odd tricks by his twos and threes. While lighter No Trumpers occasionally pay, you should remember that declaring No Trumps on nothing is not playing the game with your partner. He is going to depend on you for more than you have—the first time—while the second, he will probably think you have less.

If, in order to make your declaration of a weak No Trump good, your partner must hold above the average, why not let him use his judgment as to the best declaration?

Five of a Minor Suit headed by Ace, King, Queen, with another ace is a No Trumper.

Three bare Aces are still considered to be sufficient for a No Trump bid, but I am firmly of the opinion that with such a holding a bid of a Diamond or a Club, as an informatory appeal, is much preferable.



## **THE INITIAL DECLARATION**

One of the three Aces will either be a Diamond or a Club. Therefore, bid the Minor Suit of which you hold the Ace. Your partner can make use of this information either by making a bid offensively, or, defensively by leading up to your declared Suit.

Holding Ace and King of two Suits, irrespective of other strength, bid No Trumps unless one or both of the Suits be a Major and lengthen out into a five card Suit when declare the higher valued Suit.

After the first and second players have passed the third and fourth players, knowing that their partners have under-average hands should not bid No Trump or any suit bid, unless their holdings are well above the average probable game going hands.

### **Major Suits:**

Although it takes one more odd trick to go game with a Major Suit in trump than with No Trump it is safer to declare a Major Suit even with an all round strong hand.

Bid a Major Suit when you hold—

- (a) Five of a Major Suit headed by Ace and King, even if you hold no other taking card;
- (b) King and Queen and three or more and an outside trick;
- (c) Five or more headed by Queen, ten, or Jack, ten providing that you also hold at least two outside Aces or their equivalents (King-Queen);

## NOTES ON AUCTION

(d) Four of a Major Suit consisting of either Ace, King, Queen and another, or Ace and three of the other honours and an outside trick.

The declaration of a Major Suit should inform your partner that you WISH to play that Suit as trump and with that knowledge he should not overbid you unless he is trickless in your Suit and has an over-average strength in some other one or more Suits.

Where you hold strength in both Major Suits, bid Spades on the first round and two Hearts on the second, which will give your partner the choice of backing either Suit.

### Minor Suits:

If you have not got a Major Suit or a No Trump bid and you hold at least two absolutely certain tricks, one of which is the Ace of Diamonds or Clubs, initially call that Suit. In so doing you give your partner definite information and he can with greater certainty call a No Trump or any Suit wherein he sees good prospect. Moreover, if he can't bid, you have informed him what Suit to lead defensively.

Many of the best authorities state that Minor Suits should only be called with the strength required for Major Suits and should not be called to give information. But it seems to me that one holds two certain tricks, one of which is a Minor Ace, more often than one holds such strength in a Minor Suit that would make it worth while to play it as trump. By adopting the

## ***THE INITIAL DECLARATION***

informatory Minor Suit Declaration you are able to give really valuable information. The chances are that having given the information, your partner, or opponents, will overbid, when if you have better than a one bid Minor Declaration you will have the opportunity to bid again.

When you have scored points toward game, you may bid initially the Minor Suits, without any consideration of the question as to whether it is easier to go game with No Trumps or Major. So if the score warrants it, and you have the cards, bid initially two or more of a Minor Suit.



## ***THE PRE-EMPTIVE BID***

Where you hold a five (or more) Major card Suit, with three top honours and two other certain outside tricks, it pays to bid it initially to its limit. Bid three or more, pre-empt. How often if you had made a three or more Major bid, initially, you would have secured the declaration and game? Instead of which, you have bid one and your opponents have had the chance of exchanging information and of either bidding you up beyond the possibilities of your hand or of taking away the declaration and going game. The three or more pre-emptive bid should never be taken out by partner. If he has the cards his suits will assist the initial bidder.

When you hold the same cards in a Minor Suit, unless bidding to the score, I prefer declaring No Trumps. You should get in with your "certain taking tricks" and are almost sure to make a bigger score at No Trumps than at Diamonds or Clubs.

## **CONTINUING THE BIDDING**

After an Initial Declaration the succeeding players with the information obtained should, holding a better bid, call it. Don't seek for trouble by bidding when you have not got the cards. If your partner has made the declaration and you feel that the chances are better with what you hold than with what he has declared, call your suit. One should not call one Major Suit over another unless you are overwhelmingly strong and, should your partner overbid you, stop bidding up your Suit—assist him.

When the Initial Bid is No Trumps and the second player sees that with his hand Declarer can't go game, he should PASS, unless he holds a sure game in a Major Suit and then not hesitate but bid that Major Suit to its limit. Unless you pre-empt at once it is probable that your opponents will overbid you in the other Major Suit. Bid three or four if you have it.

Don't be afraid of bidding two No Trumps over a No Trump if you have the cards. It is safer than doubling which gives the opponent's partner the chance of calling two of a Suit if he has it. Doubling a No Trump bid usually drives your partner into making a declaration impossible of attainment. If you have the cards bid two No Trumps. By having the cards, I mean a hand that is over strong in every Suit—at least a couple of honours in all Suits.

Your partner, unless you have had a chance to bid first and have passed, already depends on you for two

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tricks so don't assist unless you have something over and above two positive tricks.

Usually the following would be sure tricks: Aces, Kings and two others, an honour in your partner's Suit; while being short suited with (one or none) and having several small trumps should be taken into consideration.

When your partner has bid and bid again without any information from you on a rubber game, give him a raise if you hold almost any assistance such as a King, a Queen and a Jack. After receiving assistance, or silence, you must not again bid unless you have taking cards over and above what you have formerly bid. Usually reckless assistance leads to reckless bidding by the assisted.

The most unfortunate man to be cut with is the wrong bidder,—the player who is known to be a good card holder and who usually passes with a hand that ought to be called. The partner, knowing the "wrong bidder's" habit of ultra conservatism will bid his hand guessing what the "wrong bidder" holds and guessing it to the limit. The "wrong bidder" after several rounds of silence will then probably "assist" to the utter demoralization of the partnership.

## THE TAKE OUT

On a No Trump Declaration you should take out your partner when you have nothing in your hand better than five or six of a Minor Suit to a lone Queen, Jack or ten spot. The expectation is that even if you are undertaking to win an additional trick the loss will be less in the Minor Suit than at No Trumps.

With regard to taking out a No Trump Declaration by bidding two of a Major Suit there is a diversity of opinion. Some authorities state that you should only take out when holding great strength and should pass when you hold Major Suit length with weakness. This theory you will note is the opposite to what is laid down for Minor Suits.

The other opinion, and I believe it to be preferable for the ordinary player is that on a No Trump declaration the partner holding five or more of a Major Suit should take out by bidding two in that suit. It takes but one more trick to go game with a Major Suit. If you have the strength, and your partner's No Trumper is a sound one, you have good chance of going game. On the other hand if you are weak, your declaration will probably result in less loss than the No Trumper.

Where an opponent has overbid your partner's No Trump you should pass unless you either have strength, particularly in the suit bid, when you can go two No Trumps, or unless you hold five or more of a Major Suit, when you should bid your limit on that bid and pre-empt. Your bid states that you have the goods in the Suit you pre-empt and your partner should recognize it as such and back you if he can.

## ***THE DOUBLE AND RE-DOUBLE***

The best players seldom double. There is no such thing as a free double. Never double on the ground that the opponents will go game anyway. Only double on your own cards, and depend on yourself particularly in a so-called free double, when the final bid is an undertaking of four or more of a suit. For it is more than probable that some of your Aces and Kings will be trumped. When your partner has been doubled, or doubled on a big undertaking never take him out unless you have a certain game going declaration practically without assistance.

### **Doubling One No Trump:**

Doubling one No Trump is a demand on your partner to call his best Suit. It usually results in loss. If the initial No Trump is sound and you hold a big hand you cannot expect your partner to hold anything but a below the average hand. Therefore against an opponent's declaration of No Trump if your hand is strong enough bid a Suit or two No Trumps. If it is not, be content to prevent the opponents going game. Doubling a Suit bid of one is a demand to your partner to make No Trumps if he has the doubled Suit guarded, and if he has not, to declare his Suit. This call should never be indulged in unless the doubler has an all round strong hand without an evident declaration.

Should a double or a redouble be made when it is the turn of the right-hand opponent to declare either



## *THE DOUBLE AND RE-DOUBLE*

opponent may cancel it. The proper player then proceeds with the declaration and the partner of the out of turn doubler, must pass, whenever his turn comes to bid. A double or re-double, when it is a partner's turn to declare, may be accepted by opponents after consultation as if it had been in turn; or, they may demand a new deal; or, call the bid that was doubled final and elect whether the double or re-double stand.

A re-double of a re-double is void and is penalized by a new deal or one hundred points in the adverse honour score at option.

Doubling a partner's bid or re-doubling a partner's double is penalized by fifty points in the adverse honour score.

After the final declaration has been made you have no right to ask what previous declarations have been made, and if you do your adversary can call a lead as soon as it is your turn to lead.

## THE PLAY

### General Remarks:

The play of the hand in Auction Bridge is not as skillful as it was in old Bridge. Those of us who played Bridge started in with our Whist training and Whist players knew the leads. Playing was the whole game. In Auction while playing the hands is of great importance, some of the authorities declare that there is hardly any difference—five to twenty per cent.—between those who play well and those who don't.

As I have remarked, there are few deals to a rubber and if you don't get together, give information, and find out what suits your hands you are going to lose at Bridge. And I now repeat that if you don't win every trick—making three in a Major Suit where a sound player could have made four—by your poor play you will require another deal to win that game and perhaps rubber. And you are not sure of getting another chance in that rubber to play the hands. The sound player will with the same hands make what is in them and go game and rubber.

Study the game. The man who all the year round complains of his losses, blaming his partners' over-bidding and poor playing would be wise to learn to bid and play. Why not take pains at Auction?

Watch the cards and the discards. A Bridge memory is obtained by concentrating on the game. With a little practice you will soon remember what cards have been played and what remain to be played. It is not difficult to remember what Aces, Kings, Queens and

## THE PLAY

Jacks have been played, but it is all-important that you should be certain what has become of the tens, sevens and threes and the other cards of every suit.

Below you will find the Standard Leads at No Trumps and at Trumps. Read, mark, learn and inwardly digest them. Every one of the leads gives information. They tell your partner what you have or have not and he knowing them will read your hand as if the cards were exposed. This is to say nothing of the keener enjoyment you will gain by understanding every move in the game.

One of the joys of Auction is that few situations are alike. No definite infallible rules can be laid down to suit every hand—only general principles.

Methods must be changed to meet the situation. Don't always bid or play the same in the same company otherwise everyone will get on to your game and so your cunning will lose its force.

Look over the Dummy rapidly, combine the hands, making use of what information the adversaries have given you in bidding and leading.

Play with confidence. If you slow up and hesitate you give away that all is not well.

### **The Declarer:**

As Declarer you can play your winning cards to meet your fancy, i.e., reverse their usual order and so on, as the situation requires, false carding whenever it seems wise. But, as between partners, make use of the Standard Leads.

## *NOTES ON AUCTION*

At No Trump the object of both sides is to make the small cards of a long suit, take tricks. Therefore play for the longest suit in the combined hands.

Hold back high cards of the hand holding the longest suit so that you may gain an entry thereto.

Even if you do hold top cards in adversaries long suit don't you lead them because after you have handed out your Aces, Kings or Queens he may get in and make the rest, perhaps two or three tricks of small cards. At the same time, don't omit to get in and run if there are two suits against you.

Make every conceivable finesse when by so doing you may make or exceed your contract, but don't do so if by so doing an adversary may obtain the lead and run a suit upon which you may have to discard otherwise winning cards.

Holding Jack as top of suit in one hand and Queen Ace and more in the other, don't lead Jack towards the Queen, but lead a small one and finesse Queen, as by so doing you may catch a once guarded King.

The best game at trumps for the Declarer is to exhaust trumps and play for his best suit. Of course, if Dummy be short of a suit and have some small trumps it usually pays Declarer to first use those trumps for ruffing. But this method must be adopted with caution because if leading trumps be postponed the adversaries may get in ruffs which might have been avoided if only trumps had been led. With the exception then of trying to make use of the trumps in

## *THE PLAY*

the weak hand by ruffing, having obtained the bid in trumps, lead them whether they be small but many, or few and great. If you don't the adversaries may trump the suit with which you calculated to win the game.

### **The Defence:**

Make use of the information you have obtained from the bidding.

If your partner has bid lead the best card of his suit except at No Trump when Declarer has overbid your partner and you hold a twice guarded King of your partner's suit. Then I would open another suit (preferably a Major Suit) with the hope that your partner would lead his suit through Declarer and perhaps catch a twice guarded Queen. Having no information against a No Trump, and having little of anything, it is better to open a Major Suit on the theory that if Declarer and partner held strong Major Suits they would have declared them.

In opening make use of Standard Leads. Once more, learn them, analyze them and make them your own.

From them you will note that at trumps one should never lead away from an Ace. Open suits that are in sequence, not tenace suits. With the exception of the King-Ace combination lead the highest of a sequence and when playing to a trick play your lowest as by so doing you will inform your partner where the undis-

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closed cards are. The best opening at trumps is from the King-Ace or King-Queen sequences.

Lead through strength and up to weakness. By which is meant that in leading up to Dummy you should lead up to the weaker suits and when leading through him lead through his strong suits. When leading up to weakness it is sound Bridge to lead a card that is higher than any of the same suit in Dummy.

If you have four or more trumps and a long suit it usually pays to lead your long suit and keep on leading it. By so doing you are forcing the Declarer to use up his trumps and may prevent him from making his suit while in the end you may have trumps left over or have other opportunity of making your own side's cards good.

Never give Declarer the chance to trump in one hand and discard in the other. You are handing him tricks. If you find him backward in opening trumps and you have a good suit, just open trumps through strength. It is probable that Declarer holds a few high trumps or wishes to ruff in the weak hand.

Don't fool your partner. Declarer should know where most of the cards are and unless you bid straight, giving your partner honest information as to your holdings and unless you play your cards according to standard methods you two will not make the most of your hands. Mind you there are times when, in order to defeat the adversary, you may mislead your partner, but as a rule it pays not.

## THE PLAY

The lead or discard of a high card preferably above a seven followed by a lower means that you wish your partner to continue the suit. It is an undertaking to win the third round either by trumping or by holding the next best card in the suit. This is called the High-Low Call.

The adversaries, particularly at No Trump should finish up one suit before trying out another unless they find that the suit is hopeless. Because opening suits is of greater advantage to the declarer than to your partner, the declarer, has heard the conversation and has seen 26 cards to your 13.

You will note many directions to lead from fourth best card. You lead the fourth best card because partner and declarer, by subtracting the value of the card from eleven can tell how many cards of greater value are in the other hands.

For example, Y leads the 7 of Spades, his fourth best, through Dummy who holds Jack, 9, 8 and 4,— Z holds Queen and others; deducting 7 from 11, Z knows that declarer holds no card higher than the 7 and if the 7 is not covered by a higher card from Dummy Z can confidently play a card lower than the 7.

Where you have no information, at No Trumps, lead from your longest suit making use of the Standard leads. If you have a strong re-entry, say an Ace-King or a King-Queen Suit, before opening your long suit play your King, which gives your partner information as to how he is to reach you should he get in and

## NOTES ON AUCTION

then be short of your long suit. The bidding should tell you what suit to lead. If your partner has declared and you have not, unless you have a suit, which you know is better to play for, lead the best you have of his suit.

When declarer at No Trump has overbid your partner's bid more than once, you can make up your mind that he expects you to lead your partner's suit, and therefore, if you have a suit of your own, lead it, as it may be that your suit is what he lacks and possibly your partner may be able to help your suit.

Again, when declarer has over-bid your partner's suit and you hold the Ace or King to three or more of your partner's suit it often pays to lead a small card as by so doing, should your partner arise to the situation, he will take the first trick, return the lead through declarer, and you may be able to capture a twice-guarded Queen.

### STANDARD LEAD AT TRUMPS

Holding	Lead	Follow	Remarks
A K Q X	King	Queen	Best
A K J X	King	Ace	"
A K 10 X	King	Ace	"
A K X X	King	Ace	"
A K only	Ace	King	"
K Q J 10	King	10	Good
K Q J X	King	Queen	"
K Q X X	King	Queen	"
K Q	King		"
Q J 10 X	Queen	Jack	"
Q J 9 X	Queen		"
Q J X X	4th best		"
Q J X	Queen		"
Q J	Queen		"
J 10 9 X	Jack	10	"



## THE PLAY

### STANDARD LEAD AT TRUMPS

Holding	Lead	Follow	Remarks
A 10 9 X	Ace	X	Fair
Q 10 X X	4th best		"
Q	Queen		"
J 10 X X	4th best	Jack	"
J X X X	4th best		"
J 10 X	Jack	10	"
J X	Jack		"
J	Jack		"
10 9 8 X	4th best		"
10 X X X	4th best		"
10 X X	Ten		"
10	Ten		"
9 8 X X	4th best		"
9 X X	Nine		"
9 X	Nine		"
9	Nine		"
A Q J X	Ace	Queen	Poor
A Q 10 X	Ace	X	"
A Q X X	Ace	X	"
A J 10 X	Ace	Jack	"
A X X	Ace	X	"
A X	Ace	X	"
A	Ace		"
K X X	X		"
K X	King		"
K	King		"

### STANDARD LEADS AT NO TRUMPS

Holding	Lead	Follow	Remarks
A K Q X	King	Queen	Best
A K J X	King		"
A K 10 X	4th best		and holding seven or more
A K X X	4th best		lead King then ace.
K Q J 10	King	Ten	"
K Q J X	King	Jack	"
K Q 10 X	King		"
Q J 10 X	Queen	Ten	"
Q J 9 X	Queen		"
J 10 9 X	Jack	10	"
10 9 8 X	10	9	"
10 9 X X	10		"
A Q J X	Ace or Queen	Queen	"

From all other combinations as an opening lead and without previous information lead fourth best of longest suit.

## **ON LUCK**

Of course at times you hold better cards than at others, but the consensus of opinion is that playing cards all the year round you receive a fair average of good and poor hands. The so-called lucky ones are really those who, being students of the game, make the most of the profitable hands and are able to minimize their losses on the poor ones.

Many players feel that if they don't make the most of good hands luck deserts them. What really happens is that by not combining on the best Suit or by taking three tricks where four were possible, two deals are used up in making game where two games might have been scored. While the better players would have used their two game going hands in making two games and rubber. Partners are rarely dealt four game going hands in one rubber. You must make the most of the good hands dealt you. By so doing you will have "better luck."

The best of luck is to be cut with a sympathetic partner who knows the game and knows your ways of playing it.

## **ON BEING SET**

It does not always pay to be set. On the first game, in order to prevent the adversaries from going game, it is a fair gamble to take a two trick loss and on the final game, in order to prevent the adversaries from winning the rubber, to take a loss of 300. But, question yourself as to whether the adversaries will go game.

I firmly believe it is better policy to make game than

### **ON BEING SET**

to win 200 points in the honour score on the first game, or less than 300 on the final.

Few deliberately fly the flag to save the game or rubber. The fact of the matter is that most players in the stimulation of bidding, or perhaps disliking to be outdone by the adversary unconsciously overbid their hands and are set.

The biggest losses are caused by partners' assists. You should never assist unless you have better than two absolutely certain tricks; many assist even without any such certainties. Again, as declarer, after having estimated the value of your hand and included in the valuation the usual certain tricks from partner, and having bid its full value, should partner assist, it is very difficult to curb yourself from again bidding, but you must learn to say "No Bid." The voice of the partner uplifted from the opposite side of the green board, oftentimes charms his associate into recklessness. The excitement being over and you having been doubled, how cherry-blossomed you feel when your admiring partner on laying down two sulky Queens and two sour Jacks sweetly warbles "I raised you because I knew that to you Queens are as Aces and Jacks as Kings."

### **THE SCORE**

Values	C	D	H	S	No Trump
Each Trick over six.....	6	7	8	9	10
Three Honours.....	12	14	16	18	30
Four Honours.....	24	28	32	36	40
Five Honours.....	30	35	40	45	
Four Honours in one hand.....	48	56	64	72	100
Five Honours, four in one hand.....	54	63	72	81	
Five Honours in one hand.....	60	70	80	90	
Little Slam... 50		Grand Slam... 100		Rubber... 250	

## *NOTES ON AUCTION*

### **Contract:**

For each trick short of the contract the adversaries score fifty points in honours.

### **Double:**

If the Declaration be doubled, the adversaries score 100 points in honours for each trick short. Should Declarer make his contract he scores below the line twice the value of all tricks and above the line fifty points for making his contract, and fifty for every trick over and above his contract.

### **Re-Double:**

If the Declaration is Doubled and Re-Doubled the scores above-mentioned are doubled.

### **Penalties:**

For looking at a card during the deal, 25 points.

For looking at a quitted trick 25 points.

### **Revoke:**

For first revoke by the opponents the Declarer can take two tricks from the opponents or add 50 points to his score. For each subsequent revoke he scores 50 points.

For each of the Declarer's revokes the adversaries score 50 points.

### **Improper Bid:**

For a double of a re-double the penalty is a new deal, or 100 points.

For doubling a partner's bid, or re-doubling a partner's double the penalty is 50 points.

All penalties are scored in honours.

FIDELITY AND SURETY BONDS

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Founded by Edward Rawlings in 1872

**Montreal**



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