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FOSTER'S COMPLETE BRIDGE

FOSTER'S COMPLETE BRIDGE

BRIDGE

BY

R. F. FOSTER

Author of Foster's Bridge Manual, Foster's Bridge Tactics
Foster's Bridge Maxims, The Gist of Bridge, and
Inventor of the Self-Playing Bridge Cards

PREFACE

While a large number of books have been written on the game of Bridge, none of them is complete in itself, each having been apparently written with a view to advance some particular theory of the game, or to introduce some scheme of play which the author has found to suit his own case, or to win in the circle in which he moves.

A convention which one writer advocates, another condemns. A rule which one author considers good enough for all purposes, another finds defective in many instances, and so on. In order to become thoroughly familiar with all the various styles of play which one is likely to encounter at the bridge table, it would be necessary to purchase and read at least half a dozen books on the subject, and even then, many things would be found that were not clear, others that were skimmed over, and many that were not touched upon at all.

A writer on Bridge, in his anxiety to defend his own pet theory, usually devotes so much space to

it that he entirely omits many points which it is important for every bridge player to know, and almost every author falls into the error of taking it for granted that the reader knows certain technical terms and details which, in fact, he does not know.

The present work is an attempt to remedy these defects, and to gather into one volume not only everything that the purchaser of a text-book wants to learn, but everything connected with the game, whether it is particularly valuable or not. A player may not believe in defensive spade makes, but he should know that there are such things, and what he must expect from a partner or adversary who adopts that theory. He may not believe in the discard from strength, but he should be familiar with the arguments for and against it, and know how to play his hand when opposed to it. A text-book on bridge, to be complete, should be such that its owner can find within its pages a full explanation of anything connected with the game.

In the following pages, every theory of play is illustrated by a hand which is played completely through, so that the tactics of one side may be seen opposed by the tactics of the other side, the proper defence to each attack being shown.

These illustrations are not tucked away in an appendix at the end of the book, but are set in immediate proximity to the paragraphs which they illustrate, just as the pictures in a novel would be placed.

The method of presenting the subject is such that the reader may either take it seriously, as a text-book, and study it as he would any other science, or he may use it simply as a book of reference to refresh his memory or to improve his knowledge on some particular point. The reader is put in possession of all the mechanical elements of the game: all that part of it which can be played by rule, without the exercise of any wonderful powers of inference or cunning. A mechanically sound game will always win against untrained brilliancy in the long run. If one knows the makes and the leads; knows what cards to play second hand in order to protect one's self and get the most out of the adverse suits; knows how to pick out the best suit to play for and how to manage it: knows when to lead trumps and how to lead them, and when to leave them alone, one is far on the road to being a finished bridge player.

The deeper tactics of the game, its finer strategy, and the variations which are necessary against players of different calibre, are not things that can be taught by a book. They are for the personal teacher, who

can watch his pupil's progress, and set him tasks that are within his powers.

The method of presenting the subject is that which has been found the most successful in personal teaching, and the author trusts it will be found equally valuable as a text-book, being based on the true pedagogical principle: few rules but many examples.

New York, October, 1905.

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FOSTER'S COMPLETE BRIDGE

HISTORICAL

OF the origin of bridge very little seems to be accurately known, but it would seem to be a combination or outgrowth of various other games, notably geralasch, siberia, and preference. A game very like bridge has long been popular in Holland, and all the elements of it are to be traced in many of the older games of cards.

The name is supposed to be derived from the word "biritch," and that is popularly believed to be a Russian word, but there is no such word in the Russian language; at least none that has any meaning, such as the Russian name "vint," for a game very much like bridge; vint meaning a screw, and referring to the process of screwing the players up to higher bids.

Bridge is generally credited to the East, and is said to have long been popular in Constantinople, Smyrna, and South-eastern Europe. Persia gave us the game of poker, why should not Turkey give us bridge?

The exact dates at which the game was first played in the various English-speaking countries in which it is now so popular are rather difficult to ascertain. We

have a number of disconnected facts which throw some light upon the subject, but nothing definite except the dates of its introduction to some of the more prominent card-playing clubs.

The most authentic record we have of the first appearance of the game in America is the fact that its principles were explained to some members of the New York Whist Club by Mr. Henry I. Barbey in the spring of 1893, and that it soon became so popular with some of the members that they wished to play it to the exclusion of whist. To this the other members do not seem to have been willing to agree, insisting that whist should be the only game in the club.

To carry their point, about thirty members of the club resigned in the latter part of 1893, and secured rooms over Brown's Chop House in 28th Street, which had previously been occupied by the Manhattan Whist Club. These quarters not being sufficiently commodious for the rapidly increasing number of those who liked the new game, they moved to 28 West 30th Street, which was really a part of the Gilsey House. In March, 1894, they formed The Whist Club of New York, now generally known as The Whist Club. From the Gilsey House they moved to 11 West 36th Street, occupying the entire house.

Under the able management of a particularly effi-

cient board of directors, their prosperity continued to increase until they were able to purchase the house next door, 13 West 36th Street, the club's present home. Under the direction of Mr. Clarence A. Henriques, the club's secretary, the new building was completely refitted with especial reference to its purpose, with the result that it can boast of the finest card-room in the world, perfectly lighted and ventilated, and fitted up with every convenience imaginable.

It was in this club, while still at 11 West 36th Street, that the first game of duplicate bridge was ever played. The members were divided in opinion as to its attractions, the chief fault being that the tournament was conducted too much on the lines of the old duplicate whist matches, which gave the score for honours too much prominence.

It is worthy of note that although bridge was the most popular game in this club from the time it split off from the New York Whist Club in 1893, it was two years after the removal of the club to 11 West 36th Street before bridge was officially recognised by an alteration in the by-laws, and it was not until 1897 that the club printed its first official code of laws for the game, with a few hints for play at the end. These laws have since been several times revised, the last edition being issued this year, 1905, and they are now generally accepted as the standard in

the United States. By kind permission of the club, the code is given in full in this work.

Bridge seems to have found its way into England at a much earlier date, which is quite natural, owing to the large number of card-players from the East who visit London every year. The Encyclopædia Britannica states that bridge was first played in England about 1880, but the circumstances are not given. The rules of the game were printed and published in London in 1886, under the title of "Biritch, or Russian Whist." The game was undoubtedly pretty well known in 1892, but apparently did not find its way into the Portland Club until 1894, fourteen years after its introduction into England. Even then the members seem to have discovered it by accident, one of their number forgetting to turn up the trump at whist, and explaining the irregularity by saying he thought he was playing bridge. Upon being asked what bridge was, we are told that he expressed some astonishment at the ignorance of his fellow members, the Portland being then the leading card club in London.

The first duplicate game of bridge ever played in England was a private tournament held at The Priory, in Warwick, on April 15, 1904, in which thirty couples took part, the highest score being made by two Americans, Mr. and Mrs. C. T. Garland.

There is probably no better evidence of the popu-

larity of bridge than the extent of the literature of the game. Since the rules were first published in London in 1886, no fewer than fifty-six standard works on the game have appeared, while thirteen magazine articles have been devoted to more or less accurate descriptions of the game, besides regularly contributed articles by recognised authorities explaining its principles and discussing its tactics.

The Rubber

1. The rubber is the best of three games. If the first two games be won by the same partners, the third game is not played.

Scoring

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for honours, chicane or slam.

3. Every deal is played out, and any points in excess of thirty points necessary for the game are counted.

4. Each trick above six counts two points when spades are trumps, four points when clubs are trumps, six points when diamonds are trumps, eight points when hearts are trumps, and twelve points when there are no trumps.

5. Honours are ace, king, queen, knave, and ten of the trump suit; or the aces when no trump is declared.

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6. Honours are credited to the original holder and are valued as follows:

	DECLARATION.	♠	♣	♦	♥	No Trumps
	Each Trick above Six	2	4	6	8	12
HONOURS	3 Honours.............	4	8	12	16	30
	4 "	8	16	24	32	40
	4 " (All in one hand)	16	32	48	64	100
	5 "	10	20	30	40	—
	5 " (4 in one hand).	18	36	54	72	—
	5 " (All in one hand)	20	40	60	80	—
	Chicane.....	4	8	12	16	—

Rubber 100, Grand Slam 40, Little Slam 20.

7. If a player and his partner make thirteen tricks, independently of any tricks gained by the revoke penalty, they score slam and add forty points to the honour count.

8. Little slam is twelve tricks similarly made, and adds twenty points to the honour count.

9. Chicane (one hand void of trumps) is equal in value to simple honours, *i.e.,* if partner of player having chicane score honours he adds the value of three honours to his score, while, if the adversaries score honours, it deducts an equal value from theirs.*

10. The value of honours, slam, little slam or

* Double chicane (both hands void of trumps) is equal in value to four honours, and the value thereof must be deducted from the total honour score of the adversaries.

chicane is in no wise affected by doubling or re-doubling.

11. At the conclusion of a rubber the scores for tricks and honours (including chicane and slam) obtained by each side are added, and one hundred points are added to the score of the winners of the rubber. The difference between the completed scores is the number of points won or lost by the winners of the rubber.

12. If an erroneous score affecting honours, chicane or slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. If an erroneous score affecting tricks be proved, such mistake must be corrected prior to the conclusion of the game in which it has occurred, and such game shall not be considered as concluded until the following deal has been completed and the trump declared, unless it be that the game is the last one of the rubber—then the score is subject to inquiry until an agreement between the sides (as to the value of the rubber) shall have been reached.

Cutting

14. The ace is the lowest card.

15. In all cases every player must cut from the same pack.

16. Should a player expose more than one card, he must cut again.

Forming Table

17. If there are more than four candidates, the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first.

18. After the table is formed, the players cut to decide on partners; the two lowest playing against the two highest. The lowest is the dealer, who has choice of cards and seats, and who, having once made his selection, must abide by it.

19. Should the two players who cut lowest secure cards of equal value, they shall recut to determine which of the two shall deal, and the lower on the recut deals.

20. Should three players cut cards of equal value, they cut again; if the fourth card be the highest, the two lowest of the new cut are partners and the lower of the two the dealer; if, however, the fourth card be the lowest, the two highest on the recut are partners and the original lowest the dealer.

21. Six players constitute a full table, and no player shall have a right to cut into a game which is complete.

22. When there are more than six candidates, the

right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

Cutting Out

23. If at the end of a rubber admission be claimed by one or two candidates, the player or players having played a greater number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

Rights of Entry

24. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, either for the purpose of commencing a fresh rubber or of cutting out.

25. In the formation of new tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry. Those who have already played decide their right of admission by cutting.

26. A player who cuts into one table while belonging to another shall forfeit his prior right of re-entry into the latter, unless by doing so he enables three candidates to form a fresh table. In this event he may

signify his intention of returning to his original table, and his place at the new one can be filled.

27. Should any player quit the table during the progress of a rubber, he may, with the consent of the other three players, appoint a substitute during his absence; but such appointment shall become void with the conclusion of the rubber, and shall not in any way affect the substitute's rights.

28. If any one break up a table, the remaining players have a prior right to play at other tables.

Shuffling

29. The pack must neither be shuffled below the table nor so the face of any card be seen.

30. The dealer's partner must collect the cards for the ensuing deal, and he has the first right to shuffle the cards. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last, but should a card or cards be seen during his shuffling, or while giving the pack to be cut, he must reshuffle.

31. Each player, after shuffling, must place the cards properly collected and face downward to the left of the player next to deal.

The Deal

32. Each player deals in his turn; the order of dealing goes to the left.

33. The player on the dealer's right cuts the pack, and, in dividing it, must not leave fewer than four cards in either packet; if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

34. When the player whose duty it is to cut has once separated the pack, he can neither reshuffle nor recut the cards.

35. Should the dealer shuffle the cards, after the pack is cut, the pack must be cut again.

36. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt face downward.

37. THERE IS NO MISDEAL.

A New Deal

38. There must be a new deal—

    a If the cards be not dealt into four packets, one at a time, and in regular rotation, beginning at the dealer's left.

    b If, during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

    c If any cards be faced in the pack.

    d If any player have dealt to him a greater number of cards than thirteen.

    e If the dealer deal two cards at once and then deal a third before correcting the error.

f If the dealer omit to have the pack cut and the adversaries call attention to the fact prior to the conclusion of the deal and before looking at their cards.

g Should the last card not come in its regular order to the dealer.

39. There may be a new deal—

a If the dealer or his partner expose a card. Either adversary may claim a new deal.

b If either adversary expose a card. The dealer may claim a new deal.

c If, before fifty-one are dealt, the dealer should look at any card. His adversaries have the right to see it, and either may exact a new deal.

d If, in dealing, one of the last cards be exposed by the dealer or his partner, and the deal is completed before there is reasonable time for either adversary to decide as to a new deal. But in all other cases such penalties must be claimed prior to the conclusion of the deal.

40. The claim for a new deal by reason of a card exposed during the deal may not be made by a player who has looked at any of his cards. If a new deal does not take place, the card exposed during the deal cannot be called.

41. Should three players have their right number of cards, the fourth have less than thirteen and not discover such deficiency until he has played any of his

cards, the deal stands good; should he have played, he, not being dummy, is answerable for any revoke he may have made as if the missing card or cards had been in his hand. He may search the other pack for it or them.

42. If, during the play of a hand, a pack be proven incorrect or imperfect, such proof renders only the current deal void, and does not affect any prior score, The dealer must deal again (Law 28*b*).

43. Any one dealing out of tu..? or with the adversaries' cards must be corrected before the play of the first card, otherwise the deal stands good.

44. A player can neither cut, shuffle, nor deal for his partner without the permission of his opponents.

Declaring Trumps

45. The trump is declared. No card is turned.

    a The dealer may either make the trump or pass the declaration to his partner.

    b If the declaration be passed to partner, he must declare the trump.

46. Should the dealer's partner make the trump without receiving permission from the dealer, either adversary may demand,

    1st. That the trump shall stand, or

    2d. That there shall be a new deal;

provided, that no declaration as to doubling has been

made. Should the dealer's partner pass the declaration to the dealer it shall be the right of either adversary to claim a new deal or to compel the offending player to declare the trump; provided, that no declaration as to doubling has been made.

47. The adversaries of the dealer must not consult as to which of the penalties under the foregoing law shall be exacted.

48. If either of the dealer's adversaries make a declaration, the dealer may, after looking at his hand, either claim a new deal or proceed as if no declaration had been made.

49. A declaration once made cannot be altered.

Doubling, Redoubling, etc.

50. The effect of doubling, redoubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on. .

51. After the trump declaration has been made hy the dealer or his partner, their adversaries have the right to douhle. The eldest hand has the first right. If he does not wish to double, he may ask his partner, " May I lead?." His partner must answer, " Yes " or " I double."

52. If either of their adversaries elect to double, the dealer and his partner have the right to redouble. The player who has declared the trump shall have

the first right. He may say, " I redouble " or " Satisfied." Should he say the latter, his partner may redouble.

53. If the dealer or his partner elect to redouble, their adversaries shall have the right to again double. The original doubler has the first right.

54. If the right-hand adversary of the dealer double before his partner has asked " May I lead? " the maker of the trump shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of redoubling may continue as described in paragraphs 52, 53, 55.

55. Whenever the value of each trick above six exceeds one hundred points there shall be no further doubling in that hand, if any player objects; the first right to continue the redoubling on behalf of a partnership belonging to that player who has last redoubled. Should he, however, express himself satisfied, the right to continue the redoubling passes to his partner. Should any player redouble out of turn, the adversary who last doubled shall decide whether or not such double shall stand. If it is decided that the redoubling shall stand, the process of redoubling may continue as described in this and foregoing laws (52 and 53). If any double or redouble out of turn be not accepted there shall be no further doubling in that hand. Any consultation between partners as to doubling or redoubling will entitle the maker of the

trump or either adversary, without consultation, to a new deal.

56. If the eldest hand lead before the doubling be completed, his partner may redouble only with the consent of the adversary who last doubled; but such lead shall not affect the right of either adversary to double.

57. When the question, " May I lead? " has been answered in the affirmative, or when the player who has the last right to continue the doubling expresses himself satisfied, the play shall begin.

58. If the eldest hand lead without asking permission, his partner may only double if the maker of the trump consent. If the right-hand adversary of the dealer say, " May I play? " out of turn, the eldest hand does not thereby lose the right to double.

59. If the right-hand adversary of the dealer lead out of turn, the maker of the trump may call a suit from the eldest hand, who may only double if the maker of the trump consent. In this case no penalty can be exacted after the dummy hand or any part of it is on the table, since he (dummy) has accepted the situation.

60. A declaration, as to doubling or redoubling, once made cannot be altered.

Dummy

61. As soon as the eldest hand has led, the dealer's partner shall place his cards face upward on the table, and the duty of playing the cards from that hand shall devolve upon the dealer, unassisted by his partner.

62. After exposing his cards, the dealer's partner has no part whatever in the game, except that he has the right to ask the dealer if he has none of the suit to which he may have renounced. Until the trump is declared and the dealer's partner's hand is exposed on the table, he has all the rights of a player and may call attention to any irregularity of, or to demand, equally with the dealer, any penalty from, the adversaries.

63. If he should call attention to any other incident of the play, in consequence of which any penalty might be exacted, the fact of his so doing precludes the dealer exacting such penalty. He has the right, however, to correct an erroneous score, and he may, at any time during the play, correct the claim of either adversary to a penalty to which the latter is not entitled. He may also call his partner's attention to the fact that the trick has not been completed.

64. If the dealer's partner, by touching a card or otherwise, suggest the play of a card from dummy, either of the adversaries may, but without consulta-

tion, call on the dealer to play or not to play the card suggested.

65. Dummy is not liable to the penalty for a revoke; and if he should revoke and the error be not discovered until the trick is turned and quitted, the trick stands good.

66. When the dealer draws a card from his own hand, such card is not considered as played until actually quitted, but should he name or touch a card from the dummy hand, such card is considered as played, unless the dealer in touching the card or cards says, " I arrange," or words to that effect.

Cards Exposed Before Play

67. If, after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner expose a card from his hand, either adversary may, without consulting with his partner, claim a new deal.

68. If, after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit any right to double or redouble which he otherwise would have been entitled to exercise; and in case of a card being so exposed by the leader's partner, the dealer may either call the card or require the leader not to lead the suit of the exposed card.

Cards Exposed During Play

69. All cards exposed by the dealer's adversaries are liable to be called, and such cards must be left face upward on the table.

70. The following are exposed cards:

1st. Two or more cards played at once.
2d. Any card dropped with its face upward, or in any way exposed on the table, even though snatched up so quickly that no one can name it.
3d. Every card so held by a player that any portion of its face may be seen by his partner.

71. A card dropped on the floor or elsewhere below the table is not an exposed card.

72. If two or more cards be played at once by either of the dealer's adversaries, the dealer shall have the right to call which one he pleases to the current trick, and the other card or cards shall remain face upward on the table and may be demanded at any time.

73. If, without waiting for his partner to play, either of the dealer's adversaries should play on the table the best card, or lead one which is a winning card, as against the dealer and dummy, or should continue (without waiting for his partner to play) to lead several such cards, the dealer may demand that the partner of the player in fault, win, if he can, the

first, or any other of these tricks, and the other cards thus improperly played are exposed cards.

74. If either or both of the dealer's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either adversary retain his hand he cannot be forced to abandon it. Cards exposed by the dealer are not liable to be called. If the dealer should say, "I have the rest," or any other words indicating that the remaining tricks are his, he may be required to place his cards face upward on the table. The adversaries of the dealer are not liable to have any of their cards called should they expose them, believing the dealer's claim to be true, should it subsequently prove false.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 82, 91, and 100) fail to play as directed, or if, when called on to lead one suit, leads another, having in his hand one or more cards of the suit demanded (Law 76), or if called upon to win or lose a trick, fail to do so when he can (Laws 73, 82, and 100), he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

Leads Out of Turn

76. If either of the dealer's adversaries lead out of turn, the dealer may either call the card erroneously

led, or may call a suit when it is next the turn of either adversary to lead.

77.. If the dealer lead out of turn, either from his own hand or from dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

78. If any player lead out of turn and the other three follow him, the trick is complete and the error cannot be rectified; but if only the second, or second and third play to the false lead, their cards may be taken back; there is no penalty against any one except the original offender, who, if he be one of the dealer's adversaries, may be penalised as provided in Law 76.

79. In no case can a player be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated at every trick until such card has been played.

81. If a player called on to lead a suit have none of it, the penalty is paid.

Cards Played in Error

82. Should the fourth hand (not being dummy or dealer) play before the second has played to the trick, the latter may be called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

83. If any one, not being dummy, omit playing to

a former trick, and such error be not corrected until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stands good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

84. If any one (except dummy) play two cards to the same trick, and the mistake be not corrected, he is answerable for any consequent revokes he may have made. If during the play of the hand the error be detected, the tricks may be counted face downward, in order to ascertain whether there be among them a card too many; should this be the case, the trick which contains a surplus card may be examined and the card restored to its original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

The Revoke

85. Should a player (other than dummy) holding one or more cards of the suit led, play a card of a different suit, he revokes. The penalty for a revoke takes precedence of all other counts.

86. Three tricks taken from the revoking player and added to those of the adversaries shall be the penalty for a revoke.

87. The penalty is applicable only to the score of the game in which it occurs.

88. Under no circumstances can the revoking side score game, slam or little slam that hand. Whatever their previous score may have been, the side revoking cannot attain a higher score toward game than twenty-eight.

89. A revoke is established if the trick in which it occurs be turned and quitted, *i.e.*, the hand removed from the trick after it has been gathered and placed face downward on the table; or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

90. A player may ask his partner if he has no card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative, or unless the revoking player or his partner has led or played to the following trick.

91. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not exposed cards. If the player in fault be one of the dealer's adversaries, the card played in error is an exposed card, and the dealer can call it whenever he pleases; or he may require the offender to play his highest or lowest card of the suit

to the trick in which he has renounced; but this penalty cannot be exacted from the dealer.

92. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed the claim may be urged and proved if possible; but no proof is necessary, and the revoke is established if, after it has been claimed, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

93. A revoke must be claimed before the cards have been cut for the following deal.

94. Should the players on both sides subject themselves to the revoke penalty neither can win the game by that hand.

95. The revoke penalty may be claimed for as many revokes as occur during a hand; but in no event can more than thirteen tricks be scored in any one hand. (See Law 7.)

General Rules

96. There should not be any consultation between partners as to the enforcement of penalties. If they do so consult, the penalty is paid.

97. Once a trick is complete, turned, and quitted, it must not be looked at (except under Law 84) until the end of the hand.

98. Any player during the play of a trick, or after

the four cards are played and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

99. If either of the dealer's adversaries, prior to his partner's playing, should call attention to the trick, either by saying it is his, or, without being requested so to do, by naming his card or drawing it toward him, the dealer may require that opponent's partner to play his highest or lowest card of the suit led, or to win or lose the trick.

100. Should either of the dealer's adversaries, during the play of a hand, make any unauthorised reference to any incident of the play, or should he call his partner's attention to the fact that he is about to play or lead out of turn, the dealer may call a suit from the adversary whose turn it is next to lead.

101. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded none can be enforced.

102. Where the dealer or his partner has incurred a penalty, one of his adversaries may say, " Partner, will you exact the penalty or shall I?" but whether this is said or not, if either adversary name the penalty, his decision is final.

New Cards

103. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards are demanded, two packs must be furnished and paid for by the player who has demanded them. If they are furnished during a rubber, the adversaries shall have their choice of the new cards. If it is the beginning of a new rubber, the dealer, whether he or one of his adversaries be the party calling for the new cards, shall have the choice. New cards must be called for before the pack be cut for a new deal.

104. A card or cards torn or marked must be replaced by agreement or new cards furnished.

Bystanders

105. While a bystander, by agreement among the players, may decide any question, yet he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called on by the players to pay the stakes on that rubber.

For the beginner, unfamiliar even with the ordinary procedure of the game, this chapter may be useful. Those who are already conversant with the methods of play may pass it over.

Bridge is played with a full pack of fifty-two cards, which rank from the A, K, Q, down to the deuce. In cutting, the ace is the lowest card. Two packs are generally used. During the deal the still pack is shuffled by the player sitting opposite the dealer and placed on the left of the person whose turn it will be to deal next.

The scores are kept on a sheet of paper, or pads specially printed for the purpose, no satisfactory mechanical bridge marker having yet been invented. Each player may keep his own score, or it may be agreed that one person shall keep it for the table.

Bridge is played by four persons, and if there are more than four candidates for play, the selection must be made by cutting, the four lowest having the privilege. Partnerships are then decided by cutting, the two lowest pairing against the two highest, the lowest cut of all having the choice of seats and cards and the privilege of the first deal of the rubber. The

usual method of cutting is to spread the pack face downward on the table and draw cards from it.

If two players cut cards of equal value and these two cards are the highest, it does not matter; but if they are the two lowest, they must cut again to decide the tie for the first deal. If the ties are intermediate cards, they must cut again to decide which shall play with the original low, but the original low always retains his right to the first deal. When three players cut cards of equal value, they must cut again. If the fourth was higher than the ties, the two lowest of the new cut are partners, and the lower of them deals. If the fourth card was lower than the ties, it holds the deal, and the two highest of the new cut are partners.

partners sit opposite each other, and their positions at the table are known respectively as dealer and dummy, eldest hand and pone.
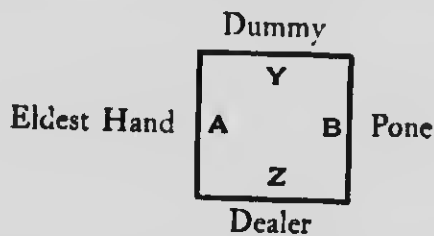
For convenience in indicating the position of the various players in illustrative hands and diagrams, the eldest hand and his partner are known by the first two letters of the alphabet, while the dealer and his

partner are known by the last two; so that Z is always the dealer and A always leads for the first trick. The eldest hand and his partner are frequently spoken of as "the adversaries."

After the players have taken their seats, the dealer shuffles the cards and presents them to the pone to be cut. He then distributes them one at a time, face down and in rotation from left to right, until each player has thirteen.

No trump is turned.

All irregularities in the matter of cutting, shuffling, and dealing will be found fully dealt with in the laws of the game.

The dealer has the privilege, after examining his cards, of announcing any suit he pleases for the trump, or to play without a trump. He usually says, " I make it hearts," or, " This is a no-trumper." There being a great difference in the value of the declarations that the dealer may make, he has the privilege, if his cards are not good enough to justify him in making a declaration that will profitably advance his score, of passing the make over to his partner by saying, " I leave it to you, partner." The dealer having once declined to make it, his partner must make the selection. All such announcements by the dealer or his partner must be made without any consultation between them.

After the trump has once been legitimately an-

nounced by the dealer's side, the adversaries cannot change it no matter what cards they hold, but they may increase the value of the points to be played for by " doubling."

As soon as the declaration has been made, the eldest hand looks at his cards to see how they suit him. If he thinks that he is strong enough, with average assistance from his partner, to make the odd trick, even after the dealer has selected the trump to suit his own hand, he can double the value of the trick points, although he cannot change the trump. The usual expression is, " I double," or " I go over," or " I make hearts worth sixteen." The refinements of doubling will be found fully explained in a later chapter devoted to the subject.

If the eldest hand does not wish to double, he must say to his partner, " Shall I play? " This means, " Do you want to double, or shall I lead? " In answer to this the pone must either double himself, if he feels strong enough to do so, or he must say, " If you please." Beginners should accustom themselves to this conversation of the game as quickly as possible, so as not to delay matters at the table, and they should be especially careful never to play without first asking the partner's permission to do so.

After the eldest hand has asked, " Shall I play? " and has been answered in the affirmative, or after the doubling, if any, is finished, he may lead any card

he pleases for the first trick. As soon as this card is on the table the dealer's partner must lay his thirteen cards face upward in front of him, sorted into suits, the trumps to the right. From then on the dealer must play the exposed hand and his own, his partner becoming a dummy who is not allowed to take any part in the play, nor to offer any suggestions nor make any remarks, further than to ask his partner if he has none of a suit to which he renounced. This he should always be most careful to do; "No spades, partner?" being the usual formula. The dummy may also protest against the adversaries claiming a penalty to which they are not entitled, and may call attention to a trick which is not complete.

Each player must follow suit if he can. The highest card played, if of the suit led, wins the trick; trumps win all other suits, and the winner of one trick leads for the next one, and so on, until all thirteen tricks are taken.

The dealer gathers the tricks for his side, keeping them separate, so as to be readily counted. Either adversary may gather for his side, but one of them must gather all the tricks on the same side of the table. After one side has taken six tricks, they are bunched together and form what is known as the "book." These first six tricks won by the same partners do not count, but every trick over the book counts toward game, and these tricks over the book

must be kept separate so as to be easily seen and counted.

The game is thirty points. These points are made by attaching a certain value to each trick over the book, according to the suit which has been announced as the trump.

When Spades are trumps...... 2 points
When Clubs are trumps ...... 4 points
When Diamonds are trumps ... 6 points
When Hearts are trumps...... 8 points
When there are No Trumps...12 points

The number of tricks taken over the book are spoken of as so many " by cards." For example: if the dealer and his partner won eight tricks in hearts, they would be " two by cards," worth sixteen points. Ten tricks in no trumps would be four by cards, worth forty-eight points.

As soon as either side reaches or passes thirty points it is a game. No matter how much more than thirty they may make, it is all put down, but it is only one game of the rubber. Suppose the dealer's side already had twenty points scored and made six by cards at no trump, they would add seventy-two to their score, making it ninety-two altogether, but it would count only as one game.

As soon as either side wins two games, that ends the rubber, and the cards are cut again for partners

and deal. The side winning the rubber adds one hundred points bonus to its score.

The object of the dealer's side is to make such a selection of a trump suit, or no trump, as will materially advance their score for game. But in addition to the points made by tricks, which are the only ones that count toward game, there are additional scores for honours, and for winning twelve or thirteen tricks, and also for the misfortune of not having a trump dealt to you. The honours are the A, K, Q, J, 10 of the trump suit, and the four aces when there are no trumps.

The following table shows the value of the honours, etc.:

Table of Honour Values

If the trump suit is	♠	♣	♦	♥
3 honours count	4	8	12	16
4 honours count	8	16	24	32
5 honours count	10	20	30	40
4 in one hand count	16	32	48	64
4 in one hand, 5th in partner's	18	36	54	72
5 in one hand	20	40	60	80

When there are no trumps:

3 aces between partners count	30
4 aces between partners count	40
4 aces in one hand count	100

Chicane counts the same as 3 honours.

Little Slam counts	20
Grand Slam counts	40

This table is not so difficult to remember as it appears. There being five honours in the trump suit, one side must always have a majority. When this is simply the odd honour, three of the five, it is called "simple honours," and simple honours in trumps are always worth as much as two tricks in the trump suit. For instance, simple honours in hearts are worth sixteen points, which is the same as two tricks in hearts.

Four honours held by the same partners are worth as much as four tricks.

Five honours are worth as much as five tricks.

Four or five honours in one hand are worth twice as much as when they are held between partners, four honours in diamonds being worth forty-eight. Four honours in one hand and the fifth in the partner's are worth as much as nine tricks.

In addition to these scores for honours, there are other scores which are put in the honour column because they do not count toward winning the games. If one side wins all thirteen tricks, it is called a "grand slam," and adds forty points to the honour score. If one side wins twelve out of the thirteen tricks, it is a "little slam," and adds twenty points. If a trump suit is declared, and any player has none of the suit dealt to him, he is "chicane," and scores the same as simple honours for his side. Suppose the dealer and his partner have four honours in hearts,

A having the other honour and B having no trump at all. The dealer scores thirty-two for honours, and B scores sixteen for chicane. When two players are void of trumps, they each score for chicane.

These honour scores do nothing to advance the game, but they must be taken into consideration in declaring, because they materially affect the ultimate value of the rubber. In order to keep the two scores, for tricks and for honours, separate, properly ruled score sheets are used, in which special places are provided for trick and honour scores.

Two forms are in common use. In one, the honours are scored in the same vertical column as the tricks, but "above the line," as in diagram "A." In the other, the honours are scored in a separate column, as in diagram "B." It will be seen that in "A" the trick scores are entered immediately below the medial line and the honour scores immediately above it, so that one score is written upward and the other downward. In "B," the scoring begins at the top of the page and follows downward in regular order, giving a full line across the page for each deal.

Some players prefer the "B" style, because it is an easy matter to check the scores for each successive deal in case of any disagreement. Others prefer "A," because it is so much easier to add up the results at the end and takes up less room.

The following are the scores recorded on the dia-

grams, both being the same, but entered in different ways:

WE dealt, declared hearts and made two by cards and simple honours; usually expressed as "Sixteen each way."

THEY dealt, made it no trump, won three by cards and scored thirty for holding three aces between them. This won the first game, under which a line is drawn to mark it.

WE dealt, made it spades, and won the odd trick, but the adversaries scored for four honours.

THEY dealt, called hearts, and lost the odd trick, but scored simple honours.

WE dealt, called diamonds, won four by cards and had four honours in one hand. Under this a line is drawn to show that the second game of the rubber is finished.

THEY dealt, made four by cards and four honours in hearts, winning the deciding game of the rubber.

The trick and honour scores are now added up, a hundred points are added to the score of the winning side, and the lower score is then deducted from the higher, the difference being the value of the rubber; in this case, 140 points.

Bridge is usually played for so much a point or so much a hundred, fractions of certain amounts being thrown off to make even money. Suppose the game is 2½ cents a point, or 10s. a hundred. A rubber of

160 points would be worth $4, and one of 200 would be worth $5. But any rubber of 140 or more, up to 178, would also be worth $4, and any rubber from 180 to 218 would be worth $5, unless it were agreed to settle down to half-dollars.

Each player pays his right-hand adversary, so that if a rubber is worth $5 it really costs the partners $5 each, or $10 in all. Sometimes a player who does not wish to play as high as the others will find his

Diagram " A "

WE.	THEY
	32
	16
48	8
16	30
2	32
8	
24	
114	154
	100
	254
	114
Value	140

Diagram " B "

WE		THEY	
Honours.	Tricks.	Honours.	Tricks.
16	16	—	—
—	—	36	30
2	—	—	8
8	—	—	16
24	48	—	—
—	—	32	32
50	64	68	86
	50		68
	114		154
			100
			254
			114
		Value	140

partner willing to take on the difference. When this is done, the partner wins from or loses to both his adversaries. Suppose A plays for 1 cent a point, B taking the extra $1\frac{1}{2}$. The rubber is $5. Then A wins $3 from the player on his left, while B wins the remaining $2 from that player, and $5 from his partner, or $7 altogether.

After the cards are shuffled and dealt, it becomes the dealer's duty to select a trump suit, to play without a trump, or to pass the make to his partner. This is the starting-point of every hand, and upon the dealer's decision the result always depends. It is for him to select the battleground, and upon his ability to choose the one best suited to the resources at his command, the issue of the struggle chiefly depends. Bad play may lose a few tricks and points, and occasionally just miss winning a rubber; but bad judgment on the dealer's part before the play begins will lose more than anything else. Nothing is so important as the makes.

The first difficulty that the beginner experiences at the bridge table is in estimating the value of the various hands, so as to pick out the declaration that will give him the best result in points. His object being to take advantage of his position, because the dealer undoubtedly has a great advantage, and to advance his score as far as possible, he naturally wishes to select a declaration which will win the game on the hand, if it is in the cards. It is a good general principle that the dealer should not make a declaration that cannot possibly win the game.

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This limits him to three calls, when he has nothing scored and wants thirty points to win the game, no trumps, or one of the red suits. If his cards are not strong enough for any of these he should leave it to his partner, and give him a chance to make a declaration that may win the game. If his partner is not strong enough either, it will be time enough to consider how to lose as little as possible on bad cards or how to win something with spades or clubs.

If the dealer's score is sufficiently advanced to go out with a black suit and he is strong enough to be reasonably sure of the game, he can declare clubs or spades without hesitation. The great thing is to win the game, because of its importance in deciding the rubber and the 100 points that go with it. When the dealer is 26 up, he does not want a no trumper or a heart to put him out.

The difficulties of the position in declaring arise from its complications. There is so often a choice between two declarations, and then there is the necessity of considering the score, and there is also the alternative of passing. It will be found that persons who are continually passing the make, shifting its responsibilities to the shoulders of the dummy, are seldom successful players.

Nothing will simplify the problem of the declaration so much as getting firmly fixed in the memory certain standard hands, the value of which can be

depended on. They may not turn out well every time, and it will sometimes happen that other declarations would have done better, but in the long run the odds are distinctly in favor of certain declarations with certain classes of hands, and it will be found that any other declaration, if persisted in, will lose a large number of points.

The first thing for a person to do, then, if he wishes to become an expert in the most important part of the game, the declarations, is to get a clear conception of certain kinds of hands, so that any given hand shall be immediately recognised as belonging to a particular class and calling for a particular declaration.

Hands naturally fall into two great classes: those on which the dealer should declare, and those on which he should pass, and the distinction between these two great classes must first demand our attention.

All through the following pages there are a great many illustrations, the value of which will not be appreciated unless the reader will take the trouble to sort out the actual cards and lay them upon the table in front of him or hold them in his hand, so that the eye may become thoroughly familiar with the various combinations. If the eye is properly trained, it acquires a sort of unconscious memory, which will relieve you from the necessity of keeping the table

waiting while you try to recollect what it was that the book said about this or that kind of hand. You cannot take a text-book to the table with you, but if the eye has been trained to recognise certain combinations of cards previously laid on the table and carefully studied, it will instantly recognise the same combinations in actual play. Nothing is more important in any knowledge that is worth having than to train the same faculties in acquiring it that will be used in applying it.

As there are four suits in the pack and each suit contains five high cards, usually spoken of as honours, these twenty honours must be distributed among the four players each deal. The average share of each player would be five: an ace, king, queen, jack, ten apiece. Any hand which contained one of each of the five honours, in various suits, would be an average hand. One containing more than its share would be above the average, and any hand containing less would be below.

Compare these two hands:

Hand 1.	Hand 2.
♥ A Q 6 4	♥ A 8 6 3
♣ K J 7	♣ K 9 7
♦ Q J 10	♦ Q 4 2
♠ 9 8 2	♠ J 7 5

The first is clearly a queen and jack above the average, while the second is a ten below it.

But it is obvious that, bar trumping, certain combinations of cards may be equal in strength or value to certain single cards, so far as trick-making is concerned. For instance, both king and queen of one suit are certainly as good as the ace of another suit, and queen, jack, ten of a suit are as good as king and queen. If the suit is persistently led, any of these combinations must become good for a trick, and for the purpose of stopping or protecting a suit, the Q, J, 10 is as good as the K, Q, and the K, Q is as good as the A.

Therefore, in reckoning up the average value of any hand, certain combinations of minor honours may be reckoned as equal to higher honours.

This being so, compare these two hands:

Hand 3.	Hand 4.
♥ K Q 5	♥ Q J 10
♣ K 7 4 2	♣ K 6 4
♦ Q J 10	♦ Q 8 5
♠ J 10 8	♠ J 7 3

If we take the K, Q of hearts in the first to be equal to an A, the hand is clearly J, 10 above the average. If we take the Q, J, 10 in the second one to be equal to an A, the hand is clearly a 10 below the average.

Now, if the K, Q of one suit is as good as the A, two aces must be as good as A, K, Q; and if Q, J, 10 is as good as K, Q, three aces must be as good as A,

K, Q, Q, J, 10; that is, a Q above the average. These being so, compare these two hands:

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

In the first, as either of the aces must be equal to K, Q, the hand must be a Q above the average. In the second, as the Q, J, 10 equal an ace only, the hand must be a 10 below the average.

Now compare these hands:

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

Both are practically equal in trick-taking value, and both will be found to be a Q above the average.

If the reader wishes to devote the time to it, nothing will so forcibly impress this on the memory as the following simple exercise. Take an ordinary pack of cards, shuffle them thoroughly, and count them off into packets of thirteen each. Take these packets, one at a time, and after sorting it into suits, ask yourself whether the hand is above or below the average in the matter of the honours held. Pay no attention to anything else until you are satisfied that

you know a hand which is above or below the average the moment you see it.

Having mastered this thoroughly, you will be prepared to put in practice the following rules:

Hands above the average strength are those on which the dealer should declare.

Hands below the average strength are those on which he should pass.

What he should declare, and why, will be dealt with in the chapter on the declarations.

In estimating the average val e of a hand it will often happen that certain single honours will have to be reckoned as worth a little more than other inferior honours that are not present. For instance, a hand may have two kings but no Q or J. As a rule, the more cards there are in a suit the more valuable the honours become, because they are better guarded, and leave more latitude for play. The K, J, and two small cards of a suit are worth quite as much as K, Q alone, and the K, 10 with two small cards are worth quite as much as K, J and only one small card.

ADVANTAGE OF THE DEALER

There is another element which enters into the problem of estimating the value of a hand, which is too frequently lost sight of, and that is its position. The dealer's advantage in playing two hands combined is worth a great deal more than the beginner has any idea of.

It is remarkable that out of a dozen of the leading writers on bridge, only two take into serious consideration the advantage that the dealer has in the play, even with perfectly equal cards. One of these two says that the dealer should win the odd trick seven times out of ten with equal cards. The other says that the dealers' advantage is 50 per cent., but later on he modifies this by asserting that he should win the odd trick thirteen times out of twenty if all the hands dealt were forced no-trumpers. Neither of these writers offers any examples or statistics to prove his point, and the figures are evidently approximations.

If the reader will examine carefully the distribution of the cards in Illustrative Hand No. 1, he will see that each player holds exactly an average hand, down to the deuce, and that the combinations of the suits in each hand and between the partners is also

exactly equal. Yet the dealer, simply from his knowledge of the position and his ability to take advantage of it, wins nine tricks to the adversaries' four. It is true that B could have saved the game by playing the ace of spades at trick 7, but that is the only trick A-B could have saved, and the dealer would still have won eight tricks to their five with absolutely equal cards.

In all these illustrative hands, Z is the dealer and Y is his dummy partner. A leads for the first trick and B is his partner. The underlined card wins the trick, and the card under it is the next one led.

It is not in every hand that the distribution of the cards is such as to allow the dealer to gain any great advantage from it, but experience has shown that in the long run the dealer's play is worth as much as a queen above the average in his hand, so that if he has a queen above the average in his actual cards, he may reckon that he is two queens above the average in hand and play combined. Some good players estimate this to be worth two by cards when they declare on a hand which is a queen above the average in the cards held.

A good player, knowing the possibilities of the combination of his own hand with the dummy's, will seldom or never lose tricks that he might have made when he is the dealer. But the very best of players, when opposed to the dealer, will throw away hun-

Showing the advantage of the dealer in playing a no-trumper. Z dealt. A leads.

```
                    ♥ 10 9 3
                    ♣ A J 6 2
                    ♦ Q 8 4
                    ♠ K 7 5
   ♥ K 7 5        ┌──────────┐        ♥ Q 8 4
   ♣ Q 8 4        │    Y     │        ♣ K 7 5
   ♦ A J 6 2      │ A      B │        ♦ 10 9 3
   ♠ 10 9 3       │    Z     │        ♠ A J 6 2
                  └──────────┘
                    ♥ A J 6 2
                    ♣ 10 9 3
                    ♦ K 7 5
                    ♠ Q 8 4
```

TRICK	A	Y	B	Z
1	2 ♦	4 ♦	9 ♦	K̲ ♦
2	♣ 4	♣ 2	♣ K̲	♣ 9
3	A̲ ♦	8 ♦	10 ♦	5 ♦
4	6 ♦	Q̲ ♦	3 ♦	7 ♦
5	♥ K̲	♥ 10	♥ 4	♥ 2
6	J̲ ♦	5 ♠	♣ 5	♣ 3
7	10 ♠	7 ♠	2 ♠	Q̲ ♠
8	♣ 8	♣ J̲	♣ 7	♣ 10
9	♣ Q	♣ A̲	6 ♠	4 ♠
10	♥ 5	♣ 6̲	J ♠	8 ♠
11	♥ 7	♥ 9̲	♥ 8	♥ 6
12	3 ♠	♥ 3	♥ Q	♥ A̲
13	9 ♠	K ♠	A ♠	♥ J̲

The dealer wins the game.

dreds of tricks every year, simply from want of knowledge of the actual possibilities of the cards in their partner's hand.

If the play in Illustrative Hand No. 1 is examined, it will be seen that A has the advantage of the first lead and gets his suit cleared first, but the dealer has the advantage of knowing the position and seeing the possibilities of a successful finesse in two different suits. By the time A has made his suit, Z has two suits cleared for action. At trick 7, A and B practically start the hand over again, while with Z the game is finished and he knows just what is coming.

THE DEALER'S DECLARATIONS

Declarations are of two kinds, original and passed. The first are made by the dealer himself, the second by his partner, the dummy.

Original declarations include the possibility of passing the make to dummy, which is in itself a sort of declaration. In declaring, three things must be kept in view:

The strength of the hand in any particular suit, or the distribution of the strength among several suits.

The honours massed in one suit, especially the red suits, which might be selected for the trump, or the aces in a hand which might be a no-trumper.

The score, and the number of points necessary to win the game or to advance it to a favourable stage.

No-Trumpers

The most desirable declaration for the dealer, because the tricks in it are more valuable and it takes less of them to win the game, is a no-trumper. Unless the honours in some one suit are very valuable as trumps, a no-trumper will pay better than anything

else. For this reason no opportunity of calling no trumps should be missed.

Having thoroughly learned to recognise the difference between the two great classes of hands, those above and those below the average, let us turn our attention exclusively to one of those classes, the hands above the average, and see what we can learn about the smaller classes of hands which are included in this larger class.

Compare these two hands:

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

These are both a queen above the average, and they are therefore equal in that respect, but there is a great difference between them in the distribution of their strength. In the first it is all in one suit; in the second it is scattered among three different suits.

Compare these two hands:

Hand 11.	Hand 12.
♥ 7 5 3	♥ A 6 2
♣ A K Q 5	♣ K 7 5 3
♦ K J 10	♦ K 10 4
♠ 9 7 3	♠ Q J 9

Both these are a king above the average, but in one the strength is concentrated in two suits; in the other it is spread over all four.

It will be seen that in the hands in which the strength is distributed among three suits, it is probably sufficient to prevent the adversaries from winning every trick in any of those suits, should they begin by leading them. In other words, these three suits are " protected " or " guarded."

Many writers go to great lengths in giving examples of what they consider protected suits, but they are very far from agreeing on the subject. For all practical purposes it may be stated that a protected suit is one in which you can probably stop the adversaries from winning every trick; it is a suit in which they cannot run off five or six tricks without letting you into the lead at least once. Experience is the best teacher as to what these suits are.

If the reader will go back over the hands already given, it will be seen that with the exception of Nos. 9 and 11 every hand which is above the average is protected in three suits. Even the club suit in No. 3, four to the king, is considered as very well guarded, experience having proved it so.

If the reader will take a pack of cards, shuffle them, and count out hands of thirteen each as before, it will be found excellent practice to throw aside all hands which are recognised as below the average, but to pick out from those which are above the average all the hands in which the strength is so distributed as to protect three suits.

In either of these, if the dealer or the dummy once gets the lead, the odd trick is almost a certainty, and very likely the game may be won. It is true that dummy may have a good heart call if the make is passed; but if he is strong enough in the red suits to call a red trump, he is strong enough to give you just the assistance you want by protecting the suits in which you are weak. If he can call diamonds, his diamonds are not as useful as trumps as they would be in supporting a no-trumper in the dealer's hand. While it is true that the adversaries may open one of the weak suits and run it down, it is an even chance that they open a suit that the dummy can stop, and the odds are greatly against dummy's being hopelessly weak in both the suits in which the dealer is weak.

From these considerations we arrive at the rule that any hand which contains five or more certain tricks, although protected in only two suits, should declare no trumps.

Pip-Counting No Trumpers

Several methods of arriving at the value of a hand which should be strong enough to declare no trumps have been suggested, but none will be found so simple and reliable as that already given.

One of these methods is to attach an arbitrary numerical value to each of the court cards, calling the

ace worth seven, the king five, the queen three, the jack two, and the ten one. This gives the total value of an average hand as eighteen, and if the hand is a queen above the average, it must add up to twenty-one. The rule is then given to call no trumps on any hand that will count up to twenty-one.

This rule is, however, governed by several exceptions. For instance, a singleton ace must be reckoned as worth four only; a singleton king, two; an unguarded queen, one.

The rule is further complicated by having to make a calculation for the number of guarded suits in which the honours used to count up to twenty-one are found. In this case the addition must be seven, and the twenty-one count is abandoned in favour of the "certain tricks" in the hand. With four certain tricks and three suits guarded, the hand is worth seven. With five sure tricks and two suits guarded, or with six sure tricks in one suit, the hand is equally worth seven, and should call no trumps. It is easy to find many hands which fit one rule and not the other, as, for instance, A, K, Q in one suit and K, J in another, nothing in the other two, which counts twenty-two by pip reckoning, but will not meet the seven rule.

In some places, especially Australia, it is the rule that the dealer should never pass the make to his partner unless he has three tricks in his hand, these

three tricks not being sufficiently distributed to call no trumps. The object is to let the partner know what strength he may expect, but it drives the dealer to declarations which would much better be left to the dummy.

Honour at No-trumps

The aces being valuable counting cards in the honour column, the risk of calling no trumps and finding the adversaries with a large honour score for aces must be considered.

Compare these hands:

Hand 15.	Hand 16.
♥ A 8 6	♥ K Q 8
♣ A J 4 2	♣ K J 6 4
♦ A 7 5	♦ Q J 10
♠ 9 6 3	♠ 7 5 3

So far as trick-taking is concerned, these two hands may be said to be of equal value, but No. 15 is certain of scoring thirty above the line for honours, whereas it is possible, although improbable, that the adversaries will score forty, or even one hundred aces against No. 16. For this reason a no-trumper should always contain at least one ace, or it should be very strong in every suit. To justify a no-trumper without an ace, most of the authorities are agreed that the hand should contain at least four kings and three queens. Weaker hands than this frequently make the

call, but it will usually be found, if the make goes through successfully, that the dummy would have called no trumps if it had been left to him.

It is often a nice question to decide between a heart and a no-trumper, and the honours at no trumps will usually turn the scale. Many players fall into the error of calling risky no-trumpers on perfectly safe heart hands.

Compare these hands:

Hand 17.	Hand 18.
♥ K Q 7 5 3	♥ A Q J 10 5 2
♣ K Q 6 4	♣ A 6 4
♦ 9 5	♦ A 9
♠ A 2	♠ A 7

Both are evidently no-trumpers, so far as trick-taking goes, but in No. 17 there are weak spots which suggest a heart call as much safer, especially if the dealer has anything scored on the game. It takes only one more trick to win the game at hearts than at no trumps. In No. 18, the score for four aces in one hand, one hundred points, is sufficient to outweigh any strength in hearts, and it may be laid down as a rule without exception that with four aces in his hand a player should always declare no trumps.

A hand was published in a tournament in London in which the dealer held seven hearts to four honours. The hand also contained four aces, and the problem was to give the proper make. Although the umpire

decided in favour of the heart call, it was proved by experiment that the no-trump declaration won an average of fifty-four points a deal more than the heart make.

Compare these hands:

Hand 19.	Hand 20.
♥ A K Q 10	♥ A 8 6
♣ A 6	♣ A 4 2
♦ 9 7 5	♦ A Q J 10
♠ A J 4 2	♠ 9 5 3

In No. 19, the honour score in hearts is more valuable than the honour score at no trumps, therefore such a hand should call hearts. In No. 20, the honour score in diamonds, although worth eighteen more than the honour score for the three aces at no trump, is not sufficient to balance the higher value of the tricks and the greater ease of winning the game without a trump. A hand like No. 20 should always call no trumps in preference to diamonds. With all five honours in diamonds, the trump might be given the preference, or when only six or twelve points were needed to win the game.

With three aces, no trump should always be called, unless the hand contains six hearts to two honours, or five hearts to three honours, one of which is the ace of hearts.

The reader may give himself some excellent practice by sorting out from the pack three aces, and,

after shuffling the rest of the cards, giving himself hands of ten cards at a time. Taking these in the hand with the three aces one can see if there is any better call than no trumps. The same thing can be done holding out two aces, and giving yourself eleven cards from the pack. The experience thus gained will give confidence.

The Trump Declarations

In considering the two great classes of hands which are above the average, we have thrown out those in which the strength was massed in one or two suits, unless they were strong enough to be considered as speculative no-trumpers.

We have laid down the principle that all hands which are above the average should declare, and have shown that those in which the strength is distributed should call no trumps. Obviously the others, those in which the strength is massed in one suit, should make that suit the trump. If the strength is divided between two suits, the more valuable suit should be selected, provided it has length as well as high cards.

But there are certain considerations which enter into trump declarations which are quite foreign to no-trumpers. It is not so vital to have protection in various suits, because the trumps will stop any suit in which you are weak or short. A missing suit is

sometimes an element of strength, because you can ruff it from the start and the adversaries cannot make a single trick in it, no matter how strong they are. Trumps are also very useful to support other suits, and one good plain suit, supported by five or six trumps, is a very powerful hand.

The moment you declare to play with a trump, the honours in the various suits cease to be the only cards of value, because the smallest card of the trump suit will kill the biggest ace of a plain suit. It is therefore quite possible that a hand which is below the average which we have set down as essential for a no-trumper may be much above the average in real trick-taking strength if a certain suit is picked out for the trump.

This being so, we must adopt a different scale of measurement for hands in which one particular suit is long enough to be a good trump suit. Length in trumps is often more important than high cards. The more trumps you have, the more likely you are to find the adversaries with few, and the more freely you can trump their good cards. With only four trumps, you are likely to find an adversary with just as many as yourself; therefore it is very important that when your trumps are not numerous they should be very high cards, or be supported by strong outside cards in plain suits, almost good enough for a no-trumper.

Compare these hands:

Hand 21.	Hand 22.
♥ K Q 7 5 3	♥ J 8 6 4
♣ J 8 4	♣ Q 9 3
♦ 6 3 2	♦ A 7 5
♠ A 9	♠ 9 8 2

They are both below the average; the first a 10 below, the other K and 10 below. Neither would be a good no-trumper, but if hearts were declared on No. 21 it would be a very sound make, whereas there is no good trump declaration on No. 22.

The beginner naturally feels the want of some simple rule by which he may gauge his hand when he is not quite sure whether it is a fair trump call or not. The following simple method will be found useful until such time as the player has gained sufficient experience to do without it.

Count up the cards in the suit which you think of making the trump; add the number of honours in that suit, and then add the number of aces and kings in the plain suits. These are usually called " outside " aces and kings. No card below a king is of any counting value. If the total of this addition is *eight* or more, it is usually a sound make.

Apply this rule to No. 21, taking hearts as the proposed trump. There are five hearts, two honours in hearts, and one outside ace, a total of eight, therefore a fair heart make on the cards.

Apply the same rule to No. 22, still taking hearts, the longest suit, for the trump. There are four hearts, one honour in hearts, and one outside ace; a total of six only, therefore a very poor heart call.

On account of the importance of the number of trumps, it is usually bad policy to declare with less than five unless three of them are honours, or the outside cards are strong. Six trumps without an honour among them are much stronger than three trumps which are all honours.

But there is another important point in trump declarations: the value of the tricks which are to be won when a certain suit is named. There is a great difference between declaring for tricks which are worth only two points each and those which are worth eight.

Compare these two hands:

Hand 23.	Hand 24.
♥ K Q 5	♥ 7 4
♣ A K 8 6 3	♣ K 10 3
♦ J 4 2	♦ 6 2
♠ 10 8	♠ A Q J 7 5 4

Neither is strong enough for no trumps, but each has a suit of five cards which might be made the trump. If the club is selected in No. 23, it can be counted up to eight, while No. 24 can be counted to ten if the spade suit is selected for the trump.

But both of these are black suits, and the dealer

should hesitate to declare a black suit unless the score is sufficiently advanced to make it reasonably sure that he can win the game.

This consideration is important. The dealer always has a chance to win the game, and he should not wilfully throw away that chance while there is any hope. It is impossible to win the game from zero with a black suit, even if you make a grand slam. When you are ahead in the score, or have an advantage that you wish to keep, such as having won the first game, you may be cautious and call a black suit. If you are twenty-six or twenty-eight up, No. 24 would be a very good spade call. With twenty-six, or even only twenty-two up, No. 23 would be a very fair club declaration.

Dummy's Possibilities

We come now to another point, too often overlooked. If you pass the make, what will dummy most likely declare? The natural answer to this is, that the suit in which you are weak is most likely his strong suit. This consideration leads us to two different courses, each of which seems to have something in its favour. We can trust dummy to have what we have not, and declare on our own cards, or we can leave it to dummy, and see if he has what we hope he has. If we take the first course, it usually leads

us to a speculative no-trumper; if we take the second, we must pass the make.

There are five possible declarations, three of which are better than the black suits, and if the make is passed it is probable that dummy will call something better than a black trump. If he cannot, no harm is done, because you would have called a black suit yourself; but if you make it black originally, you shut out any possibility of dummy's having a better call.

Compare these two hands:

Hand 25.	Hand 26.
♥ K Q 8 6	♥ A K 8
♣ J 10 4	♣ 7 5 3
♦ A K 2	♦ K Q 9 5
♠ 9 7 5	♠ J 10 3

Neither is a good no-trumper, although both are a king above the average, because the third suit is not protected. Either can be counted up to eight with a red trump, the first in hearts and the second in diamonds, and although neither of them is a very desirable make, because there are only four trumps and two honours in trumps, they are still very fair "protective" makes, because if the make is passed it is improbable that dummy can do as well. If he has a better call than hearts on No. 25, it must be a no-trumper, and the beginner should never forget that when dummy lays down a no-trumper in answer to a heart call by the dealer it is almost certainly a game hand.

In No. 26, the diamond call is not as good as the heart call in No. 25 because of the difficulty of winning the game in diamonds, unless the score is advanced. But the careful player must always consider what dummy will probably declare if it is left to him. If the dealer passes with hands like Nos. 25 and 26 the chances are decidedly against dummy's having anything better to declare.

When the score is against the dealer and he is afraid of losing the game on the next deal, or when he has everything to gain and nothing to lose, he should invariably refuse to call diamonds originally unless he has six or seven of them, or holds four honours, or sees from his own cards that it is improbable that dummy has any better call. There is some fatality about a diamond make which cannot fail to arrest the attention of any observant player. While usually regarded as on the border line, and freely called in England, diamonds have come to be classed with the black makes in America, and are resorted to only when ahead on the score, or when the hand is very strong, either in length or in honours.

Compare these two hands:

Hand 27.	Hand 28.
♥ 6 4	♥ 6 4
♣ K Q 7	♣ 7 5 3 2
♦ A Q 6 3 2	♦ A K J 10
♠ 9 7 5	♠ K Q 8

With diamonds for trumps, No. 27 can be counted up to eight, which is not very strong. The hearts are so weak that it is quite possible dummy may have a strong heart call, or even a no-trumper. The weaker the dealer is in a suit the more chance that dummy may be strong in it. In Nos. 25 and 26, the dealer's strength in hearts makes it less likely that dummy can call hearts, but in No. 27 the contrary is the case.

In No. 28, the diamonds are not only strong, they are valuable, the score for four honours in one hand being forty-eight points. This alone is sufficient justification for calling diamonds, irrespective of the chance of winning tricks. If these two hands are carefully compared, it will be seen that No. 27 is not a good diamond call unless the dealer's score is advanced, or he is a game ahead and wishes to hold his advantage. No. 28, on the contrary, is a good diamond declaration at any score.

Compare these two hands:

Hand 29.	Hand 30.
♥ K 6 4	♥ 6 4
♣ 7 5 3	♣ A K Q 7 5 3
♦ 8 6	♦ 9 7
♠ A K J 10 2	♠ K Q 2

In No. 29, there are four honours in spades, but they are worth practically nothing, and such a suit is much more valuable to support a better call by the dummy. But if you are twenty-six or twenty-eight up,

No. 29 is a very strong spade call. In No. 30, it would be wasting opportunities to call clubs unless you were twenty-two or twenty-six up, and it is very likely that dummy has a better call. Such a hand as No. 30 is a good example of a speculative no-trumper. If dummy is to be asked to declare something better than clubs, he must be strong in the red suits, and if he is, why not go no trumps? He may have just enough strength to support you in a no-trumper, but not enough to venture on a red suit himself. If you will not speculate with a hand like this, you must pass it, unless you are far enough ahead in the score to go out with a black trump.

Honours in Trumps

The value of the honours must not be overlooked in trump calls. Four honours in hearts or diamonds adds a good many points to the value of the rubber, and many players will not hesitate to call clubs when they have five honours, which are worth forty points, although it might be a better no-trumper if there were any other sure trick in the hand.

Defensive Trump Makes

There are a great many hands which are not good enough for no-trumpers and which will not count up

to eight for a trump declaration, but upon which it may be necessary to declare, simply as a defensive measure.

With five trumps to one honour, nothing in the plain suits, the hand will not count up to more than six. If the make is passed, it is hardly possible that dummy can call hearts. If he has a no-trumper, well and good, but it must be a very strong one to pull you through if you have not a trick in your hand. If he calls diamonds on average strength you will be little better off, but if he calls spades or clubs because he is strong in them, you may regret that you did not call hearts, especially if he has two or three fair hearts to help you out.

The danger in passing with such weakness is that dummy will call his hand to its full value, trusting you for two or three tricks, and that you will lose by it. Then again, if he has a fair average hand, not enough to call a red trump, it may turn out that your five hearts were just what he wanted. You are placed between two difficulties. If you call hearts with such weakness and dummy has nothing, you have made every trick you lose an expensive error, especially if you are doubled. On the other hand, dummy may be forced to call a cheap spade on a hand which was good for two by cards in hearts with your five trumps to help him.

If the make is passed, it will frequently be found

MICROCOPY RESOLUTION TEST CHART

(ANSI and ISO TEST CHART No. 2)

1.0

1.1

1.25

4.5
5.0
5.6
6.3
7.1
8.0

2.8

3.2

3.6

4.0

2.5

2.2

2.0

1.8

1.4

1.6

that dummy has just an average hand, not good enough for anything, but containing perhaps three or four hearts. On this he feels co. elled to call a spade, and neither of you have anything in spades, which will probably be doubled.

Experience shows that it is better to leave the make to dummy with only five hearts to one honour, and trust to his judgment not to take too great a risk with his cards. But with six hearts, even without an honour, and without a trick in plain suits, it is best to declare hearts. If dummy has only an average hand, he will probably hold two or three hearts, and eight or nine trumps between two hands is a very strong combination, quite enough to establish some suit, if only by ruffing it out, or to make the odd trick by trumping the adversaries' good cards.

With six small diamonds, the make is not valuable enough to be worth speculating upon if there is nothing else in the hand, and they should be looked upon much as if they were six small spades or clubs.

The reader who wishes to try his skill on a few makes can go over the test hands given as examples. The score is love-all. The make he selects can be written on a slip of paper opposite the number of the hand, and when the list is complete it can be compared with the key at the end of the book, where the reasons for selecting certain declarations can be found.

Any person who has carefully studied the foregoing pages should be able to pick out the correct make in each of these twenty examples without much trouble; but if they are given to a person unfamiliar with this work, he will probably fail on five or six of them at least.

No. 1.	No. 2.
♥ A K 10 9 4	♥ ——
♣ A	♣ A Q 10
♦ 5 3	♦ A K J 8 5
♠ A K 8 4 3	♠ Q 8 6 5 4

No. 3.	No. 4.
♥ A K 6 5 3	♥ K 10 9 8 5
♣ K 6 5	♣ A 4 3
♦ A 10	♦ K
♠ K 7 4	♠ K 10 8 3

No. 5.	No. 6.
♥ 8 7 4	♥ A Q J 8
♣ A 7	♣ K Q 9 3
♦ K 10 4	♦ J 8 4
♠ K 9 8 7 5	♠ 8 2

No. 7.	No. 8.
♥ J 9 6 4 3	♥ Q 10 7 4
♣ K 10 7 5	♣ 7 6 2
♦ J	♦ A 8
♠ 8 6 2	♠ K Q J 7

No. 9.	No. 10.
♥ Q J 7 5	♥ 2
♣ 6 5 4	♣ A K J 10 7 3 2
♦ K 10 8 7	♦ A K 2
♠ A 4	♠ A 3

No. 11.	No. 12.
♥ A K Q 10	♥ Q J 10 5
♣ A Q 10 2	♣ A K 4
♦ A 10 5	♦ ——
♠ K 3	♠ K J 9 8 4 2

No. 13.	No. 14.
♥ A K 9 4	♥ A Q 5 4
♣ 4 3	♣ Q 7
♦ A Q 10 2	♦ A J 10 8 5
♠ 8 7 6	♠ 5 4

No. 15.	No. 16.
♥ A K 7 3	♥ Q 10
♣ A K Q J 7 5	♣ Q 6 5 2
♦ ——	♦ A K J 9 5
♠ 10 6 3	♠ Q 7

No. 17.	No. 18.
♥ Q 7	♥ A 9
♣ K 9 8 5	♣ A 9 8 2
♦ K Q J 10	♦ A K Q J 5
♠ K Q 3	♠ Q 4

No. 19.	No. 20.
♥ Q 4	♥ 10 8 7 5 4
♣ 6 5 2	♣ 10 6 3
♦ Q J 10 9 7 3	♦ K Q J
♠ K 10	♠ K 7

THE DUMMY'S DECLARATIONS

Beginners usually fall into the error of supposing that they can declare on dummy's cards by applying the same rules as those given for the guidance of the dealer. But such is not the case, and it is this unfortunate practice of "over calling" the dummy's hands which has driven many good players to defensive declarations on their own deal, a matter which will be discussed in a following chapter.

When the make is passed, it is usually :eclaration of less than average strength in the dealer s hand, and there is a special probability of weakness in the red suits, particularly in hearts. When the dummy is asked to declare, he must remember that he is asked in   manner to allow for the dealer's weakness, and hi.   .rds must make up for it, especially in red suits. If dummy cannot do this, both hands are probably too weak to make any call that will materially advance the score, and the object must be to lose as little as possible.

There are certain standard hands on which dummy is always justified in declaring, such as no trumps on four aces, and usually on three, especially if two of them are red.

Compare these hands:

Hand 31.	Hand 32.
♥ A 8 6	♥ K Q J 6 4
♣ A J 4	♣ A 7 5
♦ A Q 2	♦ 9 3
♠ 9 7 5 3	♠ K J 10

In No. 31, with three aces, and especially both red aces, dummy is perfectly safe in calling no trumps, because he not only has thirty points above the line that he is sure of, but is able to protect the suits in which the dealer is probably weak. In No. 32, although there is strength enough to justify a no-trumper, hearts is a safer declaration, not only on account of the honour score, but because of the weakness in diamonds, which will be exposed as soon as the cards are laid down.

Dummy must always make allowance for the fact that the adversaries will never be in any doubt about his strength, and will see at once where his weakness lies. This makes dummy's no-trumpers not quite as good as the dealer's. The dealer's hand is always a sort of unknown terror, supposed to contain many wonderful cards, and stoppers in every suit. The adversaries are continually crediting him with strength which he does not possess, and they lose opportunities accordingly. When dummy declares, there is no such uncertainty, and the adversaries proceed to cut up his hand with great accuracy. Several examples of this

will be found in the various illustrative hands which are to follow.

Dummy should be particularly careful to distinguish between a safe heart call and a doubtful no-trumper. In the hands of the dealer, a doubtful no-trumper is better than a weak trump make; but with the dummy the contrary is often the case.

Compare these hands:

Hand 33.

♥ K Q 9 8
♣ A 5 4 3
♦ 9 6
♠ A 10 4

Hand 34.

♥ 8
♣ K Q 5 3
♦ A Q J 6 4
♠ A 7 2

Either of them would be a fine no-trumper for the dealer, but the first, with four hearts to two honours and two outside tricks, is a safer heart call for dummy. There are only three sure tricks in the hand at no trumps, and the dealer must be able to win four more to get the odd. No. 34 is a very risky no-trumper for the dummy, as the weakness in hearts may be fatal, but it is a very strong diamond declaration.

Compare these two hands:

Hand 35.

♥ 7 5 3
♣ A K 2
♦ J 10 8
♠ A Q 5 4

Hand 36.

♥ A K 8
♣ J 10 6
♦ A Q 4 2
♠ 9 7 5

They are identical so far as strength is concerned, each being an ace above the average; but for dummy, No. 35 would be a very poor no-trumper, because he is weak in the same suits that the dealer is probably weak in—the red. No. 36, on the contrary, would be a very good no-trumper for dummy, as he is strong in the suits in which the dealer is probably weak.

It is a very good rule for the dummy never to call no trumps unless he can protect or stop both the red suits. If he is tempted to risk either of them, let it be the diamonds, but never the hearts. More of dummy's no-trumpers come to grief from want of protection in hearts than from any other cause.

While the dealer may call no trumps with any hand which is a queen above the average and has three suits protected, he does so on the theory that dummy's "answer," as it is called, will be at least an average hand. When the dummy is asked to make it, he knows that the dealer's hand is probably below average and he must make the proper allowance for it.

As a rule, to call no trumps, dummy's cards should be at least an ace above the average.

Speculative no-trumpers are not quite as good for the dummy as for the dealer, because their weak spots are immediately exposed. Nevertheless, dummy may occasionally take a chance on a hand that promises a great score if it can get into the lead. A black suit of six or seven cards, headed by A, K, Q, and

an ace to get in with, especially the ace of hearts, or both K and Q of that suit, is a fair risk.

Dummy may call diamonds much more freely than the dealer, because in dummy's hand the diamond becomes one of the defensive declarations.

While the dealer may call a red suit with a hand which will count up to eight, dummy should avoid red suits, as a rule, unless he has a hand that will count up to nine. No. 33 is an example of an exceptional case.

The score will often have an influence on dummy's declarations. If he is ahead, he must be more than usually cautious, but when he is behind, especially if the adversaries are likely to go out on the next deal, he should take every chance that his hand warrants to declare something that may win the game. With the score twenty-eight to nothing against him, a risky no-trumper is quite legitimate; but with the dealer's score twenty-four or twenty-six up, it is probable that the dealer leaves it for the purpose of letting dummy declare his best suit, no matter what it is. A no-trumper is not wanted under such circumstances.

Compare these hands:

Hand 37.	Hand 38.
♥ 6 4	♥ 9 5
♣ A K 7 5	♣ Q J 6 4 2
♦ K 8 2	♦ Q 8 7
♠ 9 7 3 2	♠ A K 3

In neither of these is there any hope of making a good score, and the declaration must be made with a view to losing as little as possible. It is not always necessary to call spades just because you have a poor hand when the dealer passes the make to you. The high cards in the black suits must be looked on as trick takers, not as honours. In No. 37, the best call is spades, because the small cards may win tricks if they are trumps, and so will the high cards in clubs. If clubs are trumps, the spades are absolutely useless. In No. 38, the club is a better call, not only on account of the number, but because the high spades are just as good as trumps for trick winners. Beginners are apt to attach too much importance to high cards in the black suits, forgetting that the black honours count little or nothing, and that number is the important thing in trumps.

If the reader wishes to see the results of dummy's calls he will find it excellent practice to take a pack of cards and deal out hands of thirteen until he finds one on which the dealer would certainly pass. Deal the remaining thirty-nine cards in three hands, and examine each in turn. After settling upon the proper declaration for the dummy with any of these three hands, lay the two others on each side, and see what would happen. These three hands can be transposed so as to make six different combinations without re-shuffling the cards.

Attention to the score is a very important part of the declarer's duties. The influence of the score may be felt in two ways: the dealer's side may be anxious to reach a certain stage, or may wish to prevent the adversaries from making a certain number of points.

When the score is advanced, it is most important that a declaration should be selected which may win the game, but is unlikely to lose it. Suppose the dealer's score is twenty-four to twenty, and that he has a choice between a diamond and a no-trumper: let us say such a hand as No. 34. To declare no trumps would be foolish, because the loss of the odd trick means the loss of the game. The odd trick in diamonds will win the game for the dealer, while the adversaries would have to make two by cards to go out on diamonds.

In the same way, if there is a possible choice between the red suits, the score should decide which should be selected. Suppose the dealer's score is twenty-two to twenty-four and he holds such cards as those given in No. 13 of the " Test Hands for Declaring." He must make it hearts, so as to get out with the odd trick if he can. If the adversaries get

the odd trick they go out, whether it is a heart or a
diamond. But if the dealer's score were twenty-four
to twenty-two he should call diamonds, because the
odd trick wins the game for him and it will not win
the game for the adversaries if they get it.

With the same cards, suppose the dealer's score is
eighteen to fourteen; two by cards in diamonds win
the game for him, while he would have to lose three
by cards to give the game to the adversaries. If he
called hearts, two by cards lost would put the adver-
saries out.

Suppose the dealer's score is twenty-two to twenty-
four. Clubs might be better than diamonds if there
were any probability of making two by cards, because
the loss of the odd trick in clubs does not lose the game,
whereas it would in diamonds.

Many games are missed through the dealer's greedi-
ness to win more points than are necessary to make
sure of the game. If the dealer has any sound declara-
tion that will probably give him one or two by cards,
and that will be enough to put him out, he should
never leave it to his partner in the hope of finding
him with some more expensive declaration that will
increase the value of the rubber.

The importance of winning the game, especially the
first game, is often overlooked. If you win the first
game, the adversaries have to win two games in suc-
cession to get the rubber, and the odds against their

doing so are three to one. That is equal to odds of seventy-five to twenty-five, or seventy-five out of a hundred. Now, if your equity in the rubber, after winning the first game, is seventy-five out of a hundred, all writers on bridge must be in error when they estimate its value as only thirty-three, or at the most sixty-six points.

In order to avoid any chance of throwing away a game, many good players think that dummy should not be too hasty in calling no trumps when the score is desperate, unless he has a perfectly saf call; because, they argue, the dealer would call no trumps himself, even with only average cards under such circumstances. They recommend as better a red trump, especially hearts, even with very moderate strength, on the theory that the dealer may have had some strength in hearts, but hoped for a better call from dummy.

The reader who wishes to try his skill on passed makes may write out opposite the numbers of the following hands the declaration he would select if he were the dummy and there was nothing scored on either side.

Test Hands for Dummy's Declarations

♥ Q 9 8 6 4 No. 21.	♥ 8 6 5 No. 22.
♣ K 8	♣ A K 6
♦ A 9 8 7	♦ Q 10 8
♠ A 8	♠ A J 6 2
♥ Q 6 2 No. 23.	♥ 8 7 5 4 2 No. 24.
♣ Q J	♣ A 10
♦ K J 10 7	♦ K 9 6 4
♠ A Q J 6	♠ A 10
♥ J No. 25.	♥ 10 8 7 5 No. 26.
♣ A Q 9 4 3	♣ A J 10 9 4
♦ K 7 3	♦ — —
♠ A 10 9 8	♠ J 7 4 2

DEFENSIVE DECLARATIONS

One of the more recent developments of bridge is the defensive declaration by the dealer. What he purposes defending himself against does not seem to be quite clear to the minds of those who advocate the system, but n impartial investigation of the matter would indicate that they attach more importance to the cash value of the points than to the amusement the game affords, or wish to impress their superior judgment upon their dummy partners.

The advocates of the defensive makes maintain that if the dealer has a hand which is below the average, and passes the make to the dummy, the dummy must have a hand of extraordinary strength, or the declaration will result in serious loss. If the dealer has not a trick in his hand, dummy must be stronger than both his adversaries combined. On the principle that if dummy is going to declare on average strength, or a little more, the dealer should have average strength to support him, they insist that if the dealer has no such strength as dummy will trust him for, he should not allow dummy to make this mistake, but should declare his own weakness in advance by calling spades.

The dealer is supposed to declare with the expectation of finding dummy with an average hand, say three probable tricks. If he does not call, but asks dummy to declare, it is assumed that dummy will credit the dealer with average cards, or three probable tricks. If the dealer has not three probable tricks, he invites the dummy to declare on false premises; therefore, with less than three probable tricks the dealer should call spades, unless he holds some such hand as five clubs to two honours and makes it clubs.

Unfortunately, the authors who lay down this rule of three tricks lose no time in departing from it when they get down to details. One who strongly insists on the dealer's calling spades unless he has three probable tricks, afterward says the dealer should not pass unless he is as strong as two properly guarded queens. This is a long way from three tricks, because with a trump declaration a queen is not reckoned worth more than half a trick.

That dummy will occasionally lay down an invincible no-trumper or four honours in hearts, or ten certain tricks in diamonds, does not matter; because the points that might have been made with such hands would all be lost again in the course of time through repeated losses on hands on which the dealer should have called spades.

Another argument in favour of the defensive declaration is that it gives the dummy confidence enough to

call his hands to their full value. He knows that the dealer must have something or he would not have passed the make at all, but would have declared spades himself.

Some very good players look upon the defensive call as the backbone of bridge, and insist that their success is entirely due to its use. They say those who do not use it succeed because they are playing against others equally foolish. Others maintain that the defensive call is an insult to the intelligence of the dummy and an insinuation that he does not know enough about the game to declare safely when the dealer trusts to his judgment.

It is interesting to note that in Southern Europe it is the custom not to pass without at least one trick in hearts. While this may encourage the dummy to make forward heart calls, it often puts the dealer himself in difficulties, because he may have three good tricks in the black suits, but nothing in hearts, yet he cannot pass the make for fear his partner will call hearts with only three or four average cards in the suit.

One of the strongest advocates of the defensive declaration comes down to one certain trick in the dealer's hand as sufficient to justify him in passing. He supports this by the extraordinary statement that if the dealer passes without a trick in his hand he will probably lose three by cards; but that if the dealer

has a single trick, he and dummy will most likely win the odd between them.

One of the best teachers in America considers that if the make is left to the dummy when the dealer has not a trick in his hand, the result will be disastrous nine times out of ten. At the same time he recommends leaving it with one sure trick, because that will enable the dealer to get the lead at least once if it is to his advantage to give the dummy a finesse in any suit. In such a case the ability to get the lead into the dealer's hand would probably be worth two tricks.

One of the London journals that devotes some space to card matters published some statistics to prove that the defensive declaration by the dealer would win in the long run; but, unfortunately, the opinions of the editor are largely discounted by the fact that he is not in touch with the bridge-playing community, and makes no allowance for human nature, or for the varying ability of players.

The leading authorities in England do not believe in the defensive call. They generally insist that the dealer should confine himself to the attack, leaving defensive makes to the dummy. As one of them puts it, dummy's vexation at missing a rubber with a very strong hand in hearts or no trumps, by being bound to a player who cannot pass the declaration, is far greater than his satisfaction at saving a few points through the dealer's cautiousness or want of confi-

dence in his partner. When the original protective call succeeds, it saves so little, when it fails, it loses so much. "Badsworth," who is acknowledged one of the best players in England, says that the idea of the protective declaration assumes that you are protecting your partner from loss, but that few partners like to feel this protecting hand continually extended over them, as if they were incapable of taking care of themselves.

There is one aspect of the question that seems to have been generally overlooked, and that is, that passing the make is one of the chances of the game. When the dealer declares, he does so on the probabilities of the cards; on the theory that dummy holds an average hand. If dummy does not hold it, the dealer's declaration will frequently result in loss. It would seem that for the dummy to declare and find the dealer unusually weak is no worse than for the dealer to make it and find the dummy has nothing. This is part of the chances of the game; one of the things that make it a game and not an exact science. If the defensive declaration is persisted in and becomes the fashion, we shall soon have some convention suggested by which the dealer may be warned that the dummy has nothing.

The author has tried both systems, and for three months conscientiously used the defensive call every time he did not hold one certain trick or two probable. This was with and against the best players of

his acquaintance, and the result was not particularly satisfactory. It certainly seemed to save a few points; but the life, the spirit of the game was gone. It became too much like trying to win other people's money, instead of playing the game for the amusement there was in it and the good company that went with it.

DOUBLING AND REDOUBLING

The adversaries have nothing to say until the declaration has been made. Once legitimately made, this declaration cannot be changed, but the adversaries may increase the value of the ⸗ick points if they think that they, and not the dealer, will probably make the odd trick.

If the adversaries double, the dealer's side may double them again. It is important to bear in mind that the player who declares the trump has the first right to redouble, and that only when he says " content " has his partner the privilege of taking it up if he wishes to do so. When a player who has doubled is redoubled, it is his first say as to going on or not. If he stops, his partner can take it up.

The usual conversation of the game is about as follows: Eldest hand says, " Shall I play? " The pone says, " I double hearts," the dealer having declared that suit. The dealer says, " I redouble," or " I make it thirty-two." The pone says he has enough. Then the eldest hand says he will redouble again, making hearts worth sixty-four. The dealer says he is content, and thereupon the dummy says he will make it one hundred and twenty-eight. The eldest hand is

content. Now the pone can take it up again, although he has once said he was content, because his partner's doubling may encourage him to continue. If he will not redouble, both partners on one side being content, the eldest hand must proceed to lead a card.

It is now the general rule that all doubling shall cease when the value of one trick passes one hundred points.

Doubling has no effect on any of the scores that go into the honour column.

Doubling should rarely be indulged in by the beginner, as it requires experience and judgment, but there are cases in which it should be obvious that doubling would be an advantage. The principal things to be considered in doubling are the score and the position of the declaring hand; whether on your right or left. The score is most important. If the odd trick wins the game for the dealer without doubling its value, and you have a fair chance to win the odd trick yourself, you should double. But if the odd trick will win the game for you without doubling, and will not win the game for the dealer, you should never double unless you have a certainty.

The position of the make affects the value of your trumps and high cards, because when the make is on your right, high trumps which are not in sequence, such as A, Q, 10, or K, J, 9, are more valuable, and

high cards in plain suits are less likely to be led through.

Beginners should clearly understand the meaning of being led through, which is the same as being made second player on a trick. Suppose you are eldest hand and hold king and one small card in a suit, dummy having ace and queen. If you are led through, your king is gone; but if dummy has to lead that suit to you, your king must make a trick. The value of any high card but the ace is largely decreased when it is likely to be led through, and is greatly increased when it is likely to be led up to. As a rule, you may assume that when the player on your left is the declaring hand, the strength is in that hand, and when the strength is on your left your cards are not as valuable as when the make is on your right, because of the likelihood that they will be led through.

This is a very important feature in the tactics of the game, and should be thoroughly understood.

Compare these hands, hearts trumps in both cases:

Hand 39.	Hand 40.
♥ A Q 10 5	♥ K J 4
♣ K 7 5 3	♣ A Q 7 3
♦ A K 6 2	♦ J 5 2
♠ 9	♠ A K 8

In No. 39, if the make is on your right, your trumps should be worth three tricks, because the dealer, who called hearts, most likely has two honours, K and J.

Both your high diamonds and the club king may be counted on for tricks, so that you may be said to have six probable tricks in your own hand, and only one is needed from your partner to give you the odd. No. 39 is therefore a very good hand to double on, and with such cards, instead of asking, " Shall I play? " you should say, " I double hearts."

Reverse the position of the make, and suppose that dummy called hearts in No. 39, and your trumps may not be worth more than one trick, as dummy almost certainly holds king and jack, and the dealer will lead through your queen and ten. Your club king may also be lea through and caught if dummy has the ace; but even if the club king wins, your hand is not worth more than four tricks. Such being the case, it is a poor hand to double on if the make is on your left.

If the dealer should call hearts on No. 40 and you were eldest hand, your trumps would probably be good for two tricks and your tenace in clubs two more, so that such a hand would be a good one to double on if the make were on your right.

But if dummy called hearts on No. 40, your trumps would not be worth more than one trick, and might not make that even. Your clubs would probably be led through, and the ace found to be the only sure trick, so that the whole hand is not worth more than four tricks, perhaps three only, simply on account of

Showing the advantage of doubling Hearts when the make is on your right. Z dealt. A leads after doubling.

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

TRICK	A	Y	B	Z
1	K ♦	3 ♦	9 ♦	5 ♦
2	A ♦	7 ♦	4 ♦	8 ♦
3	2 ♦	J ♦	♥ 2	10 ♦
4	♥ 10	♥ 3	♥ 8	♥ 9
5	9 ♠	Q ♠	3 ♠	6 ♠
6	♣ K	♣ J	♣ 6	♣ 2
7	♣ 3	♣ 4	♣ 8	♣ Q
8	♥ Q	♥ 7	4 ♠	♥ 4
9	♣ 5	2 ♠	♣ 9	♣ A
10	♥ A	5 ♠	7 ♠	♥ 6
11	♣ 7	10 ♠	♣ 10	♥ J
12	♥ 5	Q ♦	8 ♠	♥ K
13	6 ♦	K ♠	J ♠	♠

A-B win the odd trick.

the position of the strong hand that declared the trump. This shows that No. 40 would be a very poor hand on which to double if dummy made the trump.

The same principles hold good if the pone holds the cards. He should double if the make is on his right; he should not if it is on his left.

In order that the reader may see how these principles work out in practice, he may turn to Illustrative Hands Nos. 2 and 3. In both of them the eldest hand holds the same cards as in example No. 39, but in No. 2 hearts are declared by the dealer, and the eldest hand doubles. In No. 3, hearts are declared by the dummy, and the eldest hand carefully refrains from doubling. It will be seen that the hands held by the dealer and his partner are identical in both cases, but transposed. The difference in result is entirely due to the difference in the position of the opposing strong hands—those held by the declarer and by the eldest hand.

At trick 7 in No. 2, it will be seen that A puts the dealer into the lead, giving him the club trick that he must win, so as to be sure of making both his trumps, which gives A the odd trick. In No. 3, observe that the dealer, Z, wins the fourth trick, so as to lead trumps to the dummy and finesse. It is not necessary for him to win two tricks in clubs.

When the call is no trumps, and you are eldest hand, you must go on probabilities in doubling, unless

Illustrative Hand No. 3

Showing disadvantage of doubling Hearts when the make is on your left. Z dea's. A leads.

♥ K J 9 6 4
♣ A Q 2
♦ 10 8 5
♠ A 6

♥ A Q 10 5
♣ K 7 5 3
♦ A K 6 2
♠ 9

	Y	
A		B
	Z	

♥ 8 2
♣ 10 9 8 6
♦ 9 4
♠ J 8 7 4 3

♥ 7 3
♣ J 4
♦ Q J 7 3
♠ K Q 10 5 2

TRICK	A	Y	B	Z
1	K ♦	5 ♦	9 ♦	3 ♦
2	A ♦	8 ♦	4 ♦	7 ♦
3	2 ♦	10 ♦	♥ 2	J ♦
4	9 ♠	6 ♠	8 ♠	K ♠
5	♥ 5	♥ J	♥ 8	♥ 7
6	♥ 10	A ♠	3 ♠	2 ♠
7	6 ♦	♣ 2	♣ 6	Q ♦
8	♣ 3	♣ Q	4 ♠	Q ♠
9	♥ A	♥ 4	♣ 8	♥ 3
10	♣ 5	♣ A	♣ 9	♣ 4
11	♥ Q	♥ K	♣ 10	♣ J
12	♣ 7	♥ 9	7 ♠	5 ♠
13	♣ K	♥ 6	J ♠	10 ♠

The dealer wins two by cards.

you have a certainty of the odd trick, which is not often the case. With a suit of six cards headed by the A, K, Q, the probability of catching the J is so great that you may count on it, yet it is not a certainty, even with seven or eight of the suit. With such a chance as six probable tricks in one suit, and a trick in another suit, such as an ace, you should double no trumps. A suit of six cards and another trick which is only probable, such as a K, Q suit, is not so good, as the second suit may never be led a second time, but it is a fair risk.

One long strong suit and the lead is the best position for doubling a no-trumper. It is dangerous to double on an all-round hand in which you have no established long suit, because when you have such a hand it will usually turn out that the dealer has one great suit on which he will force you to discard, and you will not know what to keep.

Compare these hands, both no-trumpers:

Hand 41.	Hand 42.
♥ 6 4 2	♥ K Q 4
♣ A 6	♣ A K
♦ A K Q 7 5 3	♦ Q J 10 7 5
♠ 9 5	♠ Q J 9

In No. 41, having the lead, you will probably make seven tricks immediately. But in No. 42, if you begin with the diamonds, you will most likely find the dealer with both ace and king, and he will clear up his hearts

or spades before you get your diamonds established. What cards would you let go if you were compelled to make two discards after you had forced out the ace and king of diamonds? While No. 42 looks very strong, it is not strong enough to double on, because its strength is too scattered.

The best rule for the beginner, as eldest hand, is to double no trumps on six sure tricks and a probable seventh, all in two suits.

The pone should not double a no-trumper in America unless he is willing to have the eldest hand lead his best heart, that being the usual convention. In England and the colonies it is largely the custom for the eldest hand to guess at his partner's suit when the pone doubles a no-trumper. The pone cannot double as freely as the eldest hand, because he has not the advantage of the lead.

Either player may double a trump declaration, but with the usual precautions as to the position of the make.

To double hearts or diamonds you should have five sure tricks and a probable sixth, and three of the tricks should be in trumps.

To double a club you should have five tricks and a probable sixth, at least two of them in trumps.

To double spades, especially if called by the dummy, you should have four sure tricks and a probable fifth, one of which at least should be in trumps.

Some players make it a rule to double any red

trump if their hand counts up to ten, reckoning it as if it were for a declaration; to double clubs if it counts up to nine, and spades if it counts up to eight. But this style of counting is unreliable, on account of the difference in the value of the cards according to the position of the make, which can be taken into account better in reckoning up the probable tricks.

For practice, the reader may take a pack of cards and sort out such a hand as No. 25 in the examples of the makes on which hearts would be declared. After shuffling the remainder of the pack, thirteen may be taken at a time and examined to see how often a hand would come up that would justify doubling. The same thing may be done after laying aside a fair no-trumper, such as No. 8 of the examples given.

The reader may write " Yes " or " No " opposite the numbers of the following hands, as an answer to the question whether or not he would double on such cards as eldest hand, hearts declared by the dealer.

Test Hands for Doubling

♥ K Q 4 No. 27. ♣ A Q 6 5 ♦ K J 7 3 2 ♠ 9	♥ Q J 8 6 No. 28. ♣ K 5 ♦ 9 3 ♠ A K Q 6 4
♥ K Q 10 6 No. 29. ♣ A K ♦ K J 5 ♠ 8 5 3 2	♥ J 6 4 2 No. 30. ♣ Q J 10 3 ♦ A Q 8 ♠ A K

On the following, suppose dummy called hearts, would you double with either of them?

No. 31.
♥ A Q 6 4
♣ K Q 5
♦ A Q 3
♠ K J 8

No. 32.
♥ K Q 10 6
♣ A K
♦ Q J 10
♠ K Q J 5

LEADING, WHEN THERE IS A TRUMP

There is a great difference in leading against trump declarations and against no-trumpers, and they must be separately considered, because they are almost entirely different games.

In playing against no-trumpers, the object is to make the small cards of your longest suit good for tricks, keeping the high cards in shorter suits for re-entries.

The object in playing against trump declarations is to get home all the tricks you can before the dealer draws all your trumps and makes his long suit; because on this long suit in one hand he will discard from the other hand the losing cards he holds in the suits of which you hold the high cards.

The two golden rules in playing against a trump call are: Get a look at the dummy's cards before losing the lead, if you can; and, Don't carry home any aces.

The dealer having picked out the trump to suit himself is probably long in trumps and may usually be counted on for five at least. He is going to use

these trumps to protect and bring in his long suit. If he has no long suit, he is probably going to ruff and make his trumps separately. The cards he is going to ruff are your winning cards. It is your business as his adversary to divine his object as rapidly as possible, and take steps to defeat it. The following rules for leading against trump declarations are general; details will follow presently.

1. Length in the suit is unimportant; high cards are everything.

2. Leads of an honour from three in sequence are the best.

3. Leads of an honour from two in sequence are the next best.

4. Leads of any kind from two honours not in sequence are bad.

5. Leads from suits headed by a single honour which is not the ace are the worst.

6. Trumps should not be led unless all the plain suits are worse leads than the trump suit.

The most important thing for the eldest hand is to get a look at dummy's cards and still hold the trick; therefore, if he holds a plain suit headed by both ace and king, he should always begin with that. If he has no suit headed by both ace and king, but has an ace, without either queen or jack with it, he should lead the ace.

It is most important for the eldest hand to re-

member that if he opens a suit headed by the ace, without the king, he should always lead the ace. This is usually expressed by saying, " Never lead away from an ace."

In all the following examples hearts are supposed to have been declared by the dealer, unless otherwise stated.

Compare these hands:

Hand 43.	Hand 44.
♥ Q 5 3	♥ 10 6 3
♣ 9 5	♣ A 7 5 3
♦ A K 6 4	♦ K J 6
♠ K Q J 2	♠ K 8 4

In No. 43, although there are three honours in spades, the diamond king is the better opening, because it holds the lead until dummy's cards are laid down. In No. 44, the club ace is the best opening for the same reason, and also because the two other suits are bad ones to lead away from. See Rule 4.

For an example of the importance of holding the lead until dummy's cards are seen, the reader is referred to Illustrative Hand No. 4. In this hand A-B win the odd trick; but if A opens with the spade suit, the dealer wins three by cards easily, as will be seen by playing the hand that way. By holding the lead until he sees dummy, A is able to take advantage of the opportunity to lead through dummy's strong suit,

Illustrative Hand No. 4

Holding the lead until you see Dummy's cards. Z deals and calls Hearts. A leads.

```
                    ♥ A 7
                    ♣ K 10 6 3
                    ♦ Q 8 7 2
                    ♠ 10 6 5
   ♥ Q 5 3        ┌──────────┐      ♥ 9 2
   ♣ 9 5          │    Y     │      ♣ A Q 8 4
   ♦ A K 6 4      │ A      B │      ♦ 9 3
   ♠ K Q J 2      │    Z     │      ♠ 9 8 7 4 3
                  └──────────┘
                    ♥ K J 10 8 6 4
                    ♣ J 7 2
                    ♦ J 10 5
                    ♠ A
```

TRICK	A	Y	B	Z
1	K ♦	2 ♦	9 ♦	5 ♦
2	♣ 9	♣ 3	♣ Q	♣ 2
3	A ♦	7 ♦	3 ♦	10 ♦
4	♣ 5	♣ 6	♣ A	♣ 7
5	♥ 3	♣ 10	♣ 8	♣ J
6	6 ♦	8 ♦	♥ 9	J ♦
7	♥ Q	♣ K	♣ 4	♥ 10
8	4 ♦	Q ♦	♥ 2	♥ 4
9	♥ 5	♥ A	3 ♠	♥ 6
10	2 ♠	♥ 7	4 ♠	♥ 8
11	J ♠	5 ♠	7 ♠	♥ K
12	Q ♠	6 ♠	8 ♠	♥ J
13	K ♠	10 ♠	9 ♠	A ♠

A-B win the odd trick.

instead of establishing the diamonds against himself. At trick 3, B returns the diamonds, so as to establish the cross ruff.

Compare these hands:

Hand 45.	Hand 46.
♥ K 6 4	♥ A J 6
♣ A Q 3	♣ K 5 3 2
♦ K J 7	♦ Q 8 6 4
♠ J 10 5 3	♠ 9 8

In No. 45, the spade jack is the best opening, there being two honours in sequence, while both the other suits are headed by two honours which are not in sequence. See Rule 3.

In No. 46, both the suits headed by single honours are bad leads (see Rule 5), and the best opening is the short spade suit.

Compare these hands:

Hand 47.	Hand 48.
♥ 6 4	♥ K
♣ A Q 7 5	♣ K 8 6 4
♦ K 6 2	♦ A Q 7 5 3
♠ A 9 8 3	♠ Q 9 2

In No. 47, the spade ace is a better opening than the club ace, because the club ace is accompanied by the queen.

In No. 48, the diamond ace is a better opening than a suit headed by a single honour which is not the ace. See Rule 5.

Illustrative Hand No. 5

Showing advantage of an original lead of trumps. Z deals. Y calls Clubs, and A leads.

```
                    ♥ ───
                    ♣ Q J 10 8 4
                    ♦ A 7 5 4
                    ♠ 9 7 4 3
   ♥ A 3                ┌─────────┐              ♥ K Q 10 9 7 6
   ♣ A K 9              │    Y    │              ♣ 5 3
   ♦ K Q J 8           A│         │B             ♦ 10 9 6 2
   ♠ K 10 5 2          │    Z    │              ♠ 8
                        └─────────┘
                    ♥ J 8 5 4 2
                    ♣ 8 7 2
                    ♦ 3
                    ♠ A Q J 6
```

TRICK	A	Y	B	Z
1	♣ K	♣ 4	♣ 3	♣ 2
2	♣ A	♣ 6	♣ 5	♣ 7
3	♣ 9	♣ 10	♥ 6	♣ 8
4	K ♠	3 ♠	8 ♠	Q ♠
5	K ♦	A ♦	2 ♦	3 ♦
6	2 ♠	4 ♠	♥ 7	J ♠
7	♥ A	♣ J	♥ 9	♥ J
8	J ♦	7 ♦	9 ♦	♥ 2
9	♥ 3	♣ Q	♥ 10	♥ 4
10	Q ♦	5 ♦	6 ♦	♥ 5
11	8 ♦	4 ♦	10 ♦	♥ 8
12	5 ♠	7 ♠	♥ K	A ♠
13	10 ♠	9 ♠	♥ Q	6 ♠

A-B win two by cards.

Compare these hands:

Hand 49.		Hand 50.	
♥	7 5	♥	10 9
♣	K 6 2	♣	K J 6 4
♦	Q 9 7 3	♦	A Q 10
♠	8 6 5 3	♠	Q 10 5 3

In No. 49, the best opening is the spade, because there is no honour in the suit and no chance to win a trick in it, while both the other plain suits are bad ones to lead away from and nothing is to be gained by leading the trump. In No. 50, the best opening is the trump, because all the plain suits are bad ones to lead away from.

Beginners seldom realise the value of a trump opening as a defence. It gives the partner a key to the hand at once, telling him that all the plain suits are such that you prefer him to lead them to you than to open them yourself. If the reader will look at Illustrative Hand No. 5 he will see that if A does not lead trumps originally he will lose three by cards easily, as the dealer will get a cross ruff in the red suits. Observe how the dealer holds the tenace in spades over A and tries to make A lead up to him, and how A avoids the trap set for him by overtaking his partner's diamond when Z does not follow suit.

Illustrative Hand No. 6

Showing advantage of forcing the strong trump hand. Z deals and calls Hearts. A leads.

```
                    ♥ 9 4 2
                    ♣ K
                    ♦ Q J 7 6 4 2
                    ♠ 10 8 5
   ♥ A Q 5                ┌─────────┐        ♥ 8 6
   ♣ Q 10 5              │    Y    │        ♣ J 9 7
   ♦ 8                   │ A     B │        ♦ K 10 9 5 3
   ♠ A K Q 6 4 2         │    Z    │        ♠ J 9 3
                         └─────────┘
                    ♥ K J 10 7 3
                    ♣ A 8 6 4 3 2
                    ♦ A
                    ♠ 7
```

TRICK	A	Y	B	Z
1	K ♠	5 ♠	3 ♠	7 ♠
2	Q ♠	8 ♠	9 ♠	♥ 3
3	♣ 5	♣ K	♣ 7	♣ 2
4	♥ Q	♥ 9	♥ 6	♥ 7
5	A ♠	10 ♠	J ♠	♥ 10
6	♥ A	♥ 2	♥ 8	♥ J
7	♥ 5	♥ 4	3 ♦	♥ K
8	♣ 10	2 ♦	♣ 9	♣ A
9	♣ Q	4 ♦	♣ J	♣ 3
10	6 ♠	6 ♦	5 ♦	♣ 4
11	4 ♠	7 ♦	9 ♦	♣ 6
12	2 ♠	J ♦	10 ♦	♣ 8
13	8 ♦	Q ♦	K ♦	A ♦

A-B win the odd trick.

Compare these hands:

Hand 51	Hand 52.
♥ 8 6	♥ J 7 5
♣ A Q 7 5 3	♣ 9 8 4 2
♦ 7 6 2	♦ A 8 6
♠ A 4	♠ 6 4 3

In No. 51, the club ace is a better opening than the spade ace, because the club suit is so long that it is unlikely it will ever take two tricks by waiting for some one else to lead it. Compare this hand w h No. 47, in which the A, Q suit is shorter. In No. 52, the diamond ace is the best opening, because there is nothing else in the hand, and this lead at least secures the advantage of getting a look at dummy's cards and so being better able to judge what to do next.

Some players are very fond of leading from a short suit in the hope of making their small trumps. This is all very well if the trumps are useless, except for ruffing, but it is usually bad policy to play for a ruff when you have four trumps and a fair suit, because if you can force the dealer to trump, instead of trumping yourself, you will probably bring his strength in trumps down to your level and will often break up his hand.

If the reader will look at Illustrative Hand No. 6, he will see the fatal effects of two forces on the dealer's strong trump hand. It may be pointed out that the dealer should not have attempted to get out

the trumps at all with this hand, but should have led the ace of clubs after trumping the second round of spades and cross-ruffed right along, which would have given him four by cards and the game to a certainty. By leading the small club, so as to get the position for the finesse in the trump suit, the dealer throws himself open to the deadly second force. A continues the trump lead to prevent dummy from making a small trump on the spades.

If you have no good suit, and only three or four small trumps, you may play for a ruff if you have a short suit and no other good opening lead.

Compare these hands:

Hand 53.	Hand 54.
♥ 6 4 3 2	♥ 6 5 2
♣ J 7 5 4 3	♣ A Q 6 4
♦ 8	♦ 8 6
♠ K 9 5	♠ A J 3 2

In No. 53, there is nothing to he accomplished by leading either of the black suits, even with four trumps to support them, and the singleton diamond seems to be the best chance.

In No. 54, both the black suits are headed by two honours not in sequence, and instead of leading the ace from either of those, it is better to try the short diamonds, hoping to make one or two of the small trumps, or at least to get the tenaces in the black suits led up to.

A tenace, it should be explained, is the best and the third best of a suit, such as A, Q. Its advantage lies in the fact that if you are the last player on the trick, or the third player when dummy is on your left and has not the king, you must make two tricks; whereas, if you lead away from the tenace you make one trick only, unless your partner has the king. Tenaces are most valuable, especially in the trump suit, when the strength is on your right.

When the dealer has passed the make to the dummy, it is usually safer to open the hand with a red suit than with a black one, because the dealer is presumably weaker in red than in black. Such is not always the case, of course, but in the long run the odds are in favour of leading a red suit to a passing hand.

Compare these hands, dummy calling diamonds in both:

Hand 55.	Hand 56.
♥ J 5 3	♥ K 6 4 2
♣ A 8 6 2	♣ A J 5
♦ K 9 5	♦ 9 3
♠ A J 4	♠ K 8 7 3

In No. 55, the heart jack is the best opening, because the dealer is probably weak in that suit, and your black aces will probably be more useful later on for killing some of the dealer's high cards. In No. 56, clubs being a bad suit to open, the choice between

hearts and spades should be decided in favour of the red suit.

Some players make it a rule never to lead a small card of a black suit up to a dealer who has passed the make, unless the small black card is a singleton. The idea is that in leading a black suit without a winning card in it, up to a player who is presumably strong in the black suits, there should be some compensating advantage. This is the hope of making a small trump on the second round.

When your partner has doubled a red trump, there is no hurry about leading trumps, unless the make is on your left, and even then it is not essential. It is better to get a look at dummy's cards first if you can. When clubs or spades are doubled, it is usually better to see dummy's cards before leading trumps, unless your own suits are bad ones to open. Some players persist in leading trumps when spades are doubled, instead of showing their best suit first, or holding the lead until dummy's cards are laid down.

LEADING, WHEN THERE IS NO TRUMP

The selection of a suit for the opening lead against a no-trumper is based on entirely different principles from those which govern the player in leading against a trump declaration. In a no-trumper, the dealer is strong, or protected, in three suits at least, and your only chance is to pick out his weak spot or to break down some of his protection before he gets his long suit established.

A suit is said to be established when a player can take every remaining trick in it, no matter by whom it is led.

If you have not three winning cards in any suit, your play must be to establish your long suit so as to make the smaller cards of it good for tricks.

The lead is a great advantage at no trump, and the eldest hand should be careful not to throw it away. The first lead gives you the first move toward establishing a suit, which is very important.

In all the following examples the declaration of no trumps is supposed to have been made by the dealer, who sits on your right, and the cards shown are those held by the eldest hand.

Compare these hands:

Hand 57.

♥ Q J 6 3
♣ Q 7 5
♦ A K 9 2
♠ 7 3

Hand 58.

♥ A 8 6 4 3
♣ A K 7
♦ 5
♠ J 8 3 2

In No. 57, the two red suits are equal in length, but if you begin with the diamonds the hearts are probably worthless, because you have no re-entry card to bring them into play after they are cleared or established; but if you open the hand by leading the hearts, you may make two tricks in that suit by getting into the lead with the winning diamonds. In No. 58, if you begin with the single diamond you not only accomplish nothing, but you give away the advantage of the lead. If you begin with the clubs, leading the ace and king, you will probably make the queen good in the dealer's hand. By beginning with your longest suit, hearts, you will probably force the high cards out of your way, and upon getting in again with the clubs, you can very likely establish your small hearts and make tricks with them.

If the reader will turn to Illustrative Hand No. 7, he will see how this theory works out in practice. There is no necessity to lead the ace first, because there is not the danger of losing it that exists when there is a trump suit to kill it. By opening his longest suit and getting in with his high clubs, A saves the

game.   At trick 10, it should be observed that the
dealer dare not finesse, because he would lose not only
the diamond trick but the game if the finesse failed.
If the hand is played over, opening it with the high
clubs, which would be the proper play against a
declared trump, the dealer wins the game easily, even
if he finesses the diamond and lets the lone king
make.

Compare these hands:

Hand 59.	Hand 60.
♥ J 8	♥ K 8 6 4
♣ A Q 5 2	♣ J
♦ K J 6 4	♦ Q 10 5 3
♠ Q 7 2	♠ A 9 7 2

In No. 59, the heart is the only suit that can be
opened without any further disadvantage than losing
the lead.   The others are all bad suits to open, being
too short to justify any attempt to establish them, and
being headed by honours which are not in sequence,
or single honours which may win tricks if they are
kept guarded.   The high cards in these suits will
probably be useful in stopping the dealer's suits, as
the strength is on your right.   In No. 60, the single-
ton jack is probably a better opening than any of the
four-card suits.

Illustrative Hands Nos. 8 and 9 are good examples
of the advantage of leading a short suit from such
cards as those shown in No. 59, and the disadvantage

Illustrative Hand No. 7

Showing the advantage of opening the longest suit at no trump. Z deals and calls no trump. A leads.

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

TRICK	A	Y	B	Z
1	♥ 4	♥ 2	♥ J	♥ K
2	♣ K	♣ 2	♣ 8	♣ Q
3	♥ 3	♥ 5	♥ 7	♥ Q
4	♣ A	♣ 5	♣ 9	♣ 10
5	♥ A	♥ 10	♠ 4	♥ 9
6	♥ 8	♦ 2	♠ 5	♦ 3
7	♥ 6	♦ 6	♦ 4	♦ 10
8	♠ J	♠ Q	♠ K	♠ A
9	♣ 7	♣ J	♠ 6	♣ 3
10	♦ K	♦ J	♦ 5	♦ A
11	♠ 2	♦ 8	♦ 8	♣ 6
12	♠ 3	♦ 9	♦ 7	♣ 4
13	♠ 9	♠ 7	♦ 10	♦ Q

The dealer wins two by cards only.

of failing to open a short suit in preference to suits headed by single honours.

In No. 8, it will be seen that the dealer puts dummy in the lead, so as to get position for the finesse in clubs, and that B leads up to dummy's weakness in diamonds. A cleverly puts the dealer in the lead with the suit which he must make, so as to compel him to lead away from his tenace in diamonds or establish the queen of spades. If the hand is played over, opening it with the small diamond, the dealer easily makes the odd trick.

In No. 9, had A opened with the jack of hearts, A-B would have won two by cards easily. The student should observe that the dealer does not want any finesse in clubs, it being more important to clear the suit at once. At trick 4, B returns his partner's suit, not knowing but A may hold both ace and queen. In this hand the failure to open it properly makes a difference of five tricks.

In playing against a no-trumper, there is no hurry about making winning cards in the early part of the hand, unless you have at least three such cards in one suit. This distinction between leading at trumps and at no trumps should be carefully observed:

With a trump you always lead one of two honours in sequence; with no trump, you never lead an honour unless you have three of them, or hold six or seven cards of the suit.

Showing the advantage of opening with a short suit at no trump. Z deals and calls no trump. A leads.

```
                    ♥ 10 9 4 2
                    ♣ 6 4 3
                    ♦ 10 9
                    ♠ A 10 9 8

  ♥ J 8                ┌──────────┐              ♥ K Q 7 5
  ♣ A Q 5 2            │    Y     │              ♣ 9 8
  ♦ K J 6 4            │ A      B │              ♦ 8 3 2
  ♠ Q 7 2              │    Z     │              ♠ K J 4 3
                       └──────────┘
                    ♥ A 6 3
                    ♣ K J 10 7
                    ♦ A Q 7 5
                    ♠ 6 5
```

TRICK	A	Y	B	Z
1	♥ J	♥ 2	♥ 5	♥ A
2	2 ♠	A ♠	3 ♠	6 ♠
3	♣ Q	♣ 6	♣ 8	♣ 10
4	♥ 8	♥ 9	♥ Q	♥ 3
5	J ♦	9 ♦	8 ♦	5 ♦
6	♣ 5	♣ 3	♣ 9	♣ J
7	♣ A	♣ 4	3 ♦	♣ K
8	♣ 2	10 ♦	2 ♦	♣ 7
9	Q ♠	8 ♠	4 ♠	5 ♠
10	7 ♠	9 ♠	J ♠	♥ 6
11	4 ♦	10 ♠	K ♠	7 ♦
12	6 ♦	♥ 4	♥ K	Q ♦
13	K ♦	♥ 10	♥ 7	A ♦

A-B win two by cards.

Compare these hands:

Hand 61.	Hand 62.
♥ 6 4 2	♥ A 4
♣ K Q 8 6	♣ 6 2
♦ 9 5	♦ K Q 7 5 3 2
♠ A 7 3 2	♠ Q 9 5

In No. 61, it is not necessary to begin with the club king with the idea of forcing out the ace and making the queen good for a trick, because in a no-trumper it is better to keep your high cards for the later rounds of the suit. But in No. 62, there are so many diamonds that it is better to begin with the high ones, on the chance that you prevent both ace and jack from making separately if they are against you.

With six in suit, lead an honour from two honours in sequence; with less than six, as a rule, lead small.

Compare these hands:

Hand 63.	Hand 64.
♥ 6 4	♥ 7 5
♣ 7 5	♣ A 9
♦ A K 8 5 3 2	♦ 6 4 3
♠ 9 7 2	♠ A K 8 5 3 2

In No. 63, if you begin with the high diamonds and fail to catch the Q, J, 10 in the two leads, your hand is dead. But if you begin with a small diamond, your partner has an even chance to win the first trick, even if the queen is in the dummy. Even if he fails to win the first round, he may get into the lead on some

Showing the disadvantage of not leading a short suit at no trump. Z deals. Y calls no trump. A leads.

♥ A Q 2
♣ A Q J
♦ K Q 6 4
♠ J 10 2

♥ J 10   Y   ♥ K 9 8 7 4 3
♣ 8 5 2   A   B   ♣ K 10 4
♦ J 9 5 3   Z   ♦ A 2
♠ K 9 7 4   ♠ 8 5

♥ 6 5
♣ 9 7 6 3
♦ 10 8 7
♠ A Q 6 3

TRICK	A	Y	B	Z
1	4 ♠	10 ♠	5 ♠	3 ♠
2	♣ 2	**♣ A**	♣ 4	♣ 3
3	♣ 5	♣ Q	**♣ K**	♣ 6
4	**K ♠**	2 ♠	8 ♠	6 ♠
5	♥ J	**♥ A**	♥ 3	6 ♥
6	♣ 8	**♣ J**	♣ 10	♥ 5
7	7 ♠	J ♠	2 ♦	**♣ 7**
8	9 ♠	4 ♦	♥ 4	**Q ♠**
9	3 ♦	6 ♦	♥ 7	**A ♠**
10	5 ♦	Q ♦	A ♦	**♣ 9**
11	♥ 10	♥ 2	**♥ K**	7 ♦
12	9 ♦	**♥ Q**	♥ 9	♥ 6
13	J ♦	**K ♦**	♥ 8	8 ♦

The dealer wins the game on the hand.

other suit and will still have a diamond to return, and you will make the whole suit. If you lead the high cards first, you are likely to exhaust your partner's power to put you in again, and you have no other card of re-entry. In No. 64, having a card of re-entry in another suit, you can afford to follow the usual rule and lead the high cards from a suit of six or more headed by two honours in sequence. Even if you fail to catch all the spades in two leads, you can go on with them a third time to ~stablish the remainder of the suit, hoping to get in again with the club ace.

Illustrative Hand No. 10 is a good example of the advantage of leading low from high cards when there is no re-entry except in the suit itself. If A begins with the high clubs, the dealer wins the game easily, because A destroys his partner's power to put him in again. It should be observed that with nine cards between the two hands the dealer does not finesse; but he leads as if he were going to do so, in order to coax the second hand to cover, if the K is there.

Compare these hands; no trump declared by the dummy, on your left:

Hand 65.	Hand 66.
♥ 5 4	♥ Q 7 5 3
♣ Q 7 5 3 2	♣ K 6 4 2
♦ A K Q 2	♦ 9 7
♠ 9 8	♠ A ⸴ 3

Showing the advantage of leading low from high cards at no trump. Z deals. Y calls no trump. A leads.

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

TRICK	A	Y	B	Z
1	♣ 7	♣ 2	♣ 3	♣ 10
2	♦ 2	♦ A	♦ 9	♦ J
3	♦ 8	♦ Q	♦ K	♦ 4
4	♣ K	♣ J	♣ 8	♣ 5
5	♣ A	♠ 3	♠ 2	♣ Q
6	♣ 9	♠ 7	♠ 4	♥ 6
7	♣ 6	♥ 2	♠ 5	♥ 10
8	♣ 4	♥ 4	♠ 6	♥ J
9	♠ 8	♠ A	♠ 9	♠ 10
10	♥ 3	♥ A	♥ 5	♠ Q
11	♥ 7	♦ 5	♥ 9	♦ 6
12	♥ 8	♦ 3	♥ Q	♦ 10
13	♠ K	♥ K	♠ J	♦ 7

The dealer wins the odd trick only.

In No. 65, although the black suit is longer, it has very little possibilities, and when you have a suit with three winning tricks in it that is always a better opening than any. long weak suit. Lead diamonds first, even if only once, so as to see upon what cards dummy has declared no trumps. In No. 66, there is nothing to choose between the hearts and the clubs, but as the dealer has passed the make, he is likely weaker in hearts than in clubs, and it is better to open the red suit when you have a choice.

Illustrative Hand No. 11 is a good example of how this principle of leading a red suit to a passing hand works out in practice. If A opens the black suit, the dealer will certainly win three by cards and the game, perhaps four by cards. It will be seen that B does not return the heart, which would be giving dummy the advantage of the tenace position, but leads up to dummy's weak suit instead. The dealer covers the jack with the ace, that being the best chance to make two tricks in the suit. On getting in again, B persists in his lead to weakness.

When your partner has doubled a no-trumper, it is conventional in America to lead your best heart, unless you have an A, K suit, from which you can lead the king first, not only to get a look at dummy, but to inform your partner of a suit in which he can put you in the lead again at any time. When the heart convention is not used, you must guess at your

Illustrative Hand No. 11

Showing the advantage of leading a red suit when the dealer passes. Z deals. Y calls no trump. A leads.

```
                ♥ A J 7 2
                ♣ A 10 4
                ♦ A K 5 3
                ♠ 7 4
   ♥ K 8 6 5        ┌──────┐        ♥ Q 10 4 3
   ♣ 8 5            │   Y  │        ♣ Q J 2
   ♦ Q 6 2         A│      │B       ♦ J 10 7 4
   ♠ K 9 6 5        │   Z  │        ♠ J 10
                    └──────┘
                ♥ 9
                ♣ K 9 7 6 3
                ♦ 9 8
                ♠ A Q 8 3 2
```

TRICK	A	Y	B	Z
1		♥ 2	♥ **10**	♥ 9
2		4 ♠	J ♠	**A** ♠
3	♣ 5	♣ **A**	♣ 2	♣ 3
4	♣ 8	♣ 10	♣ J	♣ **K**
5	6 ♦	♣ 4	♣ **Q**	♣ 6
6	K ♠	7 ♥	10 ♠	Q ♠
7	**9** ♠	3 ♦	4 ♦	2 ♠
8	♥ **8**	♥ 7	♥ 3	8 ♦
9	♥ K	♥ **A**	♥ 4	9 ♦
10	2 ♦	**A** ♦	7 ♦	9 ♠
11	6 ♦	**K** ♦	10 ♦	3 ♠
12	**Q** ♦	5 ♦	10 ♦	8 ♠
13	♥ 6	♥ J	♥ **Q**	♣ 7
				♣ 9

A-B win the odd trick.

partner's suit.   Players who lead their weakest suit to a partner's double and also discard weakness, are said to play the " weak and weak " game.   Those who lead hearts and discard strength are said to play " heart and strong."   These terms may be mixed to suit the case, as " heart and weak " or " weak and strong," but they are usually played straight one way or the other.

For practice in picking out the best suit to open, the student may lay aside an average no-trumper for the dealer, and then take the remaining thirty-nine cards, thirteen at a time, and pick out the best suit to open from each of them.   The same thing may be done after laying aside a fair trump-declaring hand as the dealer's, or as the dummy's.

The selection of the best suit to open is not the only thing for the eldest hand to consider. He has a partner, and that partner wants to know what he holds; what tricks he can win; whether his suit is worth playing for or not.

It should be the object of the leader to secure his partner's co-operation by giving him as much information as possible, so that the two hands may work together as one. It does not matter that the information is also given to the dealer, because it adds little or nothing to what he already knows, as soon as he has seen dummy's cards.

The simplest way to learn the various leads from all the different combinations of high cards is to classify each of the high-card leads by itself. There are five of these " high cards " in bridge—the A, K, Q, J, 10. The rule for leading any of these high cards, and which one of them should be led from any given combination, is very simple if we take each one of them separately.

The King Leads

When you have determined upon the suit you will lead, the next thing is to see if that suit contains a

king, and if so, should you lead it. The king is led more frequently than any other high card, and the rule for leading it should be the first to master.

The following will be found to be all the combinations from which it would be correct to lead a king when playing against a declared trump.

The leads against no-trumpers will be discussed later.

The King Leads
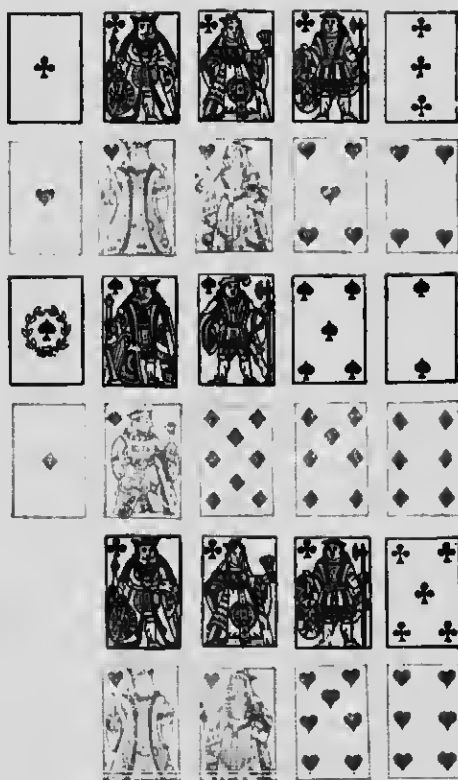
Now, instead of committing these combinations to memory, let us examine them and see if we cannot find some characteristic which is common to all of them, so that by recalling that one characteristic we shall be able to remember all the combinations and therefore all the king leads.

A moment's attention will show that in every case the king is accompanied by the card next to :· in value; the ace or the queen; sometimes by ooth of them.

If the king is oftener led than any other high card at bridge; if these are all the combinations of high cards which a player can possibly hold from which it would be right to lead the king, and if this characteristic is common to all these combinations, we have this rule:

Having selected your suit, see if it contains a king; and if the king is accompanied by the card next to it in value, lead it.

The Ace Leads

The card which is most commonly led, after the king, is the ace. It must be obvious that the ace is never led when it is accompanied by the king, because that would be a king lead. The only exception to this rule is when the player holds ace and king alone. He then leads the ace first, so as to show his partner that

he has no more and can ruff the third round. This lead is adopted only with a declared trump suit.

A very important rule is: if you open any suit headed by the ace, always lead the ace if you have not the king. This does not mean that you should always lead your ace suits, but if you open a suit with the ace in it, lead the ace first.

It has already been pointed out that suits headed by the A, Q or A, J are very undesirable ones to lead away from, but if you do open them, lead the ace first.

With three or four honours in the suit, such as the following, the ace is always the proper lead:
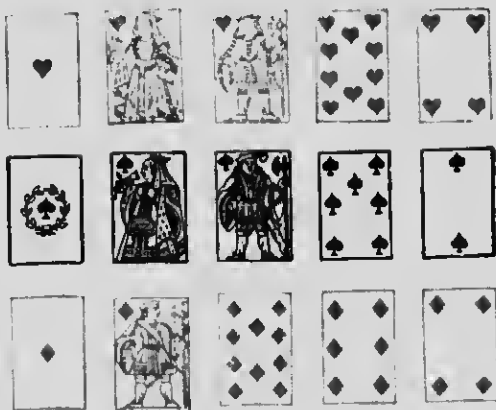
The card that should be led after the ace will be taken up later on.

The Queen Leads

The queen is never led except from the following combinations:
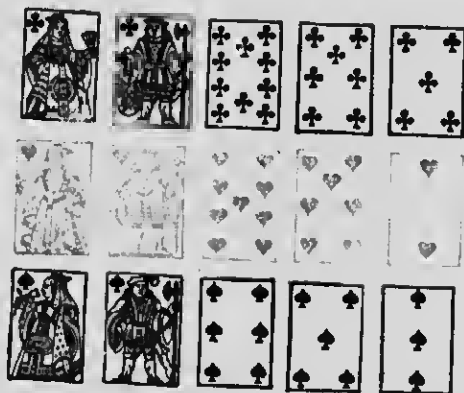
The rule for the queen lead is that there shall be no higher card in the suit, and that it shall always be accompanied by the jack, if not the ten or nine also.

The Jack Leads

The jack is led only from the following combinations:
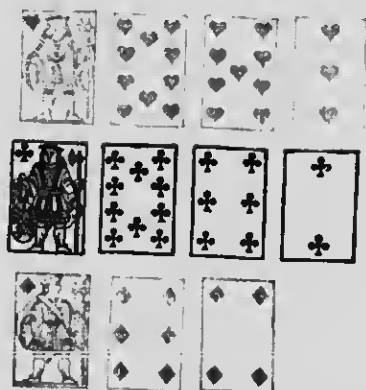
The exact size of the cards smaller than the nine are unimportant. The jack should not be led from more than three cards in the suit unless it is accompanied by the ten. From such a suit as jack and three or four small cards, nothing is to be gained by leading the jack unless the ten is with it.

The Ten Lead

The ten is led from only one combination of high cards:

When the ten is the highest of three small cards, or of two only, it may be led; but it should never be led when it is either the highest of four or more, or when it is an interior card, not accompanied by both king and jack. To lead the ten from such combinations as Q, 10 and others only deceives the partner and accomplishes nothing.

As we shall see when we come to the play of the third hand, correctness in the opening leads is most important. There is nothing so annoying to a good player as to find that he cannot depend on his partner's leads. The expression which one so frequently hears at the bridge table, " How could I tell what

you had?" is never addressed to a person who has learned the leads thoroughly. A good partner will excuse a great many faults in a beginner if his leads are correct.

Small-Card Leads

When there is no high-card combination from which to lead, or when the player is compelled to lead from a suit of four or more, not headed by an ace, the rule is always to lead the fourth-best, counting from the top. In any of the following combinations of cards the fourth-best, and therefore the correct card to lead, would be the four:
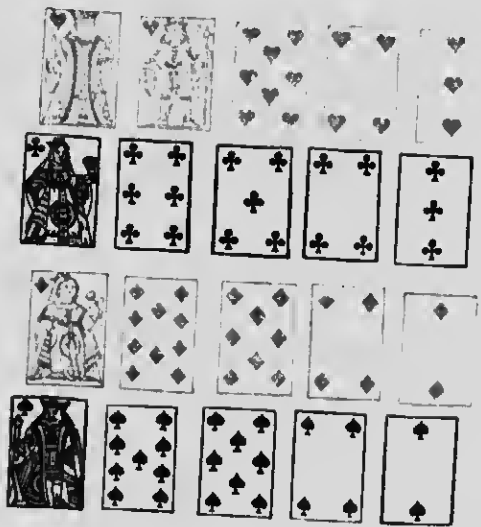
The reason for such regularity in the selection of the small card will be apparent later. It is very important

to get into the habit of leading it uniformly from all suits of four or more.

In speaking of the fourth-best of a suit, the original fourth-best is always meant, not the fourth-best of those remaining in the hand after one or more cards have been played.

If the reader will turn to any of the illustrative hands in this work, he will find that the opening leads are always made in conformity with the rules here laid down. The dealer can, of course, lead anything he pleases, because he is not under the necessity of giving his partner any information in order to secure his successful co-operation in playing the hand.

It is sometimes objected that giving accurate information as to the contents of the leader's hand betrays too much to the dealer. That idea has long since been dispelled by the light of experience. In bridge, the dealer knows what is against him the moment he sees dummy's cards, and the only chance the adversaries have is to put themselves on an equal footing with him as far as possible by showing each other what they hold between them. A good dealer considers it worth a trick a hand, on the average, when he is opposed to players who do not know the leads and the third-hand play.

The Second Round

Having led a high card for the first trick, the rule is to follow it with a card that will win the next trick if you hold it. When you hold two or more such cards, play the one that will give your partner the most information.

Take from a pack of cards the A, K, Q, J, 10 of any suit and hold them in your hand. The correct lead from such a combination is the king; you know that. Suppose you have led that card and won the first trick. It should be obvious to your partner that you hold the ace, as he has not got it, and the dealer lets your king win. But he does not know that you hold any of the other high cards.

Never tell your partner anything that he already knows when you can tell him something that he does not know.

He knows, if you win the first trick, that you will follow with a card that will win the next trick, if you hold it. Therefore, if you follow the king with the ten he must infer that the ten is as good as the ace, or you would not lead the ten with the ace in your hand.

Take these five cards into your hand again and exchange the ten for a small card, such as the six, and you will see that after leading the king for the first trick you must go on with the jack. This denies the

ten, but tells your partner you still hold not only the ace but the queen.

Exchange the jack for a small card, say the four, making the hand A, K, Q, 6, 4, and the card to follow the king must be the queen, denying the jack.

Exchange the queen for another small card, say the trey, reducing the hand to A, K, 6, 4, 3, and you must follow the king with the ace, denying the queen.

When you have led a card which was not the best, but was taken by the best, you may remain with the best in your own hand, in which case you should lead it if you get in again. Suppose you have led the king from K, Q and others, and the ace took it. Your queen is the best card and should he led on the second round.

When you have not the best of the suit to lead but hold hoth second- and third-best, always lead one of them.

This is a very important rule. Having led the king from K, Q, J, even if the king wins the first trick, you must lead the jack next. If your partner holds the ace he knows you have the queen when you lead the king, but he does not know you hold the jack. If your partner has not the ace, by leading the high card for the second round you prevent the dealer from winning the second trick too cheaply if he is holding up the ace.

The same rule applies to leading from A, Q, J.

After the ace, lead the queen, so as to be sure no card smaller than the king shall win the second round. Having led the queen from Q, J, 10, and forced out either ace or king, lead the ten next time, so as to be sure and force out the other higher card and make your jack good for the third round. Your partner knows you have the jack when you lead the queen, therefore follow with the ten, the card he does not know.

If often happens that your cards become second- and third-best through the play. If you lead the ace from A, J, 10, and catch either king or queen, the jack and ten become second- and third-best, and one of them must be led to force out the other higher card.

When you have not both second- and third-best in your hand, it is useless to lead a high card which is not the best of the suit. Having led the king from K, Q, if the king wins the trick, follow with a small card. This small card must be the original fourth-best.

It sometimes happens, especially at no trumps, that the dealer will hold up the ace when you lead a king, if the jack is in the dummy. To prevent the possibility of this jack making, you must lead your queen for the second round if the jack is unguarded, not otherwise. Illustrative Hand No. 31 shows this position.

Irregular and Intermediate Leads

Some writers advocate the leading of intermediate cards when a long suit is opened which is not headed by an honour. Holding such cards as the following,
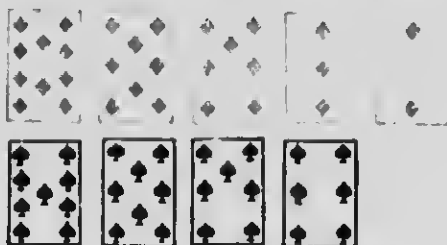
they propose avoiding the fourth-best, and beginning with such a card as the eight in each of these hands, so that the third hand may know that although it is the leader's longest suit, there is not a winning card in it. The lead is chiefly used against no-trumpers, but it is sometimes very confusing, especially if the third hand happens to have good cards in the suit, as he does not know that the suit is long unless the leader is one of those who never open a short suit at no trumps.

Another proposal is to substitute the lead of the third-best for that of the fourth-best; but such a variation does not seem to serve any useful purpose, although some situations can be shown in which it is apparently more informatory, just as positions may be picked out that will favour any eccentric method of play. The fourth-best and its accompanying Eleven Rule is too well established to be set aside now, unless

much stronger arguments in favour of the third-best can be brought forward than any which have so far appeared.

Against No-Trumper

There is little or no variation in the rules for the card to lead against a no-trumper, all the leads from the regular high-card combinations being the same at trumps or no trumps. The distinction between leading high cards and leading low cards against a declared trump and against a no-trumper has already been pointed out. But at no trump:

When a suit contains three honours, always lead one of them if two or more are in sequence, as the following:
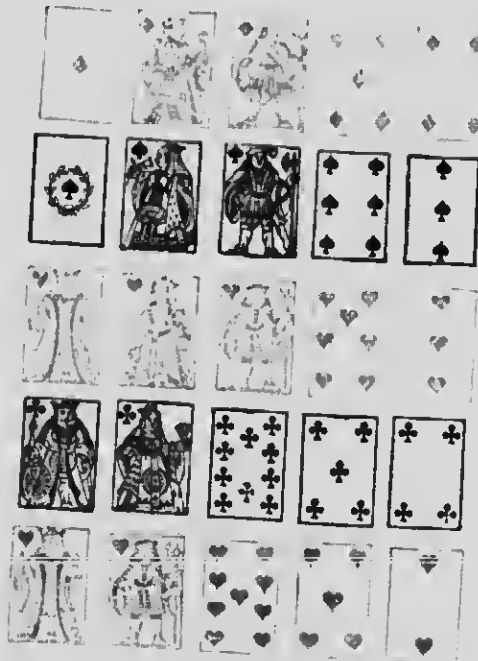
The first three will be recognised as king leads, the fourth as an ace lead, and the fifth as a ten lead. The rules for following on the second round are the same as those already given for playing against trump declarations. With A, K, J, after leading the king and finding the queen is not in the dummy, many players shift to another suit, hoping to catch the queen if the partner can get in and lead through the dealer. This is a dangerous experiment unless it is clear that the dealer holds the queen, which may sometimes be inferred by methods to be explained later, or unless the leader has a good suit to shift to.

With any suit of seven or more, headed by the ace without the king, it is usually best to lead the ace if you have any card of re-entry in another suit, there being a fair chance of catching some high cards, perhaps the king, by the lead. Without any re-entry, the fourth-best should be led, even with as many as seven cards in the suit. Good players always lead the Q instead of the A from A, Q, J, when they have no re-entry in another suit, so as to get the king out of the way at once, and still leave the partner with a card to return. With a re-entry card in another suit, the ace should always be led first from A, Q, J.

Illustrative Hand No. 12 is a good example of the advantage of leading in this manner. Seeing all the clubs against him, the dealer is obliged to make sure of every trick he can before letting either adversary

Illustrative Hand No. 12

Opening a long suit unaccompanied by re-entry cards. Z deals and calls no trump. A leads.

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

TRICK	A	Y	B	Z
1	♣ Q	♣ 2	♣ 5	♣ K
2	2 ♠	A ♠	6 ♠	4 ♠
3	7 ♠	8 ♠	J ♠	K ♠
4	2 ♦	6 ♦	.3 ♦	K ♦
5	8 ♦	7 ♦	4 ♦	A ♦
6	9 ♦	Q ♦	10 ♦	K ♦
7	♥ 3	♥ 9	♥ Q	5 ♦
8	♥ 7	♥ 2	♥ K	♥ A
9	♣ 3	3 ♠	J ♦	♥ J
10	♣ 4	♥ 4	Q ♠	♣ 7
11	♣ J	♣ 8	♣ 9	5 ♠
12	♣ A	♣ 10	♥ 5	9 ♠
13	♣ 6	♥ 8	♥ 6	10 ♠ ♥ 10

The dealer wins the odd trick only.

into the lead.   If A opens his hand with the ace, the dealer wins the game easily.

From all suits which are not headed by three honours, or are not long enough to justify leading from two honours in sequence, the fourth-best should be led, counting from the top.

It is not so disadvantageous to lead from a suit headed by two honours not in sequence at no trump as it is with a trump, provided the suit is long, say five or more cards.   Length is a most important thing at no trumps if you have not a suit headed by three honours.   When the suits are not only short, but are undesirable ones to open, on account of the honours not being in sequence, it is better to avoid them if possible.

Some players make it a rule always to lead the ace if they have seven cards in the suit, no matter what the other honours are.   This is in order that the partner may know the suit is one of seven cards, and may give up the king on the first round if he holds it with only one small card.   Such refinements are hardly necessary, however, with an intelligent partner who understands the play of the third hand.

If the student wishes to try his knowledge of the leads, he may write out opposite the numbers of the following test hands the card that he would select for the opening, if he were eldest hand.   The key will be found at the end of the book.

Hearts declared by the dealer.

No. 33.	No. 34.
♥ Q 5 3 ♣ A K 4 ♦ K Q J 10 7 5 ♠ 2	♥ K 7 ♣ K J 7 3 ♦ A 6 4 ♠ K Q 8 2

No. 35.	No. 36.
♥ 8 4 2 ♣ K 5 ♦ Q J 10 8 7 ♠ A J 4	♥ 7 3 ♣ A Q 7 5 2 ♦ A 8 6 4 ♠ 9 3

No. 37.	No. 38.
♥ 5 2 ♣ K 10 5 3 ♦ A Q 6 2 ♠ Q 8 4	♥ Q 9 5 2 ♣ 5 ♦ K Q J 6 3 ♠ K 8 2

No. 39.	No 40.
♥ 8 4 2 ♣ A J 6 3 2 ♦ 8 ♠ A K 9 7	♥ 5 3 2 ♣ K 7 5 3 2 ♦ A Q 8 4 ♠ 9

If dummy calls diamonds, what do you lead?

No. 41.	No. 42.
♥ K 7 5 3 ♣ Q 8 4 2 ♦ K 5 ♠ A 9 3	♥ Q 3 2 ♣ A J 8 6 ♦ J 9 ♠ K J 7 4

If dummy calls spades, and your partner doubles?

No. 43.	No. 44.
♥ K J 6 4 ♣ 9 5 3 ♦ A 7 4 2 ♠ K 9	♥ 8 6 4 2 ♣ 7 5 3 ♦ 9 ♠ K J 10 5 4

If the dealer calls no trumps, what do you lead?

No. 45.	No. 46.
♥ 8 4 ♣ A K 3 2 ♦ K Q 7 5 3 ♠ 9 5	♥ 5 2 ♣ 8 ♦ A K Q ♠ K Q 10 7 5 3 2

No. 47.	No. 48.
♥ A 8 5 3 2 ♣ A Q J ♦ 9 5 ♠ 7 8 4	♥ J 5 ♣ 8 6 4 ♦ Q 3 ♠ A Q J 7 4 2

If dummy calls no trumps, what do you lead?

No. 49.	No. 50.
♥ J 5 ♣ A J 8 4 ♦ K 10 4 2 ♠ Q 9 7	♥ K 8 6 4 ♣ K 7 5 3 ♦ A 9 2 ♠ 8 2

After the opening lead, when dummy's cards are laid down, it may be seen to be advisable to change the suit, whether it is a trump call or a no-trumper.

Two of the most common reasons for the eldest hand's changing suits are: to avoid establishing the suit against himself and to prevent the weak hand from ruffing it.

In the illustrative hands will be found many examples of these reasons for changing suits after the first trick. In No. 4, for instance, if A goes on with the diamonds, he establishes the remainder of the suit against himself in the hands of the dealer and dummy.

It is very often advisable to change suits in order to prevent dummy from trumping. Sometimes it is the dealer who is likely to trump. If the dealer is the declaring hand this may not matter so much, as the force may do him more harm than good; but if it is the dummy that has declared and the dealer's is the weak trump hand, forcing the dealer should be avoided. Sometimes, again, it is too late to force, the dealer's hand being made up, and the only chance to save the game is to try some other suit.

The lead is frequently changed to take advantage of

the cards exposed in the dummy's hand. Instead of pursuing his own suit, the eldest hand will often see a good chance to lead through dummy's imperfectly guarded honours, or honours that are not in sequence.

The general rule in such a case is to lead through dummy's strong suits, and to let your partner lead up to his weak ones.

If dummy's suits are so strong that he would probably lead them himself at the first opportunity, it is useless to help him along by leading them for him. When dummy holds three honours in sequence, for instance, it is useless to lead that suit unless you can trump the second round yourself. The best combinations to lead through in the dummy are:
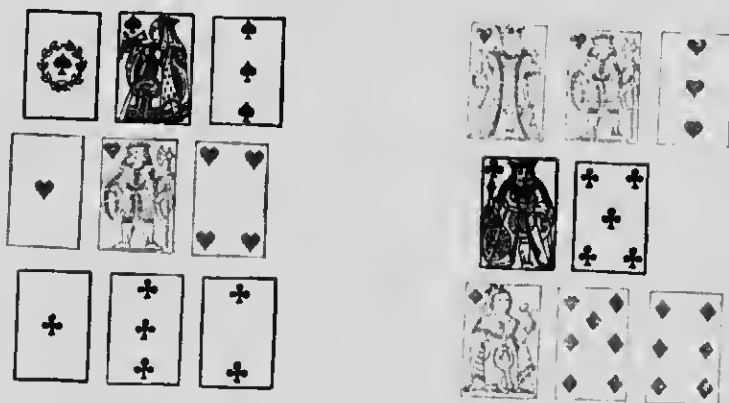
The size of the small cards is unimportant; it is the honours that must be looked at. It is bad policy to lead through a combination of two honours which are not in sequence when you hold the intermediate card

yourself, unless you think you can frighten the dealer into giving up the higher card. Holding the K, it is useless to lead through A, Q; holding the Q, it is not good play to lead through K, J, for in both cases you tempt the dummy to finesse against you, just as he would if the suit were led from the dealer's hand.

Changing Suits

The opening lead being made in the dark, without any idea of what dummy holds, any tactics which are based on the probable advantage of leading through dummy usually involve changing the suit. A suit may be changed for two reasons: either because it is undesirable to go on with the suit itself, or because dummy's cards suggest that another suit may be better than the one originally opened.

But in changing suits there is one very important point to which no writer on bridge has called attention, and that is the probable consequences of putting your partner in the lead. When the eldest hand changes suits to lead through dummy he never leads winning cards, because that would not be leading through. He leads cards smaller than those held by the dummy, so as to place the dummy's higher cards at a disadvantage. His expectation in doing this must be that his partner, the pone, can win the trick. This will put him in the lead for the next trick.

Illustrative Hand No. 13

Showing the tactics when A wants B to lead to Dummy's weak suits. Z deals and calls Hearts. A leads.

```
                   ♥ 8 3
                   ♣ K J 7 5 4
                   ♦ 8 3 2
                   ♠ J 9 4

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

TRICK	A	Y	B	Z
1	K ♠	4 ♠	7 ♠	2 ♠
2	A ♠	9 ♠	3 ♠	5 ♠
3	6 ♠	J ♠	♥ 7	10 ♠
4	A ♦	2 ♦	10 ♦	K ♦
5	8 ♠	♥ 8	♥ 9	Q ♠
6	4 ♦	3 ♦	Q ♦	5 ♦
7	J ♦	8 ♦	9 ♦	6 ♦
8	♣ 8	♣ J	♣ A	♣ 10
9	♥ Q	♣ 4	7 ♦	♥ J
10	♣ 3	♣ 5	♣ 6	♥ 2
11	♥ 4	♥ 3	♥ 10	♥ A
12	♥ 6	♣ 7	♣ 2	♥ K
13	♣ Q	♣ K	♣ 9	♥ 5

A-B win three by cards.

Before asking your partner to win a trick in this position you should always ask yourself, do you want him to be in the lead? If·he gets in, he must lead up to dummy. Do you want him to lead to dummy?

This part of the tactics of the game can be best explained by examples from actual play. If the reader will turn to Illustrative Hand No. 13 he will see a position in which A, the eldest hand, persists in his suit, forcing his partner to trump it, because the eldest hand himself has no good lead through dummy but wants his partner to lead up to dummy's weak suit, which, following the principle already laid down, the pone will always do.

·In Illustrative Hand No. 14, on the contrary, the eldest hand does not want his partner to lead up to dummy, because that would place him at a great disadvantage. Therefore A changes from the suit originally opened, refusing either to give up the command of it or to force his partner with it, but instead, taking advantage of the opportunity to lead through dummy's strong suit, the spades, the A, J and others being one of the combinations already given as desirable ones to lead through.

In this hand, if A forces his partner by leading another diamond for the third trick, B will indicate clubs as his strongest suit, and if A leads a club, the dealer will win three by cards very easily. Even if A leads a small diamond for the third trick, forcing

Showing the tactics when A does not want B to lead to Dummy. Z deals and calls Hearts. A leads.

```
               ♥ J 8 3
               ♣ K 10 7
               ♦ 8 6 2
               ♠ A J 5 3

  ♥ K 2          ┌───────┐        ♥ 9 7 5
  ♣ Q 9 3        │   Y   │        ♣ J 8 6 4 2
  ♦ A K Q 7      │ A   B │        ♦ 9 4
  ♠ K 8 6 4      │   Z   │        ♠ Q 10 7
                 └───────┘
               ♥ A Q 10 6 4
               ♣ A 5
               ♦ J 10 5 3
               ♠ 9 2
```

TRICK	A	Y	B	Z
1	K ♦	2 ♦	9 ♦	3 ♦
2	Q ♦	6 ♦	4 ♦	5 ♦
3	4 ♠	A ♠	7 ♠	2 ♠
4	♥ K	♥ J	♥ 5	♥ 4
5	K ♠	3 ♠	10 ♠	9 ♠
6	6 ♠	5 ♠	Q ♠	♥ 6
7	♥ 2	♥ 3	♥ 7	♥ A
8	7 ♦	♥ 8	♥ 9	♥ Q
9	A ♦	8 ♦	♣ 2	J ♦
10	8 ♠	J ♠	♣ 4	10 ♦
11	♣ 3	♣ 7	♣ 6	♣ A
12	♣ 9	♣ K	♣ 8	♣ 5
13	♣ Q	♣ 10	♣ J	♥ 10

The dealer wins two by cards only.

his partner and holding the command, the dealer still wins two by cards.

Illustrative Hand No. 15 is an example of another object in changing suits. A sees the danger of the spade suit, which can be established immediately if Z has a spade to lead, and to kill dummy's re-entry, he leads a heart through. B divines his partner's object, and immediately wins the trick and forces out the ace of hearts. If A persists in the club suit, the dealer wins four by cards easily.

Before leading through dummy, always stop to ask yourself the probable consequences of your partner's leading up to dummy.

Showing importance of taking out Dummy's re-entries. Z deals and calls no trump. A leads.

```
                    ♥ A 8
                    ♣ 5
                    ♦ 9 8 3
                    ♠ A J 10 8 6 4 2

  ♥ J 4 3          ┌─────────────┐      ♥ K 10 7 5 2
  ♣ K Q 10 8       │      Y      │      ♣ 9 7 3
  ♦ K 10 7 4       │  A       B  │      ♦ 6 5
  ♠ K Q            │      Z      │      ♠ 9 5 3
                   └─────────────┘
                    ♥ Q 9 6
                    ♣ A J 6 4 2
                    ♦ A Q J 2
                    ♠ 7
```

TRICK	A	Y	B	Z
1	♣ K	♣ 5	♣ 7	♣ 2
2	♥ J	♥ 8	♥ K	♥ 6
3	♥ 4	♥ A	♥ 2	♥ 9
4	Q ♠	A ♠	3 ♠	7 ♠
5	K ♠	J ♠	5 ♠	♣ 4
6	♥ 3	2 ♠	♥ 5	♥ Q
7	10 ♦	3 ♠	5 ♦	2 ♦
8	♣ 8	4 ♠	♣ 9	♣ J
9	♣ 10	6 ♠	♣ 3	♣ A
10	♣ Q	8 ♠	6 ♦	♣ 6
11	4 ♦	8 ♦	9 ♠	J ♦
12	7 ♦	9 ♦	♥ 7	A ♦
13	K ♦	10 ♠	♥ 10	Q ♦

The dealer wins the odd trick only.

THIRD HAND PLAY

With a Trump

We now come to consider the duties of the player who sits on the dealer's right hand, the pone, who is always the third hand on the first trick.

If you have carefully studied the system of leading adopted by the eldest hand, you must have been impressed by the fact that he selected certain cards to lead from certain combinations of cards in order to secure his partner's co-operation by giving him as much information as possible.

If you are that partner, it is for you that this information is intended. If you have thoroughly mastered the principles of leading you should be able to read your partner's suit from his leads. Your partner tries to say something with his cards; tries to convey valuable information to you. If you understand the language you can " read his hand." If you do not understand it, you are playing the guess game, which never won anything at bridge. A player who can " read cards " is one who knows, when a certain card is played, what combination the player of that card probably holds.

In inferring what your partner holds, you will be

greatly helped by an examination of dummy's cards, which are always laid down before you play. The cards not in your own hand and not in the dummy's must be with your partner or with the dealer, and you should try to infer which it is.

When your partner leads high cards, and you make no attempt to win the trick, occupy your mind by trying to infer what other high cards he holds. If he leads a K, he must have either A or Q, perhaps both. If you hold the A, or it is in the dummy, you know that he must have the Q; if you have the Q, you know that he must hold the A.

If the card led wins the trick and he leads again, ask yourself what he has left. Suppose he follows a winning K with the J, what has he? If he follows with the Q? If he follows with the A? If he begins with the A, where is the K if you do not hold it and it is not in the dummy? If he begins with a Q, where are the A and K? If he leads a 10, where are the A and Q?

If you are familiar with the principles of selecting the best suit to open from a given hand, you can make a number of useful inferences. Suppose your partner leads A, then Q, at no trump, what other card do you infer in his hand? Naturally, a re-entry in another suit. Ask yourself what that suit probably is. If he begins with the Q and turns out to hold the A also, you infer that he holds no re-entry.

Showing What You Hold

So much for your inferences, as to what your partner holds. Now for the other part of the game, showing him what you hold.

There are two things which the leader wants you to do: show him what tricks you can win, and, get out of his way. Let us first consider your play when your partner leads small cards. What is his object? It must be to give you a chance to win some tricks in the suit if you can. But in winning these tricks, or in attempting to do so, show him as clearly as possible what high cards you hold in his suit.

Never deceive your partner under the impression that you are deceiving the dealer. That is a losing game, because the dealer is not deceived. He knows just what is against him, and if you lead him to believe that it is not in your hand, he knows that your partner must have it, as it is not in his own hand nor in the dummy.

The first great rule for the third hand is, never to finesse. A finesse is any attempt to win a trick with a card which is not the best that you hold. Suppose you hold A, Q and others and that your partner opens with a small card of that suit. The A will win the trick, because it is the best card of that suit, while to play the Q would be an attempt to win the

trick with a card which is not the best, nor in sequence with it. It would be a finesse.

The third hand should never finesse on his partner's lead, but play the ace always, so as to make sure of the trick. If the dealer has the king, you may catch it. If it is guarded, it cannot be caught. If your partner holds the king, your play does not matter, so put on the ace.

If the K is in the dummy, your Q is obviously as good as your A, and there is no question of finesse, because the Q is a certainty. Suppose your only high card is the Q and the dealer wins it with the K. You have shown your partner that you cannot hold the A, or you would have played it.

The second rule for the third hand is, always win tricks as cheaply as you can.

Holding two or more high cards in sequence, such as A, K, Q; K, Q; Q, J, play the lowest of the sequence. If you hold K, Q and play the K third hand, you deceive your partner, who will credit the dealer with the Q, which may frighten him off the suit altogether.

Holding two cards which are not in sequence, such as K, J, or Q, 10, or J, 9, always play the higher card third hand unless the intermediate card is in the dummy. It should be obvious without further explanation that if the dummy has the Q, J and you hold K, 10, your 10 is just as good as the K if dummy

does not cover the card led with either J or Q. If you have the Q, 10 and dummy has the J, your 10 is as good as your Q.

The Down-and-Out Echo

When your partner leads cards higher than any you hold, or when dummy plays in second hand a card which shut you out, you cannot make any attempt to win the trick, but you may still try to show your partner what you hold in the suit. For this purpose different systems are adopted, depending on whether the hand is played with or without a trump.

What follows refers to the third hand's play against a declared trump. His play against no-trumpers will come in the next chapter.

When the third hand cannot win a trick, and makes no attempt to do so, his most obvious course is to play the smallest card he has in the suit. But when he has two or three of these small or useless cards, he may employ them to show his partner whether or not he can trump the third round. This is accomplished by what is known as the "down-and-out echo."

An echo is information sent back to the partner in response to the information given by his leads. It consists in playing a higher card before a lower one when it is not otherwise necessary to do so, when no attempt is made to win the trick. This echo is never

used except with a declared trump, because its only object is to show your partner whether or not you can ruff the third round of his suit.

When the third hand holds only two cards of his partner's suit, neither of them higher than the ten, he plays the higher card to the first round. When the lower card falls to the second round, the eldest hand knows that the third hand has no more.

When one of the cards is the jack or better, the lower card is always played to the first trick, because the echo is then unnecessary, as we shall see in a moment, and the high card might be wasted.

Suppose that you are third hand and the lead is a K, you holding the 9 and 4 only. You play the 9 to the first round. Whether your partner wins this trick or not, he must win the second round with the A or the Q, whichever he holds, and you will then complete your echo. Seeing dummy's cards and counting them, he can tell exactly how many of the suit the dealer holds, and knows whether or not you will be overtrumped if he leads the suit the third time. He may prefer not to force you, perhaps having a better line of play. He may go on with a winning card of the suit in order to give you a discard and find out the suit you want led, as A does in Illustrative Hand No. 16, or he may lead through dummy's strong suit, instead of forcing you into the lead, as A does in Illustrative Hand No. 14. If he forces you,

he is probably willing that you should lead up to
dummy's weak suit.   If he does not force you, he
probably has a better play in going through dummy's
strong suit.   You simply give him the information as
to the position; it is his place to use it to the best
advantage.

Never play the down-and-out echo if your higher
card is as good as the J. Suppose you hold J and 4
only, when your partner leads K and then A.   You
play the 4 the first time, and on the second round the
J falls.   Your partner knows, without any echo, that
if you have not the Q you can trump, so that in either
case you can win the next round.

When you have three or more of the suit, always
play the lowest. Suppose you have 9, 8, 4, and your
partner leads K, A.   By playing up, 4 and then 8, in-
stead of down, 8 and then 4, he will know that you
still hold a card of the suit higher than the 8.   When
you play the smallest you can hold to the first round,
the deuce, for instance, the leader may see at once
that if you have not a high card, such as the J or Q,
you must have at least three of the suit or no more,
because you cannot be echoing when you play your
lowest card first.

In Illustrative Hand No. 16 will be found a very
good example of how the leads of the eldest hand and
the echo of the third hand fit into each other.   A
leads K and then J, showing four honours in clubs.

The down-and-out echo, showing that the dealer cannot ruff. Z deals. Y calls Hearts. A leads.

```
                    ♥ A K J 4 2
                    ♣ 6 5 4
                    ♦ A 9 3
                    ♠ Q 2
   ♥ 10 7          ┌───────────┐        ♥ Q 9
   ♣ A K Q J 2     │     Y     │        ♣ 7 3
   ♦ 7             │  A     B  │        ♦ K 10 6 4 2
   ♠ K 8 7 4 3     │     Z     │        ♠ J 10 6 5
                   └───────────┘
                    ♥ 8 6 5 3
                    ♣ 10 9 8
                    ♦ Q J 8 5
                    ♠ A 9
```

TRICK	A	Y	B	Z
1	♣ K	♣ 4	♣ 7	♣ 10
2	♣ Q	♣ 5	♣ 3	♣ 9
3	♣ J	♣ 6	2 ♦	♣ 8
4	7 ♦	A ♦	4 ♦	5 ♦
5	♥ 7	♥ K	♥ 9	♥ 3
6	♥ 10	♥ A	♥ Q	♥ 5
7	3 ♠	9 ♦	K ♦	8 ♦
8	4 ♠	2 ♠	J ♠	A ♠
9	7 ♠	3 ♦	6 ♦	Q ♦
10	8 ♠	Q ♠	10 ♦	J ♦
11	K ♠	♥ 2	5 ♠	9 ♠
12	♣ 2	♥ J	6 ♠	♥ 6
13	♣ A	♥ 4	10 ♠	♥ 8

The dealer wins three by cards only.

Missing the trey, he may credit his partner with it on the first round. The completion of the echo shows A that the dealer, the weak trump hand in this case, cannot ruff the third round, as he still has another of the suit. In this hand, A goes on with the suit in order to get a directive discard from B. When A changes to diamonds, if dummy does not play the ace second hand, so as to lead trumps at once, A-B will probably get the odd trick by establishing a cross ruff.

In Illustrative Hand No. 17 the absence of the echo shows A, on the second round, that B must still have another of the suit, therefore the dealer is out and will trump if A goes on a third time. This warning comes just in time to enable A to save two of his trumps by shifting suits and going through dummy's strength in diamonds. If A leads a third round of spades, the dealer wins two by cards easily.

In leading through dummy's strong suit, it is hardly necessary to say that the trump suit is not usually considered unless all other suits are worse leads.

Illustrative Hand No. 17

The down-and-out echo, showing that the dealer is short. Z deals. Y calls Hearts. A leads.

```
                    ♥ A Q J 7 6
                    ♣ Q
                    ♦ Q 6 5 4
                    ♠ 10 9 4
   ♥ K 5 4        ┌──────────┐         ♥ 9 8
   ♣ J 4 3        │    Y     │         ♣ A 7 6 2
   ♦ 10 2         │ A     B  │         ♦ A K 8 3
   ♠ A K Q 7 6    │    Z     │         ♠ J 5 2
                  └──────────┘
                    ♥ 10 3 2
                    ♣ K 10 9 8 5
                    ♦ J 9 7
                    ♠ 8 3
```

TRICK	A	Y	B	Z
1	K ♠	4 ♠	2 ♠	3 ♠
2	Q ♠	9 ♠	5 ♠	8 ♠
3	10 ♦	4 ♦	K ♦	7 ♦
4	2 ♦	5 ♦	A ♦	J ♦
5	♥ 4	6 ♦	3 ♦	9 ♦
6	♣ 3	♣ Q	A ♦	♣ 5
7	♥ K	Q ♦	8 ♦	♥ 10
8	A ♠	10 ♠	J ♠	♥ 3
9	♥ 5	♥ J	♥ 8	♥ 2
10	♣ 4	♥ A	♥ 9	♣ 8
11	♣ J	♥ Q	♣ 2	♣ 9
12	6 ♠	♥ 7	♣ 6	♣ 10
13	7 ♠	♥ 6	♣ 7	♣ K

A-B win the odd trick.

THIRD HAND PLAY

No Trumps

In playing against no-trumpers, the third hand follows out the same principles as those already given in all such matters as inferring what his partner holds, winning tricks as cheaply as possible, and refusing to finesse, except on special occasions, which will be explained presently.

The chief difference in the play of the third hand at no trump is in the method of showing what he holds in his partner's suits.

The Plain Suit Echo

When there is no ruffing to be done, the down-and-out echo is useless, and the plain-suit echo takes its place. It is not only useful in showing the number of cards held, but also the rank of some of them. By its aid, the leader can tell just how his suit is distributed. He can count his own cards and the dummy's, and if the third hand adds accurate information as to how many it holds, the leader can infer how many the dealer has.

The plain-suit echo is used only when the third hand

Illustrative Hand No. 18

Third hand showing number by the plain-suit echo.
Z deals and calls no trump.   A leads.

```
                    ♥ J 10 7 4
                    ♣ ———
                    ♦ Q J 10 4
                    ♠ A 8 7 5 3
  ♥ Q 8 6          ┌─────────┐        ♥ 5 3 2
  ♣ A K Q 5 3 2    │    Y    │        ♣ J 10 4
  ♦ K 5            │ A     B │        ♦ 9 7 6 3 2
  ♠ 6 2            │    Z    │        ♠ 10 9
                   └─────────┘
                    ♥ A K 9
                    ♣ 9 8 7 6
                    ♦ A 8
                    ♠ K Q J 4
```

TRICK	A	Y	B	Z
1	♣ K	4 ♦	♣ 10	♣ 6
2	♣ 5	10 ♦	♣ J	♣ 7
3	♣ Q	♥ 4	♣ 4	♣ 8
4	♣ A	♥ 7	2 ♦	♣ 9
5	♣ 3	♥ 10	♥ 2	♥ 9
6	♣ 2	J ♦	♥ 3	8 ♦
7	K ♦	Q ♦	3 ♦	A ♦
8	2 ♠	3 ♠	9 ♠	K ♠
9	6 ♠	5 ♠	10 ♠	Q ♠
10	5 ♦	7 ♠	♥ 5	J ♠
11	♥ 6	A ♠	6 ♦	4 ♠
12	♥ 8	8 ♠	7 ♦	♥ K
13	♥ Q	♥ J	9 ♦	♥ A

The dealer wins the odd trick only.

makes no attempt to win the trick. The rule for it is this:

Always play the second-best you hold, regardless of number or value.

Suppose that this is the position:

K led.   Dummy's, A 9 7 5   Yours, 10 8 2

If you play the 8, your partner knows you have one card higher than the 8, or no more of the suit. If he is leading from K, Q, J, as he should at no trump, he knows from dummy's cards that your higher card is the 10, and the information given him by your echo enables him to lead a small card for the second round, letting your 10 make, shutting out dummy's 9, which would otherwise become good for a trick if the leader went on with one of his honours.

Take this position:

K led.   Dummy's, 6 3   Yours, J 10 5 4

The 10 is the proper play for the third hand on the first round. In this case:

Q led.   Dummy's, A K 4   Yours, 8 2

The deuce is the right card for the first round of the suit. Being the lowest card possible, the leader knows that you can have but one more of his suit, if any.

Illustrative Hand No. 18 will show the reader how

Illustrative Hand No. 10

Third hand showing suit he wants led through Dummy. Z deals. Y calls no trump. A leads.

```
                   ♥ Q 7 6 4
                   ♣ A K Q
                   ♦ A K 3
                   ♠ Q 10 3

 ♥ 8 5 3        ┌──────────┐        ♥ A K J 10 2
 ♣ 9 5 4        │    Y     │        ♣ 6 2
 ♦ J 9          │ A      B │        ♦ 10 6 2
 ♠ A J 8 7 4    │    Z     │        ♠ K 9 2
                └──────────┘
                   ♥ 9
                   ♣ J 10 6 7 3
                   ♦ Q 6 7 5 4
                   ♠ 6 5
```

TRICK	A	Y	B	Z
1	7 ♠	10 ♠	_K ♠_	5 ♠
2	3 ♥	4 ♥	_K ♥_	9 ♥
3	_A ♠_	3 ♠	9 ♠	6 ♠
4	_6 ♥_	6 ♥	2 ♥	3 ♣
5	_5 ♥_	7 ♥	_10 ♥_	7 ♣
6	4 ♠	Q ♥	_A ♥_	6 ♣
7	8 ♠	3 ♦	_J ♥_	6 ♣
8	J ♠	Q ♦	2 ♠	10 ♣
9	9 ♦	_Q ♦_	2 ♠	J ♣
10	J ♦	_A ♦_	2 ♦	4 ♦
11	4 ♣	_K ♦_	6 ♦	5 ♦
12	5 ♣	_A ♣_	2 ♣	7 ♦
13	9 ♣	_K ♣_	6 ♣	6 ♦
		_Q ♣_	10 ♦	Q ♦

A-B win the odd trick.

MICROCOPY RESOLUTION TEST CHART

(ANSI and ISO TEST CHART No. 2)
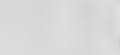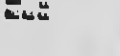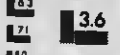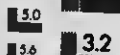
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the plain-suit echo is used. If the 10, which B plays to the first trick, is B's second-best, he must have the J, and if he has only one smaller card, the 9 in the dealer's hand will be good for a trick if A continues leading his own high cards. If B has not the J, it does not matter what A does. If the hand is played over, letting A go on with the high cards, it will be found that the dealer easily wins four by cards, because A will be forced to discard later on and must unguard one of the red suits.

When the third hand wins the first round of the suit, information as to number is given in a different way, as we shall see presently. The third hand may not think it worth while to give any such information, as he may see it to his advantage to give more important hints as to his own hand.

An example of such a case is given in Illustrative Hand No. 19. B wins the first trick. A glance at dummy's cards and his own is sufficient to show him that A cannot hold any card of re-entry for his spades after they are cleared, so B shows, by leading the king of hearts, that he wants a lead through dummy's queen, and then returns the spade, simply to put A in the lead. It will be observed that if B does not lead hearts himself, he will have to win his partner's 8 with the 10 to shut out the 9, losing two by cards.

There are some cases in which an alert player will see the advantage of refusing to attempt to win the

Showing how the third hand can read his partner's cards.   Z deals and calls no trumps.   A leads.

```
                    ♥ J 6 3
                    ♣ Q 10 9 7
                    ♦ 10 8 4 2
                    ♠ 4 3
    ♥ A 8 5 4      ┌─────────┐      ♥ 10 9 7 2
    ♣ 8 4          │    Y    │      ♣ A J 6 5
    ♦ K Q 9 7 5    │ A     B │      ♦ J 6 3
    ♠ 9 5          │    Z    │      ♠ K 6
                   └─────────┘
                    ♥ K Q
                    ♣ K 3 2
                    ♦ A
                    ♠ A Q J 10 8 7 2
```

TRICK	A	Y	B	Z
1	7 ♦	8 ♠	6 ♥	A ♦
2	5 ♠	3 ♠	6 ♠	A ♠
3	9 ♠	4 ♠	K ♠	Q ♠
4	5 ♦	2 ♦	J ♦	♣ 2
5	Q ♦	4 ♦	3 ♦	2 ♠
6	K ♦	10 ♦	♣ 5	7 ♠
7	9 ♠	♣ 7	♥ 2	8 ♠
8	♣ 8	♣ 9	♣ A	♣ 3
9	♥ A	♥ 3	♥ 7	♥ Q
10	♣ 4	♣ 10	♣ J	♣ K
11	♥ 4	♥ 6	♣ 6	J ♠
12	♥ 5	♥ J	♥ 9	10 ♠
13	♥ 8	♣ Q	♥ 10	♥ K

A-B win the odd trick.

fi.st round of his partner's suit. Illustrative Hand
No. 20 is an example. B knows that if his partner
held A, K, Q, he would have led one of those cards
and not a small one. He therefore infers that the
dealer must hold A, or K, or Q, and in order to hold
over dummy's well-guarded 10, B does not play his J
on the first round. The student should observe that
if the dealer tries to put Y in with a club, so as to get
the finesse in spades, B will win the club and return
the jack of diamonds, with the same result as that
shown, because Y can never get into the lead if B
plays well.

We have seen that the leader tries to give information as to the high cards he holds by leading one of those cards. But when he has no high-card combination to lead from, or when he does not follow a high card with another high card, he always leads his fourth-best, counting from the top of the suit. Any card below the 10 may be the fourth-best of a strong suit, or it may be the top of a weak suit. With a little practice, one can always tell which it is. For the beginner, it is safest ‹ ssume that all small-card leads are fourth-bests, unless his own cards or the dum...y's show that they are not.

By your partner's leading high cards in a certain way, you are informed what high cards are *not* in his hand. His lead of a king and then an ace, for instance, denies the queen. By his leading small cards in a certain way, you are informed as to *how many* cards, higher than the one led, are *not* in his hand.

This is accomplished by the fourth-best lead. This was not the original purpose of the fourth-best lead, which was adopted by whist players simply to show the number of cards in the suit that the *leader* held.

The invention of the Eleven Rule made it possible to tell the number of high cards the leader did *not* hold; that is, how many the others held against him.

The author originated the Eleven Rule in 1881, in connection with whist, but it has proved much more useful in bridge than in whist, because of the supplementary information given by the exposed hand, and it is now universally adopted and applied by all good players. The rule itself is this:

When your partner leads any card below a ten, deduct the spots on it from eleven; the remainder is the *number* of cards, *higher* than the one led, which are *not* in the leader's hand.

If you are third hand, it should be easy to deduct the number of cards *higher* than the one led, in your own hand and in dummy's. This second remainder, if any, is the number of cards in the dealer's hand which are *higher* than the one led.

Keep this distinction before you: *higher* than the card led. What the cards are does not matter at present. It is obviously of no importance to you what your partner's cards are if you are sure that neither of his opponents has any higher ones.

While this rule is apparently simple, it is not easy to apply it in the hurry of an actual game without some preliminary practice.

If you will take from any ordinary pack of cards a suit of thirteen and sort out the following examples,

one at a time, you will be amply repaid for the trouble by the facility you will acquire in the application of this important rule.

Remember that your partner leads; that dummy's cards are laid down before you play, and that you are the third hand. These positions should be carefully studied, because nothing is more important in bridge than a complete mastery of the Eleven Rule.

Let us begin with this position:

7 led. Dummy's, Q 5 2 Yours, A J 9 3

According to the first part of the rule, you deduct the card led from eleven, and find the remainder to be four. Count the cards *higher* than the 7, which is led, in your own hand and the dummy's, according to the second part of the rule, and you will find four of them; dummy's Q; your A, J, 9; therefore, there is no second remainder, consequently the dealer cannot have any card higher than the 7, which is led.

If you cannot see this, take the remainder of the cards in the suit, which are not shown in the example, and give your partner, the leader, any three of them you please. You will find that if the 7 is his fourth-best the dealer cannot have anything higher. If the dealer has a higher card, then the 7 cannot be the leader's fourth-best.

When the fourth-best is led, this rule is absolutely infallible. You can trust it implicitly if you can de-

pend on your partner to lead regularly.   Take an-
other example:

7 led.   Dummy's, Q 10 5   Yours, A 8 6

Deducting the card led from eleven leaves four, all
of which are in sight, therefore the dealer has nothing
better than the 7.   With a moment's attention you can
count up what your partner's cards must be.   In
actual play this is sometimes necessary.

As you grow more expert and more at home with
the uses of the Eleven Rule you will be able to combine
the information you derive from it with your knowl-
edge of the leads.   Suppose there is a declared trump:

6 led.   Dummy's, Q 8 3   Yours, K 9 2

There are five cards, higher than the 6 led, out
against the leader; but only four of them are in sight,
therefore the dealer must have one.   Now, if you
think a moment, you know that if your partner opens
a suit of which he has the ace he will always lead the
ace in playing against a trump call, therefore he can-
not have that card and the dealer must have it.   If
the dealer has only *one* card higher than the 6, that
one card must be the ace.   In this case the Eleven
Rule tells you that it 's not necessary to play your
king third hand unless dummy puts on the queen.
Lay out the rest of the suit and verify this for
yourself.

Showing how the Eleven Rule enables third hand to finesse against Dummy. Z deals. Y calls no trump. A leads.

```
                    ♥ A Q 4
                    ♣ K 9 5
                    ♦ A 9 8
                    ♠ Q J 10 8
  ♥ K 9 6 5        ┌─────────┐        ♥ 10 7 3 2
  ♣ Q 10 8 6 2     │    Y    │        ♣ A J 4 3
  ♦ 4 2            │ A     B │        ♦ K Q 10 5
  ♠ K 5            │    Z    │        ♠ 7
                   └─────────┘
                    ♥ J 8
                    ♣ 7
                    ♦ J 7 6 3
                    ♠ A 9 6 4 3 2
```

TRICK	A	Y	B	Z
1	♣ 6	♣ 9	♣ J	♣ 7
2	5 ♠	10 ♠	7 ♠	A ♠
3	♥ K	A ♥	♥ 2	J ♥
4	K ♠	Q ♠	5 ♦	2 ♠
5	♣ 8	♣ 5	♣ 3	3 ♦
6	♣ 2	♣ K	♣ A	3 ♦
7	♣ 10	♥ 4	♣ 4	6 ♦
8	♣ Q	8 ♦	♥ 3	7 ♦
9	4 ♦	A ♦	10 ♦	J ♦
10	2 ♦	J ♠	7 ♠	♥ 8
11	♥ 5	8 ♠	♥ 10	3 ♠
12	♥ 6	9 ♦	Q ♦	9 ♠
13	♥ 9	♥ Q	K ♦	6 ♠
				4 ♠

The dealer wins the odd trick only.

Another great use of the Eleven Rule is in telling you when your partner's suit is established, or how much estahlishing it needs. Suppose there is a declared trump:

6 led.   Dummy's, K 3   Yours, 9 4 2

The dealer wins the first trick with the 10. Of the five cards higher than the 6, which your partner tells you he does *not* hold, the dealer must still have two, as the dummy has only one. Therefore your partner's suit is hopelessly against him, because he cannot have the ace, or he would have led it, nor both Q and J, or he would have led the Q, so the dealer must hold A, Q, or A, J, at least.

Sometimes the Eleven Rule will enable you to hold the command over the dummy when he has a card that would otherwise stop your partner's suit at no trump.

7 led.   Dummy's, J 3 6 3   Yours, K 10 4

Deducting seven from eleven and finding all four of the higher cards between your own hand and dummy's, you can play the 4 if dummy plays the trey; or the 10 if he covers with the 8, but never the king unless he puts in the J. In this case the Eleven Rule enables you and your partner to catch all four of dummy's cards, which would otherwise be impossible.

Do not be disappointed if you find that in many

Showing how the Eleven Rule enables third hand to detect a weak suit. Z deals and calls no trump. A leads.

```
                    ♥ 9 4
                    ♣ 10 8 4
                    ♦ 9 8 4
                    ♠ A 8 7 4 3

      ♥ K J 8 3        ┌──────────┐        ♥ Q 7 6 5 2
      ♣ 7 6            │    Y     │        ♣ J 9 8 2
      ♦ A J 6 5        │  A     B │        ♦ Q 7 3
      ♠ Q 9 2          │    Z     │        ♠ K
                       └──────────┘
                    ♥ A 10
                    ♣ A K Q 3
                    ♦ K 10 2
                    ♠ J 10 6 5
```

TRICK	A	Y	B	Z
1	♣ 7	♣ 4	♣ 2	♣ A
2	2 ♦	3 ♦	K ♠	J ♠
3	♥ 3	♥ 4	♥ 5	♥ A
4	Q ♠	A ♠	3 ♦	10 ♠
5	9 ♠	4 ♠	♣ 8	5 ♠
6	♥ K	♥ 9	♥ 2	♥ 10
7	♥ J	4 ♦	♣ 6	2 ♦
8	♥ 8	8 ♦	♥ Q	6 ♠
9	♣ 6	♣ 5	♥ 7	♣ 3
10	A ♦	9 ♦	Q ♦	K ♦
11	J ♦	7 ♦	7 ♦	10 ♦
12	6 ♦	8 ♦	♣ 9	♣ Q
13	5 ♦	♣ 10	♣ J	♣ K

A-B win four by cards.

cases the application of this rule is of no particular use, so far as winning tricks is concerned. Get into the habit of using the rule, and every now and then you will pick up a few tricks that would otherwise have escaped you, and you will save a good many games and rubbers in the course of a year.

For examples of how this Eleven Rule works out in play, the reader is referred to Illustrative Hand No. 21.

By the Eleven Rule B knows that the dealer has only one card higher than the 6, which is led. Just how much higher it is, he does not know, but as he cannot catch the dummy's king if he plays the ace, he finesses the jack, hoping that the dealer's high card is not the Q. B's object, after winning this trick, is to get his partner into the lead again, so that he may come through dummy's club king a second time. It is easy to see that A's only chance of immediate re-entry is the spade suit, so B leads it. Z plays the ace second hand so as to get the finesse in hearts, and Y unblocks the spade suit, so as to be out of the dealer's way.

In Illustrative Hand No. 22, A's suits being bad ones to open, he leads a short suit. As the 10 is in the dummy, B's 9 is as good as his J. The dealer falsecards the ac , hoping to make A think B holds K and Q, because Z wants A to lead that suit again. When B gets in again, he avails himself of the in-

formation imparted by the Eleven Rule, which tells him that A's club was the top of a weak suit, and not a fourth-best, and refuses to return the club, leading up to dummy's weakness in hearts instead. B knows that if his partner opens with a weak suit, he must have possible tricks in all the other suits, so he discards diamonds in order to protect the clubs, his partner's weak suit.

UNBLOCKING

When the declaration is a trump suit, there is no such thing as unblocking, because the small cards in plain suits are of no practical use to any one but the dealer, who has the trump strength to establish them. But at no trump, it is of the utmost importance that the third hand should get out of his partner's way, because the eldest hand usually starts with a long suit, and his only chance to make the small cards of it is in getting the higher cards out of the way. The dealer will obstruct the suit as long as he can, but the partner must do all in his power to clear it.

We have seen that at no trump it is the rule for the third hand always to play his second-best on the first round, when he makes no attempt to win the trick. No matter how high his cards are this rule must be followed. When you are third hand and you have high cards in your partner's suit, the object is not only to enable the leader to count your hand, but to get out of his way to unblock his long suit. At no trump this is of the greatest importance.

Let us take a few examples:

7 led.　　　Dummy's, A K 2　　　Yours, Q J 3

Unblocking by giving up high cards third hand.
Z deals.   Y calls no trump.   A leads.

```
                    ♥ A K
                    ♣ A
                    ♦ K J 10 5 3
                    ♠ A K Q 6 2
  ♥ 10 9 3          ┌──────────┐          ♥ 8 6 5 2
  ♣ J 10 8 7 3 2    │    Y     │          ♣ K Q 4
  ♦ 2               │ A     B  │          ♦ A Q
  ♠ 8 5 4           │    Z     │          ♠ 10 9 7 3
                    └──────────┘
                    ♥ Q J 7 4
                    ♣ 9 6 5
                    ♦ 9 8 7 6 4
                    ♠ J
```

TRICK	A	Y	B	Z
1	♣ 7	♣ A	♣ Q	♣ 5
2	♥ 3	♥ A	♥ 2	♥ 4
3	♥ 9	♥ K	♥ 5	♥ 7
4	4 ♠	2 ♠	3 ♠	J ♠
5	♥ 10	3 ♦	♥ 6	♥ Q
6	5 ♠	5 ♦	♥ 8	♥ J
7	2 ♦	10 ♦	Q ♦	4 ♦
8	♣ 2	6 ♠	♣ K	♣ 6
9	8 ♠	J ♦	A ♦	6 ♦
10	♣ 10	Q ♠	♣ 4	♣ 9
11	♣ J	K ♠	7 ♠	7 ♦
12	♣ 8	K ♦	9 ♠	8 ♦
13	♣ 3	A ♠	10 ♠	9 ♦

A-B win the odd trick.

Even if dummy plays the A or K second hand, you must still play the J third hand, because it is your second-best card. Your partner will know you have one higher card, the Q, or no more.

5 led.   Dummy's, A 7   Yours, K Q 4

Whether dummy plays ace second hand or not, you must play the Q third hand.

4 led.   Dummy's, K 5   Yours, Q J 10 6

If dummy plays the K second hand, shutting you out, you echo by playing your second-best card, the J. But if dummy does not play the K, your play is the 10; because in that case you are not echoing, but trying to win the trick as cheaply as possible.

If the reader will turn to Illustrated Hand No. 23, he will see that B gives up his second-best card, the Q, on the first trick. If he does not do this, it will be easy to see that the dealer must win the game. With regard to the dealer's play in this hand, it should be observed that he cannot possibly drop all the high spades in three leads, no matter how they are divided. If he makes the jack of spades, puts dummy in with a heart and makes the rest of the spades, he must lead away from the diamonds and lose them.

Sometimes the original leader will find his partner longer in the suit than he is himself, in which case he must be ready to get out of his partner's way. Illus-

Getting out of your partner's way by the play. Z deals. Y calls no trump. A leads.

```
              ♥ A Q
              ♣ Q 8 7
              ♦ K Q J
              ♠ A 10 7 6 5
  ♥ K 6 5        ┌─────────┐        ♥ 8 7 3 2
  ♣ K 10 9 6     │    Y    │        ♣ A J 5 4 3 2
  ♦ A 6 3        │ A     B │        ♦ 9 8 2
  ♠ Q J 8        │    Z    │        ♠ ———
                 └─────────┘
              ♥ J 10 9 4
              ♣ ———
              ♦ 10 7 5 4
              ♠ K 9 4 3 2
```

TRICK	A	Y	B	Z
1	♣ 6	♣ 7	♣ J	2 ♠
2	♣ 9	♣ Q	♣ 2	3 ♠
3	8 ♠	5 ♠	♥ 2	K ♠
4	♥ 5	♥ Q	♥ 3	♥ 4
5	A ♦	K ♦	2 ♦	4 ♦
6	♣ K	♣ 8	♣ 3	5 ♦
7	♣ 10	6 ♠	♣ A	♥ 10
8	6 ♦	7 ♠	♣ 5	4 ♠
9	3 ♦	10 ♠	♣ 4	7 ♦
10	J ♠	J ♦	9 ♦	10 ♦
11	Q ♠	Q ♦	8 ♦	9 ♠
12	♥ 6	A ♠	♥ 7	♥ 9
13	♥ K	♥ A	♥ 8	♥ J

The dealer wins the odd trick only.

trative Hand No. 24 is an example of this.   B finesses
by the Eleven Rule, and returns a small club.   On
this return, if A plays the K and leads through the Q,
in order to catch it, he succeeds, but he blocks his
partner's long club suit.   No matter what dummy
leads, A is sure of regaining the lead.

The dealer usually sees at once what must be done
to unblock his own suits or dummy's, but beginners
frequently block themselves by neglecting to get out of
their own way.   We have seen how the third hand
unblocks his partner's suits on general principles by
following a simple rule.   The dealer should not re-
quire any rules to guide him, but he must look ahead.
Take the following position at no trumps:

	Dummy's.	Dealer's.
	♥ Q 6	♥ A 3 2
♥ 10 led.	♣ J 9 8 7 5 3	♣ A Q 10
	♦ 7 5 2	♦ A K 4 3
	♠ 7 4	♠ K 6 3

Dummy wins the first trick with the Q, putting it
up second hand, as it has only one guard to it.   You
start the clubs, of course, but you must not lead the J,
hoping the K will cover it and be caught, or dummy
will never be able to get in again, and you must not
finesse as low as the 10, or you block dummy's suit.
Play the Q, and if it wins return the A.   If you do
not lose the Q to the K the first time, or catch the
K on the second round, the club suit is dead and should

Unblocking; showing how the dealer gets out of his own way. Z deals and calls no trump. A leads.

```
                    ♥ Q J 10 6 4 3 2
                    ♣ ————
                    ♦ 10 4
                    ♠ A K J 9
      ♥ 5                  ┌──────┐              ♥ 9 8 7
      ♣ K J 9 4            │   Y  │              ♣ 10 8
      ♦ K Q 9 8 5     A    │      │   B          ♦ 7 2
      ♠ 8 6 4              │   Z  │              ♠ Q 10 7 5 3 2
                          └──────┘
                    ♥ A K
                    ♣ A Q 7 6 5 3 2
                    ♦ A J 6 3
                    ♠ ————
```

TRICK	A	Y	B	Z
1	8 ♦	10 ♦	2 ♦	3 ♦
2	4 ♣	K ♠	2 ♣	K ♥
3	6 ♣	A ♠	3 ♠	A ♥
4	5 ♥	Q ♥	7 ♥	2 ♣
5	5 ♦	J ♥	8 ♥	3 ♣
6	9 ♦	10 ♥	9 ♥	5 ♣
7	4 ♣	6 ♥	7 ♦	6 ♦
8	9 ♣	4 ♥	8 ♣	6 ♣
9	8 ♠	3 ♥	10 ♣	7 ♣
10	Q ♦	2 ♥	5 ♠	J ♦
11	K ♦	4 ♦	7 ♠	A ♦
12	J ♣	9 ♠	10 ♠	A ♣
13	K ♣	J ♠	Q ♠	Q ♣

The dealer makes a little slam.

be abandoned, because it is useless to pursue a suit in which you cannot possibly make another trick.

In getting out of his own way, the dealer will sometimes require the exercise of a little ingenuity. Illustrative Hand No. 25 is a good example. The dealer knows by the Eleven Rule that dummy's 10 will win the first trick, so he plays it. If he studies the hand attentively before playing another card, he must see that the only way in which he can unblock dummy's long suit of hearts is to discard the higher hearts in his own hand on dummy's winning spades. This makes all dummy's hearts good for tricks, and on them the dealer discards his clubs.

These hands should impress upon the student a very important principle: always get rid of the high cards in the hand which is shorter in the suit.

The Second Round

When the third hand plays his partner's suit a second time, the card he selects depends upon whether he follows suit to a second lead, leads the suit himself, or discards it.

The rule for following suit or discarding is: always keep the lowest card of the suit until the last round.

Having played the 8 first from 10, 8, 2, play the 10 next time, keeping the deuce until the last. This

second play shows your partner that you have only
one small card left, and that it is smaller than the 8.
Having played the 10 the first time from J, 10, 5, 3,
play your second-best next time, the 5, always keep-
ing the smallest card until the last. This will enable
the leader to count you for four cards, because you
play down instead of up, as in the first case given.
He will know that if your 10 was your second-best
you must still have one better card and also one
smaller than the 5, because with J, 10, 5 only your
play would be the 10 and then the J; not 10 and then
5. This plain-suit echo is very useful on the second
round in exposing the false cards played by the dealer.
With it the adversaries can give each other a great
deal of useful information if they thoroughly under-
stand the leads and the correct third-hand plays in
echoing and unblocking.

If your partner does not win the first round of his own suit, you may win it, or you may get into the lead again before he does. The proper card to return then becomes an important consideration, and the principles governing it apply equally to trumps and no trumps.

With the best card of his suit, always lead it. It is a mistake to start a suit of your own when you still have cards of your partner's suit, which is already started, unless you think or know you are stronger than he is, and are anxious to show your suit by leading it once; or unless you want to make what tricks you can while you are in. Illustrative Hand No. 19 was a case of this kind, in which B had to seize his opportunity to show the suit that he knew was better than his partner's.

With only two cards of your partner's suit remaining, always return the higher of the two. For example:

5 led.   Dummy's, 9 3 2   Yours, K Q 6

Whether you hold the first trick with the K or not, the Q is the proper card to return.

With three cards remaining, return the lowest, unless one of your cards is better than any in the dummy. Observe this distinction carefully, because it is important to lead cards that dummy cannot win.

5 led.   Dummy's, 9 8 4   Yours, A 10 6 2

Having won the first trick with the ace, if you return the lowest of three remaining, your partner will have to play an honour to shut out dummy's 8. As you have a card which is better than any dummy holds, you should lead it, and if the dealer does not cover it, your partner can let it win.

5 led.   Dummy's, A 8 2   Yours, K 9 4 3

If you win the first trick with the K, you cannot beat dummy's ace, but you can prevent any possibility of dummy's winning a trick with the 8 by returning the 9.

In opening a new suit, as in leading up to dummy's weakness, the pone should be careful to cover dummy's cards if he can. If the reader will turn back to Illustrative Hand No. 13, he will observe that B leads a higher diamond than any that dummy holds, while in No. 22 he leads his fourth-best because he cannot beat the 9 in the dummy without risking his honour.

When the third hand cannot lead back a card that is better than any of dummy's, the leader must infer that

he does not hold any such card; often very important and valuable information for him.

3 led.   Dummy's, A 10 5   Yours, K 8 6 2

If you win the first trick with the K, you should return the deuce, which not only marks you with four of the suit originally, but with no card better than dummy's 10. If you held K, 8, 2 only, the return of the 8 would show one smaller and nothing as good as the dummy's.

Changing Suits

Sometimes it is impossible or disadvantageous to return your partner's suit. For instance:

6 led.   Dummy's, A J 10 9   Yours, K 4

If you win the first trick with the K, it would be foolish to return the suit, unless you expected your partner to trump it, because dummy can win every trick in it.

When the pone leads up to a very strong suit in the dummy, it is a fair inference that he has no more of it, and wants to ruff the second round.

When you do not return your partner's suit, play your own suit only if you have a good one, and in doing so, follow the regular leads from high-card combinations.

Illustrative Hand No. 26 is an example of this

Third hand refusing to return his partner's suit.
Z deals.   Y calls no trump.   A leads.

Y
♥ A 6 5
♣ K Q J 9 2
♦ A 6 5
♠ A Q

A
♥ 8 7
♣ 4 3
♦ Q J 6 4 2
♠ J 9 7 5

B
♥ K Q J 9 3 2
♣ A 7
♦ K 9
♠ 10 4 2

Z
♥ 10 4
♣ 10 8 6 5
♦ 10 7 3
♠ K 6 6 3

TRICK	A	Y	B	Z
1	4 ♦	5 ♦	K ♦	3 ♦
2	♥ 7	♥ 5	♥ K	♥ 4
3	♥ 8	♥ 6	♥ J	♥ 10
4	2 ♦	♥ A	♥ 2	5 ♣
5	5 ♠	A ♠	2 ♠	3 ♠
6	7 ♠	Q ♠	4 ♠	6 ♠
7	♣ 3	♣ 2	♣ A	6 ♣
8	♣ 4	6 ♦	♥ Q	7 ♦
9	6 ♦	♣ 9	♥ 9	8 ♣
10	J ♦	♣ J	♥ 3	10 ♣
11	9 ♠	♣ Q	10 ♠	K ♠
12	Q ♦	A ♦	9 ♦	10 ♦
13	J ♠	♣ K	♣ 7	6 ♠

A-B win the odd trick.

position. B sees that it is impossible for A ever to get in again if the diamond is returned, so he starts his own suit. It will be observed that dummy holds off the hearts so as to exhaust A, because if the club ace is with A and he has no hearts to lead to B, the dealer wins the game easily. If B had returned the diamond, Y-Z would have won the game.

Do not lead small cards unless dummy is weak in the suit, and always try to play cards which dummy cannot win except with an ace. If you have no good suit of your own, and cannot return your partner's, pick out the weakest suit in dummy's hand and lead up to that. Let your partner lead through dummy's strong suits.

This is one of the most important things for the pone to remember: lead up to weakness and let your partner lead through strength.

Look at Illustrative Hand No. 27 for an example of this position. B wins the first trick with the club Q. If he leads back clubs, he gives the dealer a certainty of two tricks and the control of the suit. If B leads a heart, he must lose his K unless his partner has the Q. To lead diamonds is to give up the advantage in that suit and the chance of two tricks in it. B's best play is the spade, beginning with the 10, so as to cover dummy's 9. When the 10 holds, A is marked with either A or K.

The end game in this hand is very pretty. The

Third hand leading to Dummy's weak suit. Z deals. Y calls no trump. A leads.

Y
♥ A 9 8 4
♣ A J 6 3
♦ A Q 9
♠ 9 6

A
♥ J 10 6
♣ 9 7 5 4 2
♦ 10 5
♠ K J 8

B
♥ K 5
♣ K Q 8
♦ K J 7 6
♠ Q 10 4 2

Z
♥ Q 7 3 2
♣ 10
♦ 8 4 3 2
♠ A 7 5 3

TRICK	A	Y	B	Z
1	♣ 4	♣ 3	♣ Q	♣ 10
2	8 ♠	6 ♠	10 ♠	3 ♠
3	J ♠	9 ♠	2 ♠	A ♠
4	♥ 10	♥ A	♥ 5	♥ 2
5	♥ 6	♥ 4	♥ K	♥ 3
6	K ♠	♥ 8	♠ 4	♠ 5
7	10 ♦	A ♦	6 ♦	2 ♦
8	♥ J	♥ 9	7 ♦	♥ Q
9	♣ 2	♣ 6	♣ 8	7
10	♣ 5	♣ J	Q ♠	7 ♠
11	♣ 7	♣ A	♣ K	3 ♦
12	5 ♦	9 ♦	J ♦	4 ♦
13	♣ 9	Q ♦	K ♦	8 ♦

A-B win the odd trick.

dealer forces B to discard at trick 9. He can read B for two guarded kings and the best spade. Now, B knows by his partner's fourth-best lead and his subsequent play of the deuce, that the dealer has no club and must therefore lead a diamond, in which suit B holds tenace.

When dummy has no very weak suit, it is better to lead up to an ace than to a guarded king or a twice-guarded queen, because while the ace must make, the K or Q might not if it is not led up to. Suppose that diamonds are trumps:

	Dummy's.	Yours.
	♥ A 8 4 3	♥ K 9 3 2
	♣ K J 2	♣ 10 8 5 4
♠ Q led.	♦ A Q 10 6 5	♦ K 4 2
	♠ 7	♠ A 7

You win the first trick with the spade ace and see from your partner's lead that the dealer must have the K. It is better to lead to the heart ace than to the guarded club K; but the 9 is the card to lead, because it is higher than any of dummy's cards except the ace.

Dummy's hand is sometimes so strong in plain suits that the best thing seems to be a trump lead. This is all very well if dummy is weak in trumps, and you can go through the strong trump hand to advantage.

Illustrative Hand No. 28 is an example of this. A's opening lead of a short suit shows that he must have

Illustrative Hand No. 28

Leading trumps through the strong hand. Z deals and calls Hearts. A leads.

```
              ♥ 7 6 4
              ♣ K Q 6 5 2
              ♦ K J 4
              ♠ 5 4

♥ K J 2         ┌─────────┐        ♥ 5 3
♣ 9 7 4         │    Y    │        ♣ J 10 8 3
♦ 10 9 5        │ A     B │        ♦ A Q 8 2
♠ Q 10 9 2      │    Z    │        ♠ A K 6
                └─────────┘
              ♥ A Q 10 9 8
              ♣ A
              ♦ 7 6 3
              ♠ J 8 7 3
```

TRICK	A	Y	B	Z
1	10 ♦	J ♦	Q ♦	3 ♦
2	♥ J	♥ 4	♥ 5	♥ 8
3	9 ♦	4 ♦	2 ♦	6 ♦
4	5 ♦	K ♦	A ♦	7 ♦
5	♥ 2	♥ 6	♥ 3	♥ A
6	♣ 4	♣ 2	♣ 3	♣ A
7	♥ K	♥ 7	♣ 8	♥ 9
8	2 ♠	4 ♠	K ♠	3 ♠
9	9 ♠	5 ♠	A ♠	7 ♠
10	♣ 7	♣ 5	8 ♦	♥ 10
11	♣ 9	♣ 6	6 ♠	♥ Q
12	Q ♠	♣ Q	♣ 10	J ♦
13	10 ♠	♣ K	♣ J	8 ♠

A-B win three by cards.

tenaces or guarded honours in other suits, so B, who
is protected in all suits himself, leads trumps to
dummy's weakness as the best chance.

The student who wishes to try his skill on the
various tactics of the third hand can set down op-
posite the numbers of the following test hands the
cards he would select to play, afterward comparing his
selections with the key.

Test Hands for the Pone

Suppose the call is no trumps.

No. 51.   2 led.   Dummy, 7 6 4   Yours, J 10 3

How many cards of this suit has dealer?

No. 52.   5 led.   Dummy, J 3   Yours, Q 4 2

How many cards of this suit has dealer?

No. 53.   8 led.   Dummy, 10 3 2   Yours, A 7 4

How many higher than the 8 has dealer?

No. 54.   5 led.   Dummy, 8 6 2   Yours, J 7

How many higher than the 5 has dealer?
Suppose the call is a trump, plain suit led; what
high cards has the dealer in each of the following
cases?

No. 55.	10 led.	Dummy, 8 2	Yours, 9 7 6
No. 56.	9 led.	Dummy, 10 2	Yours, Q 8 7 6
No. 57.	6 led.	Dummy, J 10 2	Yours, K 8 5
No. 58.	8 led.	Dummy, 9 5 2	Yours, Q J 6
No. 59.	J led.	Dummy, 10 2	Yours, A 7 4
No. 60.	7 led.	Dummy, K 8 2	Yours, A 9 4
No. 61.	8 led.	Dummy, A 7 2	Yours, J 10 4

In the following positions, dummy always playing a small card second hand, what would you play to the first trick and what card would you return?

No. 62.	3 led.	Dummy, A 8 2	Yours, K J 4
No. 63.	3 led.	Dummy, J 9 2	Yours, Q 10 8
No. 64.	5 led.	Dummy, A 9 2	Yours, K 10 4 3
No. 65.	7 led.	Dummy, K 9 3	Yours, A 6 4 2

Suppose there is a declared trump, what card would you play on your partner's lead?

No. 66.	K led.	Dummy, A 6 3	Yours, 9 2
No. 67.	A led.	Dummy, 9 6 3	Yours, Q J
No. 68.	K led.	Dummy, A 9 6	Yours, J 8 2

Suppose there is no trump, what card would you play on your partner's lead?

No. 69.	K led.	Dummy, A 6 2	Yours, 10 9 5
No. 70.	Q led.	Dummy, A K 6	Yours, 7 2
No. 71.	A led.	Dummy, 7 6	Yours, K 10 4 2

DISCARDING

There is probably no part of the game upon which the opinions of even good players differ so much as the discard, especially at no trumps. With a declared trump it is generally admitted that there is little hope for the adversaries to make anything but the best cards of their plain suits, because six or seven tricks in every hand usually fall to the trumps. The smaller cards of their strong suits can be used to the best advantage in showing the partner what they want led, while the small cards of their weak suits, if kept together, may prevent the dealer from establishing those suits and making tricks in them after the trumps are drawn.

The directive part of the discard is especially useful in playing against trump declarations, because the need for immediate action is imperative, and no time must be lost in feeling round to find your partner's suit.

Let us suppose hearts are trumps, you are third hand, and your partner leads the third winning club, having held A, K, Q:

	Dummy's.	Yours.
	♥ J 7 4	♥ 9 5
♣ A led.	♣ 9	♣ ———
	♦ A 8 3	♦ Q 9 7 5 2
	♠ Q 10 9 4	♠ A K 7 5

As the card led is a winning card, you need not trump it, but can take the opportunity of directing your partner to the suit you would like him to lead next, the spade, by discarding one of your small ones.

Opinions differ as to the best discard against a no-trumper. The theory of those who discard from weakness is, that as there are no trumps to stop their good suits, they should keep every card in them, and throw away from the suits in which they have no prospect of winning anything. There are many who will tell you that they never throw away a possible trick-winning card, and therefore discard from weakness. But if you watch their play, you will see them throw away tricks, two and three at a time, by unguarding these weak suits.

The important thing at bridge, when playing against the dealer, is not to win the game but to save it. It is not to make all the tricks possible in your suits, so much as it is to prevent him from making all the tricks in his suits. Two guards to a jack or 10 may stop a suit of seven cards. Never forget that the suit which the dealer will attack next, after he is done with the one on which you discard, is not your strong suit, but his strong suit, which is your weak suit, and if you unguard it by discarding you play his game.

It is true that many good players still discard from weakness at no trumps, and many have offered to show

me hands in which the discard from strength has lost a trick. The only answer I can make to this is, that for every hand they can show me in which a trick is lost by discarding from strength, I can show them ten that lose from two to four tricks by discarding weakness.

It is frequently said that if the eldest hand leads one suit, and the dealer another, a discard of weakness in a third must show strength in the fourth. But the directive part of the discard is not everything. It is quite as important to make it protective.

The best rule for the average player, and especially for the beginner, whether it is a no-trumper or not, is always to discard from the best protected suit, or from the suit which you are willing your partner should lead.

The universal discard from strength is a great help to your partner, because he not only knows at once which suit to lead you, but what to trust you for if he has to let go something himself. There is always a doubt about the discard from weakness, and I have never yet seen a player who stuck to it consistently. If the reader will look at Illustrative Hand No. 29, he will see an example of the manner in which all doubt is removed by adopting the discard from strength. It is obvious to A, when his partner does not follow suit to hearts, that the dealer is holding up the ace to make both ace and jack. A must

Discarding the suit you want led to you.   Z deals.
Y calls no trump.   A leads.

♥ A 9 5 4 3
♣ A 8
♦ A Q
♠ J 9 5 4

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

♥ J 8 6
♣ K 10 6 5 3
♦ K 8 7 5 3
♠ ———

TRICK	A	Y	B	Z
1	♥ K	♥ 3	3 ♠	♥ 6
2	Q ♠	4 ♠	7 ♠	3 ♦
3	6 ♠	9 ♠	10 ♠	♥ 8
4	2 ♠	5 ♠	A ♠	5 ♦
5	♥ 2	J ♠	K ♠	♣ 3
6	♥ 7	♥ 4	8 ♠	♣ 5
7	♣ J	♣ A	♣ 9	♣ 10
8	9 ♦	A ♦	2 ♦	7 ♦
9	J ♦	Q ♦	4 ♦	8 ♦
10	♣ 2	♣ 8	♣ Q	♣ K
11	♣ 4	♥ 5	6 ♦	K ♦
12	♥ Q	♥ A	♣ 7	♥ J
13	♥ 10	♥ 9	10 ♦	♣ 6

A-B win the odd trick.

change the suit, and, guided by his partner, he leads the right one. If B were a player who discarded from weakness and let go a diamond, A would naturally lead a club through dummy's ace and one small, in preference to risking his safely guarded spade queen, and the dealer would win five by cards. It should be observed that dummy would probably not have passed the first trick had he thought that B would not follow suit.

An example from one of the most common positions in the game will probably make clearer the importance of the protective character of the discard at no trump. If the reader will take the trouble to sort out a suit of thirteen cards and give to one partner the Q and to the other partner the J, with two small cards accompanying either of them, one small card with the other, he will find that no matter how he distributes the remainder of the suit between the opposing hands, and no matter how they play their cards, this combination of Q in one hand and J in the other, either of them twice guarded, must stop the suit. It is understood, of course, that the holders of the Q and J will not lead the suit themselves, nor play their high cards second hand.

Every bridge player should remember when he holds the Q, the J, or even the 10, and one or two small cards, that there is always the possibility that his partner holds the other part of the combination that

Illustrative Hand No. 30

The advantage of discarding from strength so as to protect weak suits. Z deals and calls no trump. A leads.

```
                     ♥ 5
                     ♣ Q J 6 4 2
                     ♦ K 8 5
                     ♠ J 9 4 2
  ♥ A 9 8 7 4 3    ┌──────────┐    ♥ Q J 6
  ♣ 9 8 5 3        │    Y     │    ♣ 10
  ♦ Q 3            │ A      B │    ♦ J 6 4
  ♠ 6              │    Z     │    ♠ A K Q 7 5 3
                   └──────────┘
                     ♥ K 10 2
                     ♣ A K 7
                     ♦ A 10 9 7 2
                     ♠ 10 8
```

TRICK	A	Y	B	Z
1	♥ 7	♥ 5	♥ J	♥ K
2	♣ 3	♣ 2	♠ 10	♣ A
3	♣ 5	♣ 4	3 ♠	♣ K
4	♣ 8	♣ J	5 ♠	♣ 7
5	♣ 9	♣ Q	7 ♠	♥ 2
6	6 ♠	♣ 6	Q ♠	♥ 10
7	3 ♦	K ♦	4 ♦	2 ♦
8	Q ♦	8 ♦	6 ♦	A ♦
9	♥ 3	2 ♠	K ♠	10 ♠
10	♥ 4	5 ♦	♥ Q	7 ♦
11	♥ 8	4 ♠	A ♠	8 ♠
12	♥ 9	9 ♠	J ♦	9 ♦
13	♥ A	J ♠	♥ 6	10 ♦

The dealer wins two by cards only.

protects the suit. Even four cards to a 9 may be valuable.

If the reader will examine Illustrative Hand No. 30, he will find an instructive example of this position. If B unguards the J of diamonds, he loses five by cards. He does not know that his partner holds the Q, of course, but if his partner has no honour in diamonds, his play makes no difference.

Illustrative Hand No. 31 is an example of discarding from weakness. Four cards to the 9 do not look very promising as stoppers; but, as already pointed out, the suit the dealer is going to play for, after you have discarded, is his own long suit, not yours; in this case obviously the spade, not the diamond. The dealer's object in leading his established suit of clubs is to force discards, a very common artifice, and often effective. In this case it induces B to give the dealer two tricks, which a player who discarded from strength would have saved.

The directive discard is usually confined to the pone, because the eldest hand shows his strong suit by his opening lead. If the eldest hand has to discard, he naturally keeps protection in a suit with which he can regain the lead, but at the same time he must be careful not to unguard weak suits, which the dealer will probably attack next.

The pone should be alert to infer from the discards of the eldest hand what he holds. Illustrative Hand

Illustrative Hand No. 31

Showing the danger of discarding a weak suit at no trump.   Z deals and calls no trump.   A leads.

```
                        ♥ J 7
                        ♣ K Q 3
                        ♦ J 6 2
                        ♠ Q 8 6 3 2

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

                        ♥ A 6 5
                        ♣ A 10 9 7 6
                        ♦ K 8
                        ♠ A J 10
```

TRICK	A	Y	B	Z
1	♥ K	♥ 7	♥ 3	♥ 5
2	♥ Q	♥ J	♥ 8	♥ A
3	♣ 4	♣ Q	♣ 2	♣ 6
4	♣ 8	♣ K	♣ 5	♣ 7
5	♣ J	♣ 3	4 ♠	♣ A
6	♥ 2	2 ♦	5 ♠	♣ 10
7	♥ 4	6 ♦	7 ♠	♣ 9
8	K ♠	2 ♠	9 ♠	A ♠
9	♥ 9	3 ♠	4 ♦	J ♠
10	♥ 10	Q ♠	5 ♦	10 ♠
11	3 ♦	8 ♠	7 ♦	♥ 6
12	10 ♦	6 ♠	9 ♦	8 ♦
13	Q ♦	J ♦	A ♦	K ♦

The dealer wins five by cards.

No. 32 is a simple illustration of an inference of this kind. A does not trump the diamond, because he wants the pone to get in and lead trumps. B infers that if A can afford to discard his own established suit of clubs, he must have something worth keeping in hearts, so he leads a small heart to put his partner in. The play makes no difference in the result, but it shows the possibilities of inference.

Some players use wha 's called the reverse discard when they are compelled to depart from their regular method. A player's strong suit may be A, K alone, while he may hold a weak suit of five cards, which he does not want led. In such cases he may, if he sees that he will have two discards, throw first a higher card and then a smaller one from his weak suit, to show that, although he discards it, he does not want it led. Those who usually discard from weakness use the reverse discard to show that the suit they are throwing away is really strong, but they must use two cards to complete the information where one would have done if their habit were to discard from strength.

Such discards as an A from suits headed by A, K, Q, J, or a K from K, Q, J, 10, are too obvious to require mention.

The dealer usually knows what to keep and what to throw away, but in his hurry to make tricks the beginner often overlooks the fact that he will put

Showing how a discard in one suit may show re-entry in another. Z deals. Y calls Spades. A doubles and leads.

```
                    ♥ Q 10 7 5
                    ♣ Q 8
                    ♦ Q 10 8 7
                    ♠ 8 7 6

 ♥ K 3                  ┌─────────┐              ♥ A J 8 6
 ♣ A K 10 7 6 2         │    Y    │              ♣ J 9 5 4
 ♦ ────                 │ A     B │              ♦ A K 6 3
 ♠ A Q 10 9 3           │    Z    │              ♠ K
                        └─────────┘
                    ♥ 9 4 2
                    ♣ 3
                    ♦ J 9 5 4 2
                    ♠ J 5 4 2
```

TRICK	A	Y	B	Z
1	♣ K	♣ 8	♣ 4	♣ 3
2	♣ A	♣ Q	♣ 5	2 ♠
3	♣ 2	7 ♦	K ♦	2 ♦
4	3 ♠	6 ♦	K ♠	4 ♠
5	♥ K	♥ 5	♥ 6	♥ 2
6	A ♠	7 ♠	3 ♦	5 ♠
7	Q ♠	8 ♠	6 ♦	J ♠
8	♣ 6	8 ♦	♣ J	♥ 4
9	♣ 10	10 ♦	♣ 9	♥ 9
10	♣ 7	Q ♦	♥ 8	4 ♦
11	♥ 3	♥ 10	♥ J	5 ♦
12	9 ♠	♥ 7	A ♦	9 ♦
13	10 ♠	♥ Q	♥ A	J ♦

A-B make a little slam.

himself in difficulties about discards. Take this situation:

	Dummy's.	Dealer's.
♠ K led.	♥ K 9 4	♥ Q J 7 3
	♣ 9 3	♣ K J 5 4
	♦ 4 2	♦ A J 5
	♠ A Q J 10 9 4	♠ K 2

You hold up on the first round of diamonds, so as to make both A and J. Let us suppose that the eldest hand goes on, leading the fourth-best after the K. You are in the lead with the J and still hold the command of the suit.

Now, if you rush off to make all the spades, you force yourself to make four discards from the dealer's hand. What are these four discards to be? Will you unguard the clubs or the hearts? A moment's reflection must show that it is far better to let the spades alone for the present and to lead a small heart, playing the K and returning the suit, until you either force out the A or win two heart tricks. After this you can safely play spades, not forgetting to make the ace of diamonds while you are in the lead after playing the hearts, because in such a position it is not likely that the adversaries will lead diamonds after letting you make two heart tricks, but will kill your clubs.

In England, it is usual to ask the partner, before play begins, how he discards, and the information is

usually accompanied by information as to his lead
when the pone doubles a no-trumper. "Weak and
weak," means that he discards weakness and leads
weakness. "Heart and strong," that he will lead a
heart when the pone doubles, and discards from
strength. This has already been mentioned in con-
nection with the suggestions for leading at no trumps.

The second hand is the second player on any trick, so that a person may become second hand at any stage of the play. The principles governing this position are in many respects the same for the dealer and for his adversaries.

When a small card is led, if the second hand holds any combination of high cards from which a high card would be led, he should play a high card second hand. With A, K, Q; K, Q, J; K, J, 10; Q, J, 10; A, K; K, Q, for instance, all of which are combinations from which a high card would be led, one of those high cards should be played second hand on a small card led.

In every case the lowest of the high cards in the combination should be selected, playing the Q second hand from K, Q, the 10 from K, J, 10, etc. To play the A second hand when holding the K, deceives only your partner if you are not the dealer. It does not matter what high card the dealer plays, either from his own hand or from dummy's, so that he protects himself by playing one of them.

It is always advisable to cover second hand with any two high cards in sequence, such as Q, J, or J, 10.

The great difference in the dealer's play is when the high cards are divided between his own hand and dummy's. He may have K, Q in the second hand, but there is no occasion to play either of them if he has A or J in the fourth hand.

With two honours divided, such as K in one hand and Q in the other, or J in one hand and Q in the other, the dealer need not play either of them second hand, but can let the lead come up to the card in the fourth hand. To play a Q second hand from dummy, not knowing where the ace is, when you have the K in your own hand, is to risk throwing the Q away unless it is only once guarded.

There is one common position which the dealer should be familiar with. This is the division of the A and Q or the K and J. If the lead comes through the ace, making the Q fourth hand, let it go up to the Q, because both Q and A must win tricks in that case. If the lead is through the Q and the A is fourth hand, the Q should not be played unless it is only once guarded. With only one guard, the best chance to make two tricks in the suit is to play the Q second hand. But if the 10 is with the ace in the fourth hand, the Q should never be played second hand. If you will take a suit of thirteen cards and lay out this position, you will see that with Q and one small in the second hand, A, 10 and another in the fourth hand, you must make two tricks, no matter where

the K and J are or how they are played, if your opponents lead the suit. Much the same is true of the division of the K and J.

The division of A, J, 10 is difficult only when the J and 10 are both in the same hand. At no trumps, when the leader may have both K and Q and still lead a small card, it is always safest to play the 10 second hand. With a declared trump it is better to play the 10 second hand if any small card will force your ace, so as to make the J good for a trick.

Illustrative Hand No. 33 is an example of this position. By the Eleven Rule the dealer knows that B has one high card in the suit, and if Y does not cover with the 10, the 9 will force the ace, leaving the two cards in the dummy at the mercy of the K and Q. Even if B can cover dummy's 10, the J will be good for a trick on the third round. In this hand the student should observe that the dealer can discard his strong suit from one hand, as it is useless to keep the same number of cards in each hand in the same suit; but he must unblock the diamonds by playing the higher cards from the hand that is shorter in the suit.

The use of the Eleven Rule will sometimes enable the dealer to save his high cards if he infers what the third hand must hold in the suit. Suppose this is the position, hearts trumps and a club led:

7 led.   Dummy's, Q J 5 2   Dealer's, 8 6 4

Covering with high cards second hand.   Z deals and calls no trump.   A leads.

```
                    ♥ J 10 2
                    ♣ 2
                    ♦ 10 9 5 2
                    ♠ J 8 6 5 3
♥ K Q 7 6 5        ┌──────────┐      ♥ 9 3
♣ A J 4            │    Y     │      ♣ K 9 8 6 5 3
♦ K 3              │ A      B │      ♦ 8 7 4
♠ 10 7 4           │    Z     │      ♠ K 9
                   └──────────┘
                    ♥ A 8 4
                    ♣ Q 10 7
                    ♦ A Q J 6
                    ♠ A Q 2
```

TRICK	A	Y	B	Z
1	♥ 6	♥ <u>10</u>	♥ 3	♥ 4
2	4 ♠	3 ♠	9 ♠	<u>Q</u> ♠
3	7 ♠	5 ♠	K ♠	<u>A</u> ♠
4	10 ♠	<u>J</u> ♠	♣ 3	2 ♠
5	♣ 4	<u>8</u> ♠	♣ 5	♥ 8
6	♥ 5	<u>6</u> ♠	♣ 6	J ♦
7	<u>K</u> ♦	2 ♦	4 ♦	Q ♦
8	♥ K	♥ 2	♥ 9	♥ <u>A</u>
9	3 ♦	5 ♦	7 ♦	<u>A</u> ♦
10	♣ J	9 ♦	8 ♦	6 ♦
11	♥ 7	<u>10</u> ♦	♣ 8	♣ 7
12	♣ A	♣ 2	♣ 9	♣ 10
13	♥ <u>Q</u>	♥ J	♣ K	♣ Q

The dealer wins four by cards.

Deducting seven from eleven leaves four. You have
between your two hands three of these four cards, so
that the third hand has only one higher than the card
led. Now, that card must be either A or K, because
the eldest hand would begin with one of those cards
if he held both, so it is not necessary to cover the seven
with either Q or J.

When the dealer sees, from the Eleven Rule, that
the third hand will pass the trick if dummy does not
cover, he must protect himself. For instance, no
trumps, a plain suit led:

7 led.   Dummy's, **Q 10 2**   Dealer's, **6 5**

The pone will be able to tell by the Eleven Rule
that the 7 is better than anything you hold in the suit,
so you must cover the 7 with dummy's 10 in order to
force the pone into the lead, if he can win the trick,
and make him lead up to your guarded Q. Unless
the pone has the J, dummy's Q is safe, but if you do
not cover, they make every trick in the suit by catch-
ing your Q in the next two leads.

Illustrative Hand No. 34 is an example of this
position. B is known by the dealer to have two cards
higher than the one led, and one of those cards must
be the A, Q, or J. That B will pass the trick if
dummy passes the 7 is evident, and in order to pre-
vent being led through again, dummy covers the 7
with the 9.

Covering by the Eleven Rule, second hand.   Z deals and calls no trump.   A leads.

```
                        ♥ 10 7 5 4 3
                        ♣ K 9 2
                        ♦ 7 6
                        ♠ 9 8 7
    ♥ Q 9 8 6        +---------+        ♥ J
    ♣ Q J 8 7 5      |    Y    |        ♣ A 10 3
    ♦ A 4 3          | A     B |        ♦ Q J 9 8 2
    ♠ 6              |    Z    |        ♠ J 10 5 4
                     +---------+
                        ♥ A K 2
                        ♣ 6 4
                        ♦ K 10 5
                        ♠ A K Q 3 2
```

TRICK	A	Y	B	Z
1	♣ 7	♣ 9	♣ 10	♣ 4
2	A ♦	6 ♦	Q ♦	K ♦
3	♣ Q	♣ 2	♣ 3	♣ 6
4	♣ 5	♣ K	♣ A	2 ♠
5	3 ♦	7 ♦	J ♦	5 ♦
6	4 ♦	7 ♠	2 ♦	10 ♦
7	6 ♠	8 ♠	4 ♠	A ♠
8	♥ 6	9 ♠	5 ♠	K ♠
9	♣ 8	♥ 3	10 ♠	Q ♠
10	♥ 8	♥ 4	♥ J	♥ A
11	♥ 9	♥ 5	8 ♦	♥ K
12	♥ Q	♥ 7	9 ♦	♥ 2
13	♣ J	♥ 10	J ♠	3 ♠

A-B win the odd trick.

On the second round, it would be foolish for dummy to cover with the K, because that would clear the suit. The only chance, then, is to hold the K until B's cards are exhausted.

Many players, when their king is led through, are in too great a hurry to play it on a Q led. This is perfectly correct when opposed to the dealer, as there is the chance that it may make an inferior honour good in the partner's hand. But if the dealer knows there is no such honour in his partner's hand, his only hope is that the third hand will be obliged to win the trick, or will hold up the ace until his partner's suit is blocked.

When B leads diamonds in Hand No. 34, Z covers with the K so as to force the adversaries to play two honours to win one trick, and make his own 10 good, as it will still be guarded.

Before playing any card from dummy, the dealer should always ask himself what the leader's card means. If it is an honour, from what combination is it led? If it is a small card, how many higher has the third hand? The play of the third hand should also be carefully watched, to see whether or not he echoes.

Second Hand on High Cards

When a high card is led, the second hand should always cover it with the next higher honour if he

holds it. This applies especially to the adversaries, it not being necessary for the dealer to cover if he sees that the cards in the fourth hand will protect him. This principle is usually expressed by the maxim: cover an honour with an honour.

When a J is led, and the second hand holds A, Q, the A is the better play, being the best chance to make two tricks in the suit; because if the K is on the left, the Q is thrown away if you cover with it; but if you play the A, your Q may be led up to later on. If the reader will refer to Hand No. 11, he will see that Z plays the A second hand when B leads the spade J through him at the second trick.

It is seldom right to consider the 10 as an honour, and never right for the adversaries to cover a 10 with the J or Q unless they hold a fourchette over it, because if your partner has the other part of the defensive Q and J combination already referred to, it is most important not to play either Q or J second hand. If the reader will refer to Hand No. 22, he will see that A does not cover the spade J with the Q, because unless B has the K there is not a trick in the suit by any play.

Second hand should always cover with a fourchette. A fourchette is the combination of the cards above and below the one led. If a J is led and you hold Q, 10 second hand, you have a fourchette and should play the Q. The dealer should cover if he has the four-

chette divided between the two hands. Suppose the
eldest hand leads a 10, and the dealer holds the J in
the dummy and the 9 in his own hand, he should put
the J on the 10. The dealer need not cover if he has
in the fourth hand a card better than the one led.
Suppose a J is led, and dummy holds Q, 10 second
hand, the dealer holding the K. It is not necessary to
put the Q on the J, because the K will win the trick
if the A is not played third hand.

At no trumps, the practice of covering with four-
chettes should be carried down to the smallest cards,
playing the 8 on the 7 led when holding 8 and 6, for
instance.

Imperfect fourchettes are combinations of the card
above the one led and the next but one below it, and
as a rule they should cover. In Hand No. 34, when
B leads diamonds through Z, who has the imperfect
fourchette, K, 10 over the Q led, Z covers. In Hand
No. 22, although A holds an imperfect fourchette, Q,
9, over the J led, he does not cover, for the reason
already pointed out.

When the dealer sees that he can win the trick in
either hand, the decision must be to keep the high card
in the hand in which it will be most useful later on.
This will be more fully gone into when we come to
re-entry cards.

The student who wishes to test his knowledge of
the second hand plays can write the card he would play

second hand opposite the numbers of the test questions which follow.

The hands are all no-trumpers. After the lead, the first cards given are those supposed to be laid down by the dummy, and the others are the dealer's. You are supposed to be the dealer. These should be studied with the actual cards.

Test Hands for the Dealer

		Dummy's.	Dealer's.
No. 72.	10 led.	J 3 2	Q 7
No. 73.	8 led.	Q 5	A 6 2
No. 74.	7 led.	A Q J 2	9 3
No. 75.	6 led.	J 2	K 5 3
No. 76.	7 led.	Q 8 4 2	6
No. 77.	5 led.	A J 3	10
No. 78.	7 led.	K Q 3 2	9 8
No. 79.	8 led.	Q 3	10 6 2
No. 80.	K led.	A 3 2	J 6 4

In these, what card should the dealer play?

No. 81.	K led.	J 3 2	A 6 4
No. 82.	K led.	7 3	A 10 5 4

THE DEALER'S PLAY

With a Trump

We now come to the consideration of the dealer's play with regard to the general management of the two hands, his own and the dummy's combined. We shall first take up the principles that should guide him when he is playing with a declared trump suit.

Trump Management

As soon as the dealer gets into the lead, one of the first things for him to decide upon is whether or not to lead trumps. Most of the authorities on bridge advise the beginner always to lead trumps when he has five or more in one hand, but such a rule, if followed, would lead to serious loss in a great many hands. There should be no difficulty in learning the exceptions to such a rule, but we will take up the rule itself first.

The cases in which the dealer or the dummy should lead trumps the moment either of them obtains the lead should be easily mastered.

Always lead trumps if you have a good suit, either

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Advantage of getting out trumps early.   Z deals.
Y calls Hearts.   A leads.

<pre>
                    ♥ A Q J 6 4
                    ♣ Q J i0 7 2
                    ♦ ─────
                    ♠ 10 8 2

   ♥ K 9   ┌──────────┐   ♥ 10 8 2
   ♣ ─────   │   Y   │   ♣ 9 8 6 5
   ♦ 10 8 4 3 2   │ A   B │   ♦ A K Q 7 5
   ♠ K Q J 7 4 3 │   Z   │   ♠ 6
                  └──────────┘
                    ♥ 7 5 3
                    ♣ A K 4 3
                    ♦ J 9 6
                    ♠ A 9 5
</pre>

TRICK	A	Y	B	Z
1	K ♠	2 ♠	6 ♠	A ♠
2	♥ 9	♥ J	♥ 2	♥ 3
3	♥ K	♥ A	♥ 8	♥ 5
4	2 ♦	♥ Q	♥ 10	♥ 7
5	3 ♠	♣ 2	♣ 5	♣ K
6	4 ♠	♣ 7	♣ 6	♣ A
7	7 ♠	♣ 10	♣ 8	♣ 4
8	3 ♦	♣ J	♣ 9	♣ 3
9	4 ♦	♣ Q	5 ♦	5 ♠
10	J ♠	10 ♠	7 ♦	9 ♠
11	Q ♠	8 ♠	Q ♦	6 ♦
12	8 ♦	♥ 4	K ♦	9 ♦
13	10 ♦	♥ 6	A ♦	J ♦

The dealer wins five by cards.

in your own hand or dummy's. For instance, hearts trumps:

	Dummy's.	Dealer's.
	♥ A K Q 7 3 2	♥ 5
♦ K led.	♣ Q 5 4 2	♣ A K 10 7 6 3
	♦ ——	♦ J 6 2
	♠ 7 3 2	♠ A K 5

Dummy trumps the diamond, of course. With every trick in clubs to a certainty, the only danger of losing any of them is that the adversaries will ruff clubs, therefore you should get out all the trumps you can at once. Nothing but six trumps against you in one hand can prevent your winning the game.

Illustrative Hand No. 35 is an example of an immediate trump lead. Many players would allow dummy to trump a diamond first, intending to put themselves in again with a club, and then lead trumps to the dummy and finesse. It will be time enough to ruff diamonds after the adversaries' trumps have been got out of the way of the club suit.
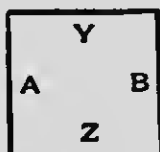
Beginners lose a great many tricks by refusing to lead trumps when they have good cards in their hands. It is not of the slightest use to play winning cards in plain suits while the adversaries have any trumps, unless the object is to weaken an opposing trump hand. A suit which was not good for much originally may hecome so through the play, in which case trumps

Illustrative Hand No. 36

Getting rid of losing cards before leading trumps.
Z deals.   Y calls Diamonds.   A leads.

```
                    ♥ K 9 2
                    ♣ A 4 3
                    ♦ A J 10 9 6 4
                    ♠ K

  ♥ A Q 5           ┌─────────┐        ♥ J 8 7 3
  ♣ K Q J 6         │    Y    │        ♣ 10 7 5
  ♦ K Q 2           │ A     B │        ♦ 7 5
  ♠ 10 8 6          │    Z    │        ♠ 7 5 4 3
                    └─────────┘
                    ♥ 10 6 4
                    ♣ 9 8 2
                    ♦ 8 3
                    ♠ A Q J 9 2
```

TRICK	A	Y	B	Z
1	♣ K	♣ <u>A</u>	♣ 5	♣ 2
2	6 ♠	K ♠	3 ♠	<u>A</u> ♠
3	8 ♠	♣ 3	4 ♠	<u>Q</u> ♠
4	10 ♠	♣ 4	5 ♠	<u>J</u> ♠
5	Q ♦	<u>A</u> ♦	7 ♠	9 ♠
6	<u>K</u> ♦	9 ♦	5 ♦	3 ♦
7	♣ Q	<u>4</u> ♦	♣ 7	♣ 8
8	2 ♦	6 ♦	7 ♦	<u>8</u> ♦
9	♣ 6	♥ 2	♥ 3	<u>2</u> ♠
10	♥ A	♥ 9	♥ 7	♥ 4
11	♣ J	<u>10</u> ♦	♣ 10	♣ 9
12	♥ 5	♥ <u>K</u>	♥ 8	♥ 6
13	♥ Q	<u>J</u> ♦	♥ J	♥ 10

The dealer wins the game on the hand.

should be led to defend it. For instance, hearts trumps:

	Dummy's.	Dealer's.
	♥ K Q J 6 3	♥ A 7 2
♠ K led.	♣ J 7 5	♣ 4 2
	♦ A Q 3	♦ 6 5
	♠ 4 3	♠ J 10 8 7 6 5

Let us suppose that the eldest hand follows the K of spades with the A, and on dropping his partner's Q leads a third round. Dummy should trump with the J, so as to shut out any smaller trump, and then lead K and Q of trumps, followed by a small one, so that you shall get into the lead on the third round with your A. If you catch all the trumps, you make three spade tricks.

But now let us change the original lead, and suppose it to be the 7 of diamonds, instead of the K of spades. Dummy finesses the Q and loses it to the K. The diamond is returned and dummy is in with the A. Look at the hand and ask yourself, what is there to lead trumps for? How could you make an extra trick by leading trumps, even if you caught them all?

Now let us look at some of the exceptions to the rule of always leading trumps immediately.

Instead of rushing to trumps at first, it is often advisable to get rid of losing cards in a plain suit by leading winning cards in another plain suit.

Look at Illustrative Hand No. 36. If trumps are

led at the second trick, the adversaries must win the second round, and they will at once make two club tricks, which, with the A of hearts, cuts the dealer down to three by cards at the most. By winning dummy's K of spades and discarding dummy's losing cards, the dealer saves two tricks and wins the game on the hand. Later in the hand, Y over-trumps A to prevent being put in with a club and having to lead away from his single honour in hearts. He then leads the 9 of trumps to m ke the 8 in Z's hand good for re-entry.

In leading trumps, you must remember that you draw your own trumps as well as the adversaries', and it is sometimes advisable to make one or two of the small trumps in the hand which is short in them before leading trumps.

It is very bad policy to force yourself to trump with the strong hand, hecause you weaken it. But take this position, hearts trumps:

	Dummy's.	Dealer's.
	♥ 7 6 5	♥ A K Q 4 3 2
♣ K led.	♣ 3	♣ A 5 4
	♦ A 5 4 3	♦ K 2
	♠ K 7 5 3 2	♠ 8 4

After winning the first trick with the club ace, there is no necessity to draw dummy's trumps for the sake of catching the adversaries'. Return the club first, and let dummy trump it. Then put yourself in with

a diamond and let dummy make another little trump, after which it will be time enough to lead trumps. If you count up the tricks possible, you will see that this is the surest way to win the game. This position should be attentively studied, as it is very common.

Illustrative Hand No. 37 is a good illustration of combining the discard of losing cards with the making of losing trumps. By leading through A's diamonds, Z is able to get rid of a losing spade. He can then ruff a diamond and lead a spade without having to take any finesse in that suit, ruffing it out instead. The student should observe that B's discard of his weak suit in this hand cost him the slam.

Sometimes, although the trump lead looks tempting, it will be found that there are more tricks in the hand by playing for a cross ruff. Take this position, clubs trumps:

	Dummy's.	Dealer's.
	♥ 2	♥ 7 6 5 4 3
♦ K led.	♣ A K Q J	♣ 10 9 7
	♦ J 10 3 2	♦ 5
	♠ Q 7 3 2	♠ A 9 6 2

After trumping the second round of diamonds, there is nothing to be gained by leading trumps, even if you catch them all, because the K, J, 10 of spades and all the red cards are against you. To lead trumps would simply make all those cards good for tricks in the hands of the adversaries. Lead a heart, and what-

Making losing trumps before leading trumps.   Z deals.   Y calls Hearts.   A leads.

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

TRICK	A	Y	B	Z
1	3 ♦	4 ♦	5 ♦	A̲ ♦
2	9 ♦	J̲ ♦	2 ♦	8 ♦
3	10 ♦	K̲ ♦	6 ♦	9 ♠
4	Q ♦	7 ♦	3 ♠	♥ 5̲
5	4 ♠	A̲ ♠	6 ♠	J ♠
6	7 ♠	2 ♠	K ♠	♥ 8̲
7	♥ 6	♥ J	♥ 3	♥ 10
8	♥ 7	♥ A̲	♥ 4	♣ 2
9	♥ K̲	♥ 9	8 ♠	♣ 4
10	♣ 9	♥ 2	♣ J	♣ 5
11	10 ♠	Q̲ ♠	♣ Q	♣ 6
12	♣ 3	5̲ ♠	♣ K	♣ 7
13	♣ 8	♥ Q̲	♣ A	♣ 10

The dealer makes a little slam.

ever the adversaries do next, do not let go of the lead until you have made all your trumps separately by the cross ruff on the red suits.

It is usually good policy for the adversaries, when they see the dealer avoids leading trumps, to lead them themselves, because it must be to his disadvantage to play trumps, and if the adversaries lead them they will probably defeat his scheme, whatever it is.

Illustrative Hand No. 38 is an example of a hand in which the dealer has nothing for which to lead trumps, having no established suit, so he plays to make his trumps separately by cross ruffing. The only way in which he can be sure of getting the seesaw is by exhausting his own diamonds before he takes the lead. If the dealer leads trumps in this hand he loses two by cards.

Sometimes, although you intend to lead trumps, it is unwise to do so immediately, because the lead is in the wrong hand. The lead should always be from the weak hand to the strong, and with that principle in mind such positions as the following will be at once apparent. Hearts are trumps:

	Dummy's.	Dealer's.
	♥ A Q J 7 3	♥ ⌣ ⸗ 2
♠ K led.	♣ 6 3	♣ A K 4 2
	♦ Q 5	♦ A 6 3 2
	♠ A J 6 4	♠ 7 5

If dummy, after winning the first trick with the

Not leading trumps when you have no suit made
up. Z deals. Y calls Hearts. A leads.

Y
♥ A Q 10 4 2
♣ 2
♦ 9 7 6
♠ A 10 4 2

A
♥ 7 6
♣ K 10 4
♦ K Q J 8 5
♠ K 8 5

B
♥ K J 9 8
♣ J 8 6 5
♦ 10 4 3
♠ J 7

Z
♥ 5 3
♣ A Q 9 7 3
♦ A 2
♠ Q 9 6 3

TRICK	A	Y	B	Z
1	K ♦	6 ♦	3 ♦	2 ♦
2	J ♦	7 ♦	4 ♦	A ♦
3	♣ 4	♣ 2	♣ 5	♣ A
4	♣ 10	♥ 2	♣ 6	♣ 3
5	5 ♦	9 ♦	10 ♦	♥ 3
6	♣ K	♥ 4	♣ 8	♣ 7
7	5 ♠	A ♠	7 ♠	3 ♠
8	K ♠	2 ♠	J ♠	Q ♠
9	♥ 7	♥ A	♥ 8	♥ 5
10	8 ♠	10 ♠	♥ 9	6 ♠
11	♥ 6	♥ 10	♣ J	♣ Q
12	8 ♦	4 ♠	♥ J	9 ♠
13	Q ♦	♥ Q	♥ K	♣ 9

The dealer wins two by cards.

spade ace, leads trumps from his own hand, either the K or 10 of trumps must make, perhaps both of them. But if the dealer puts himself in with a club and leads trumps from his hand, he may catch the K of trumps by finessing the J the first time and, if the J wins, putting himself in with another club so as to finesse dummy's Q the second time.

Illustrative Hand No. 39 shows a very similar position. The dealer does not take any finesse in clubs, but makes sure of getting the lead, so as to take the finesse in trumps, after which he establishes a trick in diamonds. It will be observed that A returns the diamond instead of establishing a trick in spades for Z, as he knows by B's down-and-out echo that Z holds all the remaining spades.

Sometimes it is necessary to take advantage of the opportunity to lead a plain suit before leading trumps, because the chance to lead the suit from the right hand cannot possibly occur again. For instance, hearts trumps:

	Dummy's.	Dealer's.
	♥ 7 4 3	♥ A K 10 6 2
♦ K led.	♣ 8 6 5	♣ A Q
	♦ A 6 3	♦ 8 4
	♠ 8 5 3 2	♠ K Q J 4

Dummy wins the first trick with the diamond ace. It is evident that he can never take another trick, consequently he will never be in the lead again. If

Getting the lead into the right hand to play trumps.
Z deals.   Y calls Hearts.   A leads.

```
                    ♥ A Q J 9 3
                    ♣ 8 5 4
                    ♦ K Q 10 3
                    ♠ 6
  ♥ K 4 2          ┌──────────┐        ♥ 10 8
  ♣ Q 10 3 2       │    Y     │        ♣ 9 7 6
  ♦ A J            │ A     B  │        ♦ 9 8 7 6 5 2
  ♠ A Q J 2        │    Z     │        ♠ 7 5
                   └──────────┘
                    ♥ 7 6 5
                    ♣ A K J
                    ♦ 4
                    ♠ K 10 9 8 4 3
```

TRICK	A	Y	B	Z
1	A ♠	6 ♠	7 ♠	3 ♠
2	Q ♠	♣ 4	5 ♠	K ♠
3	♥ 2	♥ J	♥ 8	♥ 5
4	♣ 2	♣ 8	♣ 6	♣ K
5	♥ 4	♥ Q	♥ 10	♥ 7
6	♥ K	♥ A	2 ♦	♥ 6
7	A ♦	K ♦	5 ♦	4 ♦
8	J ♦	Q ♦	6 ♦	4 ♠
9	2 ♠	10 ♦	7 ♦	8 ♠
10	♣ 3	♣ 5	♣ 7	♣ A
11	J ♠	3 ♦	♣ 9	10 ♠
12	♣ 10	♥ 3	8 ♦	♣ J
13	♣ Q	♥ 9	9 ♦	9 ♠

The dealer wins the game on the hand.

trumps are led now, the dealer must eventually lead away from his A, Q of clubs, which is certain to make the K good for a trick. It is better to lead the club from dummy's hand now, and take the finesse while there is the chance.

Illustrative Hand No. 40 is an example of another use for trumps, ruffing out suits with them, so as to get the suit established. On the first trick Z discards a diamond, which is of no use to him while there are equally good cards in the dummy and more of them. By leading spades, instead of trumps, the dealer compels the adversaries either to establish the diamond suit for him or to let him ruff out the spade suit by trumping clubs. Whether B returns a club or a diamond does not matter.

The student can test these principles by putting down on a slip of paper opposite the numbers of the following test hands, the line of play that he would adopt in each, afterward comparing his reasoning with that given in the key. Hearts are trumps in each case, and the first hand given is the dummy's, the second is the dealer's.

The dealer ruffing out suits, instead of leading trumps. Z deals and calls Hearts. A leads.

```
                    ♥ A 7 6
                    ♣ A J 9 6 5
                    ♦ J 10 9 2
                    ♠ 2
    ♥ 9                ┌─────────┐            ♥ J 8 3 2
    ♣ K Q 10 7 2       │    Y    │            ♣ 8 4 3
    ♦ A 6 5 4          │ A     B │            ♦ 8 7 3
    ♠ K J 9            │    Z    │            ♠ A Q 10
                       └─────────┘
                    ♥ K Q 10 5 4
                    ♣ ————
                    ♦ K Q
                    ♠ 8 7 6 5 4 3
```

TRICK	A	Y	B	Z
1	♣ K	♣ A	♣ 3	Q ♦
2	9 ♠	2 ♠	Q ♠	3 ♠
3	♣ 2	♣ 5	♣ 8	♥ 4
4	J ♠	♥ 6	10 ♠	4 ♠
5	A ♦	2 ♦	3 ♦	K ♦
6	♣ Q	♣ 6	♣ 4	♥ 5
7	K ♠	♥ 7	A ♠	5 ♠
8	♣ 7	♣ J	♥ 8	♥ 10
9	4 ♦	♥ A	7 ♦	6 ♠
10	5 ♦	J ♦	8 ♦	7 ♠
11	6 ♦	10 ♦	♥ 2	♥ Q
12	♥ 9	♣ 9	♥ 3	♥ K
13	♣ 10	9 ♦	♥ J	8 ♠

The dealer wins the game on the hand.

Test Hands for the Dealer

No. 83.

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

No. 84.

	♥ A 6 5	♥ Q J 10 4 3 2
♣ 7 led.	♣ A 6	♣ K 4 3
	♦ J 7 6 3	♦ A Q 2
	♠ A Q 10 2	♠ 4

No. 85.

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

After the declaration, and the lead of the first card, the dummy's hand is laid down, and the dealer is not allowed any further help from his partner. Whatever is to be made out of the two hands he must make himself.

The first thing to do is to look at the score, in order to fix in your mind how many tricks are necessary to win the game, if it can be won; or to save it, if it is in danger.

Never forget the score.

The beginner cannot learn too early the habit of counting up the value of the combined hands before he plays a card. Sort out these two hands, the declaration being a heart, at the score of love-all; that is, nothing scored on either side.

	Dummy's.	Dealer's.
	♥ K 8 7	♥ A Q 6 5 2
♣ K led.	♣ A 8 6 5 3	♣ J 4
	♦ 10 8 7	♦ Q J 6
	♠ Q 6	♠ A J 8

It is always advisable to lay out the actual cards for these examples. It may take a little more time, but nothing impresses the principle of an example like

seeing the actual cards on the table, or holding them in the hand.

If you will count up the certain tricks in these two hands, you will find only six. The A of clubs, two tricks in spades, and three in trumps. That is all that are certain, because there may be five trumps in one hand against you. But even if there are, you must make either two tricks in spades or an extra trick in trumps. Think this over, with the cards in front of you, until you see the point.

In order to get even the odd trick out of these hands, you must make more than three tricks in trumps, or more than one in clubs, or a trick in diamonds. It is impossible to get more than two in spades, as you will understand if you have mastered the principles of second hand play which the adversaries will adopt against you.

Illustrative Hand No. 41 is a good example of this planning of the scheme of the hand in advance; seeing what must be done before starting to do anything, without which one will never be a good bridge player. It is the secret of success in getting just enough to win games.

In this hand the dealer sees that in order to win the game with his cards he must not only make a successful finesse in clubs, to prevent the king from making, but he must get two tricks in diamonds, therefore he does not win the first trick, but lets the lead come

Counting up the tricks possible and those necessary. Z deals and calls Hearts. A leads.

```
                        ♥ 7
                        ♣ A Q 10 6
                        ♦ 8 5 4
                        ♠ K 6 4 3 2
     ♥ 8 5 4          ┌──────────┐        ♥ J 10 6 2
     ♣ K 5 4 2        │     Y    │        ♣ 8 7
     ♦ K Q 10 9       │ A      B │        ♦ 7 6 2
     ♠ 10 9           │     Z    │        ♠ A Q 8 5
                      └──────────┘
                        ♥ A K Q 9 3
                        ♣ J 9 3
                        ♦ A J 3
                        ♠ J 7
```

TRICK	A	Y	B	Z
1	K ♦	4 ♦	2 ♦	3 ♦
2	9 ♦	5 ♦	6 ♦	J ♦
3	♣ 2	♣ 10	♣ 7	♣ J
4	♥ 4	♥ 7	♥ 2	♥ Q
5	♥ 5	2 ♠	♥ 6	♥ K
6	♥ 8	3 ♠	♥ 10	♥ A
7	10 ♦	8 ♦	7 ♦	A ♦
8	♣ 4	♣ 6	♣ 8	♣ 9
9	♣ 5	♣ Q	♥ J	♣ 3
10	9 ♠	4 ♠	A ♠	7 ♠
11	10 ♠	K ♠	5 ♠	J ♠
12	♣ K	♣ A	8 ♠	♥ 3
13	Q ♦	6 ♠	Q ♠	♥ 9

The dealer wins the game on the hand.

up to his tenace, A, J. This holding off with the A and J in the fourth hand is called the Bath Coup. He then tries the finesse in clubs, and after finding that the cards lie right for him he draws all the trumps but the J. The student should observe that it is very important for the dealer to make his ace of diamonds before continuing the clubs, to prevent B from putting him in with a diamond and forcing him to lead spades. The manner in which the dealer keeps the lead in clubs in his own hand, so as to go through the king several times, should be noted. All these little details are essential to make the number of tricks indicated by the state of the score.

Let us take an example of a no-trumper, the score being love-all:

	Dummy's.	Dealer's.
	♥ Q J 10	♥ A 5 3
♦ K led.	♣ K J 8 2	♣ A Q 10 5
	♦ 10 9 5	♦ A 8 7 2
	♠ Q 9 3	♠ J 2

If you will count up the certain tricks in these cards, you will find only seven in the combined hands; four in clubs, one in hearts and two in diamonds. There must be two in diamonds, because the A and 8 must both make if the adversaries go on with the suit. But where are the two more tricks which are necessary to win the game at the score? There is a chance to make a trick in spades, but only if the adversaries

Counting up the possibilities of the hand. Z deals.
Y calls no trump. A leads.

```
              ♥ A 8
              ♣ A K Q 4
              ♦ Q 6 3
              ♠ A Q J 7
♥ J 9 7 6 5 3        ┌──────────┐        ♥ K 2
♣ 9 8 3              │    Y     │        ♣ 10 5
♦ K 5                │  A    B  │        ♦ A J 10 8 7 2
♠ 10 6               │    Z     │        ♠ 8 3 2
                     └──────────┘
              ♥ Q 10 4
              ♣ J 7 6 2
              ♦ 9 4
              ♠ K 9 5 4
```

TRICK	A	Y	B	Z
1	♥ 6	♥ A	♥ 2	♥ 4
2	♣ 3	♣ A	♣ 5	♣ 2
3	♣ 8	♣ K	♣ 10	♣ 6
4	♣ 9	♣ Q	2 ♦	♣ 7
5	6 ♠	♣ 4	7 ♦	♣ J
6	10 ♠	J ♠	2 ♦	4 ♠
7	♥ 3	A ♠	3 ♠	5 ♠
8	♥ 5	Q ♠	8 ♠	9 ♠
9	♥ 7	7 ♠	8 ♦	K ♠
10	♥ J	♥ 8	♥ K	♥ 10
11	K ♦	3 ♦	10 ♦	4 ♦
12	5 ♦	6 ♦	J ♦	9 ♦
13	♥ 9	Q ♦	A ♦	♥ Q

The dealer wins the game on the hand.

lead the suit. You cannot make that trick yourself and you cannot compel them to play spades for you. There is a chance for two more tricks in hearts if you can catch the king; one more if you cannot. This shows you that the whole play of the hand depends on catching the king of hearts or coaxing the adversaries to lead spades.

Illustrative Hand No. 42 shows how necessary it is to count up the hands before playing a card from dummy. The dealer sees at once that four tricks in clubs and four in spades, with the ace of hearts, gives him the game to a certainty. Although apparently guarded in every suit, there is no necessity to let the heart lead come up to the Q in the fourth hand, because that extra trick is not needed. If the dealer attempts it, he will lose the odd trick, because B will take the only chance there is on his cards and lead a small diamond.

One very useful point in connection with this counting up the tricks possible and comparing them with those necessary is, that it fixes the attention upon the suit in which any extra tricks can be made, if they can be made at all. This is called " elimination," because it eliminates from your mind any thoughts or worries about the suits in which nothing can be accomplished, concentrates your whole attention on one suit, and reduces the problem of how to play the hand to its simplest elements. Nothing is so disheartening

as to sit opposite a partner who staggers blindly through a hand, trying first this suit and then that, with no idea of what can be done, and no attention to the emergencies of the case suggested by the score.

The score is, of course, just as important to the adversaries as to the dealer, but their play is not so much in any previous planning of the hand as it is in saving the critical trick when the game is in danger. The third trick in a diamond call, or the fourth in hearts, or the fifth at no trump, are all vital, when the score is at love-all. Once the game is safe, the adversaries can take a chance to make an extra trick or two, but to risk the tricks first is usually bad policy. As already pointed out, B should have saved the game at the seventh trick in Illustrative Hand No. 1, by playing his ace of spades. He did not realise the possibility of the dealer's winning every other trick, however.

THE DEALER'S PLAY

At No Trump

We come now to the most interesting part of bridge tactics, the dealer's management of a no-trumper. The largest losses at bridge are undoubtedly made by bad declarations, because an unsafe make may lose a hundred points or more in a single deal; but, after the declaration, the greatest danger of losing large numbers of points is in the bad management of no-trumpers.

The first point for the dealer is to play his own suits, and not the adversaries'. Many beginners, on finding they have winning cards in the suits first opened, play them out, which is a very serious fault, because it is clearing up the adversaries' suit for them instead of establishing a suit of their own. Take this position at no trump:

	Dummy's.	Dealer's.
	♥ 7 4 2	♥ A K 8
	♣ 10 7	♣ A K J
♣ 5 led.	♦ 8 7 6 4 3	♦ K Q 5
	♠ A Q J	♠ 8 7 5 3

Upon winning the first trick with the J, do not go on with the clubs simply because you have winning cards in that suit; because after your high cards are out

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of the way, the leader's smaller clubs will all be good for tricks, and he may have six or seven of them.

Occasionally you will find yourself stronger in a suit than the player that opens it; so much stronger that you might safely call it your suit and not his. For example:

	Dummy's.	Dealer's.
♥ 5 led.	♥ A 10 9 6 4	♥ J 7
	♣ K 6	♣ A Q 2
	♦ 7 6 5 3	♦ A K 4 2
	♠ 5 3	♠ A Q J 4

If you will look at these two hands a moment, you must see that the heart suit is better than any other you hold. The three clubs and two diamonds you can make at any time, and the spades should be led from dummy's hand, so as to give you the advantage of a finesse. In such positions as this, it is good play to return the adversaries' suit once at least.

When there is no inducement to continue the adversaries' suit, there are still three suits to choose from, and upon the soundness of the principles on which this selection is made, much of the player's success will depend.

Holding Up the Command

Instead of taking up the adversaries' suit and playing it yourself, it is sometimes advisable to let them play it for awhile without interference.

If you have a chance to win the first or second trick with an inferior card, such as a Q or K, you should do so while you can, or you may lose it; but with certain combinations of cards you may hold off. The most common situation has already been mentioned, when you hold A, J and the K is led. This play is unnecessary when the J is in the dummy and the A in the dealer's hand, because if the J has two guards it is good for the second round in any case, the Q being on dummy's right.

In a no-trumper, it is often very important, if you have the ace of the adversaries' long suit, to hold it up until the third hand has no more of the suit to lead to his partner. This is especially necessary when you have no suit of your own in which you can win a number of tricks without letting either or both adversaries into the lead while you are establishing them.

Illustrative Hand No. 43 is an example of this position. The dealer sees that he will have to finesse the club suit, and he also sees that if B has the K, all the hearts will make if B still has a heart to lead, therefore Z lets the hearts run until he sees B is exhausted. B adopts the same tactics, holding up the command of the clubs until Z has no more to lead, because he sees that dummy has no re-entry card, and cannot make his clubs unless Z has three of the suit. On the second round, B must win the trick or he will lose his K. He then leads up to dummy's weakness.

Holding up the command of adverse suits. Z deals and calls no trump. A leads.

```
                     ♥ 4 2
                     ♣ A J 10 8 7 3
                     ♦ 8 6
                     ♠ 5 4 2
  ♥ K Q J 6 3       +---------+        ♥ 10 8 5
  ♣ 9 4             |    Y    |        ♣ K 6 2
  ♦ K 9 5           | A     B |        ♦ J 10 4 2
  ♠ 9 8 6           |    Z    |        ♠ A 10 3
                    +---------+
                     ♥ A 9 7
                     ♣ Q 5
                     ♦ A Q 7 3
                     ♠ K Q J 7
```

TRICK	A	Y	B	Z
1	♥ K	♥ 2	♥ 8	♥ 7
2	♥ J	♥ 4	♥ 10	♥ 9
3	♥ 6	2 ♠	♥ 5	♥ A
4	♣ 4	♣ 3	♣ 2	♣ Q
5	♣ 9	♣ 10	♣ K	♣ 5
6	5 ♦	6 ♦	J ♦	A ♦
7	6 ♠	4 ♠	3 ♠	K ♠
8	8 ♠	5 ♠	A ♠	Q ♠
9	9 ♦	8 ♦	2 ♦	3 ♦
10	K ♦	♣ 7	4 ♦	7 ♦
11	♥ Q	♣ 8	♣ 6	7 ♠
12	♥ 3	♣ J	10 ♦	Q ♦
13	9 ♠	♣ A	10 ♠	J ♠

A-B win two by cards.

The student should observe that B's discard of the
diamond 10 enables Z to keep the right cards at the
end, otherwise he would have been in an awkward
position.

It is never necessary to refuse to win the first trick
in the adversaries' suit if you are sure of winning an-
other trick in it later on. Suppose the opening lead
comes up to A, Q in your hand. You should win the
first round and start your own suit, because you still
have a " stopper " in the adversaries' suit.

Another situation in which it is not necessary to hold
up is when you have a good suit to play for. Take
such a position as this at no trumps:

	Dummy's.	Dealer's.
	♥ 7 5	♥ A 4 3
	♣ 4 3	♣ A K J 8 7 6
♥ K led.	♦ Q J 4 3 2	♦ A K
	♠ A J 6 5	♠ Q 2

You can win the game to a certainty by taking the
first trick, making two diamonds in your own hand,
playing the spade ace in dummy whether the K goes
up second hand or not, and making three more dia-
monds, finally winning at least two more tricks with
the A, K of clubs.

Keeping the Lead

It is often not only important to keep the lead in
your own hand or dummy's until you have made all

Keeping the lead in the right hand for finessing. Z deals.   Y calls no trump.   A leads.

```
                    ♥ A 3
                    ♣ A Q 10 4
                    ♦ A 6 4
                    ♠ A K 10 5
   ♥ 10 9          ┌─────────────┐   ♥ K Q J 8 7 6
   ♣ K 8 7 6       │      Y      │   ♣ 5 3
   ♦ K J 10 9 2    │ A        B  │   ♦ 8
   ♠ 7 6           │      Z      │   ♠ Q J 9 8
                   └─────────────┘
                    ♥ 5 4 2
                    ♣ J 9 2
                    ♦ Q 7 5 3
                    ♠ 4 3 2
```

TRICK	A	Y	B	Z
1	10 ♦	4 ♦	8 ♦	Q ♦
2	♣ 6	♣ 10	♣ 3	♣ J
3	♣ 7	♣ 4	♣ 5	♣ 9
4	♣ 8	♣ Q	♥ 6	♣ 2
5	♣ K	♣ A	♥ 7	3 ♦
6	6 ♠	A ♠	8 ♠	2 ♦
7	7 ♠	K ♠	9 ♠	3 ♠
8	2 ♦	5 ♠	J ♠	4 ♠
9	♥ 9	♥ 3	♥ K	♥ 2
10	♥ 10	♥ A	♥ 8	♥ 4
11	9 ♦	A ♦	♥ Q	5 ♦
12	J ♦	10 ♠	Q ♠	♥ 5
13	K ♦	6 ♦	♥ J	7 ♦

The dealer wins the game on the hand.

the tricks you can, but to keep the lead in one of the two hands and not in the other. This is especially true when you are leading through one of the adversaries and wish to continue to lead through him until his high cards are caught.

Illustrative Hand No. 44 is an example of a very common position, which the student should be thoroughly familiar with.

The dealer knows that his Q will win the first trick if the lead is from K, J, 10. By the usual process of elimination he finds that the only suit in which there is any playing to be done is the club, and his objective point in that suit is to catch the K, no matter how well guarded it may be in A's hand. If it is not in A's hand, of course it cannot be caught. The same tactics were adopted by the dealer in Hand No. 41. In discarding, B must keep two guards to his Q, J of spades, or dummy will make a trick with the 10.

It may be observed in passing that some players would have called spades on the dealer's cards. It is also worthy of notice that unless Z plays the clubs as he does, dummy will be forced into the lead on the second round, and the K in A's hand will save the game, even against a hundred aces, because there is no way of getting Z into the lead to come through again.

Selecting the Suit to Play For

The correct selection of the suit to play for at no trumps is often important, and the principles governing it should be thoroughly mastered.

Suppose the following to be the distribution of the cards:

	Dummy's.	Dealer's.
♥ 7 led.	♥ Q 4	♥ A 6 2
	♣ A 7 6 3	♣ 5 4 3
	♦ A K 4	♦ Q 10 7 8 2
	♠ A Q 7 3	♠ K 2

The Q second hand is the best chance to win two tricks in the suit. Let us suppose it holds the trick, leaving you still with a stopper in the adversaries' s: To go on with hearts is out of the question and there is nothing in clubs. This eliminates two suits, and brings your choice down to diamonds or spades. As you have only six spades between the two hands, one adversary must have four of the remaining seven, and if you make your three spade tricks now you must inevitably establish at least one spade trick against yourself. If you play the diamonds, in which suit the adversaries have only five cards, it is quite probable that you will drop them all in three leads; therefore the diamond is the better suit to play for.

The reason for this selection is very simple. The more cards you have in a suit yourself, the less the adversaries have, and therefore the less chance of their

making tricks in it. As a general rule, therefore, the dealer should always select the suit in which he has the most cards between the two hands, his own and the dummy's.

Illustrative Hand No. 45 is about as extreme an example of the application of this rule as one is likely to meet with. But if the dealer makes his spades as soon as he gets in, his clubs are worthless. By playing the clubs, which are the longest suit between the two hands, he must establish them, being able to get in on all the other suits. It will be observed that he is careful to play the higher cards first from the short hand. The student will see that if dummy plays the diamond J second hand to the first trick and tries the finesse in hearts, A establishes his diamonds at once, and all that the dealer can make is two heart tricks and four spade tricks, which, with the two diamond tricks, do not win the game.

A's play, in winning the second round of his suit and then establishing it, is always safer than letting the second round go, as the third round may never come.

Sometimes the number of cards in two different suits is equal. For example:

		Dummy's.		Dealer's.
		♥ ———		♥ A 3 2
		♣ J 10 8 4 3 2		♣ K Q
♠ 6 led.		♦ 10 9 4 3		♦ K Q J 2
		♠ J 10 2		♠ Q 6 5 4

Illustrative Hand No. ·45

Selecting the suit to play for at no trump. Z deals and calls no trump. A leads.

```
                    ♥ J 10 7
                    ♣ 9 8 6 5 4 2
                    ♦ Q J 3
                    ♠ J
   ♥ K 9 6 3         ┌─────────┐        ♥ 8 5 2
   ♣ Q J            │    Y    │        ♣ A K
   ♦ A 10 9 7 4     │ A     B │        ♦ 8 6
   ♠ 8 4            │    Z    │        ♠ 9 7 6 5 3 2
                    └─────────┘
                    ♥ A Q 4
                    ♣ 10 7 3
                    ♦ K 5 2
                    ♠ A K Q 10
```

TRICK	A	Y	B	Z
1	7 ♦	3 ♦	6 ♦	K ♦
2	♣ J	♣ 2	♣ K	♣ 10
3	A ♦	J ♦	8 ♦	2 ♦
4	4 ♦	Q ♦	2 ♠	5 ♦
5	♣ Q	♣ 4	♣ A	♣ 3
6	♥ 3	♥ 7	♥ 8	♥ A
7	♥ 6	♣ 8	♥ 2	♣ 7
8	4 ♠	♣ 9	♥ 5	♥ 4
9	8 ♠	♣ 6	3 ♠	♥ Q
10	♥ 9	♣ 5	5 ♠	10 ♠
11	9 ♦	J ♦	6 ♠	Q ♠
12	10 ♦	♥ 10	7 ♠	A ♠
13	♥ K	♥ J	9 ♠	K ♠

The dealer wins four by cards.

In this position, observe that if you play a small
card second hand from dummy, letting the lead come
up to your Q, it will not do you much good for your
Q to win the trick, as the A and K of the suit will
easily pick up your J and 10 in the dummy. But if
you play the 10 second hand and it holds, the suit is
still effectually stopped. This is one of the second
hand plays that needs a little thought.

To continue spades is out of the question, and the
hearts cannot be led, as dummy has none. As between
clubs and diamonds, there are eight cards of each suit
between the two hands. But if you play the diamonds
you must lose a trick to the ace, and three tricks is the
most possible in the suit for you; whereas if you start
the clubs and force out the ace, five tricks are possible.
Therefore, when the number of cards is equal, play
for the suit which has the greater number in one hand.

Sometimes the number and distribution are both
equal, as in the following position:

	Dummy's.	Dealer's.
	♥ Q J 10 3 2	♥ 6 5 4
♠ 5 led.	♣ J 5 4	♣ K Q 7 3 2
	♦ Q 3 2	♦ A 8
	♠ Q 3	♠ A 10 6

Never play the singly guarded Q when you have
both A and 10 in your own hand. Let us suppose that
third hand plays the J, forcing your A, and that you
are in the lead. If you let the spades alone, you must

make another trick in that suit, no matter how the adversaries manage it. You cannot accomplish anything in diamonds, and your choice lies between hearts and clubs.

If you start the hearts, you must lose two tricks in the suit before you get it cleared, and in the meantime the adversaries will have cleared their spades. In clubs, you lose only one trick before establishing the suit, therefore you should play that suit first. As a rule, always play for the suit which is more easily established, other things being equal.

One of the great advantages of the dealer in bridge is that his own hand is concealed; not that the dummy's is exposed. This advantage should be maintained as long as possible. Take this position at no trumps:

	Dummy's.	Dealer's.
	♥ Q 3	♥ K 4 2
♥ 8 led.	♣ Q 4 2	♣ A 5
	♦ 9 7 3	♦ A K J 6 5
	♠ K 9 7 4 3	♠ A J 2

As the cards lie, if you do not play the Q second hand, anything will force your K, and the A will be certain to pick up dummy's Q next time, because it will be unguarded. If you are attentive, you can infer that the A is on your left, because the Eleven Rule tells you that there is only one card on your right higher than the 8, which cannot be the A, or the

leader must have held J, 10, 9, 8, from which he would have led the J.

Let us suppose dummy's Q holds the first trick. Your choice of suits lies between diamonds and spades, and there is nothing to choose apparently, as either hand can bring in its suit. But there is one great difference, and it is one that should never he lost sight of by the dealer. The adversaries know that you have a great spade suit, because they can see the cards lying en the table, but they do not know anything about your diamonds. Not knowing in which suits you are strong, they will probably struggle to keep their hearts and guard the clubs, and, while you are leading spades, they will perhaps unguard the diamonds and let you make them all at the end. When other things are equal, always play for the suit that is shown on the table.

In this case, lead a small spade and finesse the J. If it loses, your guarded heart K cannot be caught. On getting in again, run off all the spades before you touch the diamonds.

A moment's attention will sometimes show that a suit, which looks promising, cannot possibly be made. Suppose this is the position at no trumps:

	Dummy's.	Dealer's.
	♥ K J	♥ 5 4 2
	♣ J 6 5 3	♣ A K Q
♥ 7 led.	♦ 8 5	♦ A K 9 6 3
	♠ K 9 5 4 2	♠ A 8

Holding K, J alone, second hand, nothing in the fourth hand, it is better to risk the K immediately at no trump, because to play the J gives the third hand two chances to win the trick, and it is unlikely that the eldest hand has led away from both A and Q. Suppose the K holds. The suit shown on the table is spades; but it is impossible to make more than two tricks in spades, no matter how you play. If you catch both Q and J you will find four to the 10 in the other hand. Under such circumstances, abandon all hope of making the small cards in such a suit. In this case, make all your club tricks first by putting dummy in with a spade after you have got rid of the A, K, Q of clubs yourself. After making the fourth club in dummy's hand, lead the diamonds, and even if you make only the A and K you win the game, but it is very likely that in their fear of the long spade suit the adversaries will have protected it and let go their diamonds, giving you several extra tricks in that suit.

It is a good principle never to play for a suit in which you cannot make any extra tricks.

Finessing

One of the most common and also the most important ways of getting extra tricks out of the cards is finessing.

The adversaries of the dealer never finesse, except

on such occasions as the pone sees a chance to avail himself of the Eleven Rule and hold the command over dummy. The dealer, on the contrary, is compelled to do a great deal of finessing, and much of his advantage is in knowing when he has the opportunity, and on his good judgment in availing himself of it.

The advantage of finessing lies in making inferior cards win tricks, owing to the position of the superior cards. The simplest example of a finesse is this: If you hold in one hand A, Q and in the other hand small cards only, it is obvious that if you lead from the A, Q hand, the A is the only sure trick, and that the K must make against you no matter on which side it lies. But if you lead from the weak hand to the A, Q, and play the Q the first time, you win two tricks if the K is on your left. If it is on your right, it must make, so your play does not matter.

This shows that the great principle in all finessing is that you must always lead from the weak hand to the strong. That is, always lead to the hand that holds the higher cards.

It is often necessary to take two finesses in the same way in the same suit. For instance:

In one hand, A Q J 7 3. In the other, 4 2.

Lead the 4 and finesse the J. If it wins, do not lead the A, but get the short hand into the lead again on

another suit if you can, and lead the 2, finessing the
Q, after which the A will probably drop the K.

If the A, Q, J are divided, it is usual to lead from
the weaker hand to the stronger. For instance:

In the one hand, A Q 6 3. In the other, J 7 2.

If you lead the J, the K will cover if it is second
hand. If it is not, you will lose your J, so that there
are only two tricks in the suit in either case. For
this reason good players avoid such combinations as
long as possible, hoping that the adversaries will be
compelled to lead the suit. With A, Q, J, 10 be-
tween the two hands, there is a decided advantage in
the finesse. For instance:

In the one hand, A J 6 4. In the other, Q 10 3.

By leading the Q, and then the 10 if the Q wins,
three tricks may be made, and four are possible if the
K is on the left.

When you have to finesse against two cards, you
must take the chance that they are not both in the same
hand. For example:

In the one hand, A J 10 6 5. In the other, 7 2.

Lead the 7 and finesse the 10. If it loses to either
K or Q, lead the 2 next time, and finesse the J. If
both K and Q are on your left, one will be played
in second hand on the first trick, in which case, win

it with the A, and lead the J, so as to force the other high card out of your way and clear the suit.

There are several examples of this A, J, 10 finessing position in the Illustrative Hands. In No 1, for instance, the dealer, Z, tries it in clubs and in hearts. No. 15 is another example of it. It does not much matter whether the 10 and J are in the same hand as the A or not, as the leader of the suit expects to lose one of the minor honours in any case.

There are some cases in which no finesse should he attempted. With nine cards between the two hands, it is bad policy to finesse, the chance of catching the card finessed against being better. With the finessing position, however, such as the Q or J in one hand and the A, Q or A, J in the other, or both Q, J in the short hand, the high cards should be led from the weaker hand, on the chance that the K covers. If it does not cover, the A should usually be played. In such positions as this:

In the one hand, A Q 7 5 4.   In the other, J 8 6 2.

Instead of finessing the J, play the A third hand if the K does not cover, on the chance of catching the K unguarded in the fourth hand.

Again:

In the one hand, A K J 8 5 3.   In th other, 9 4 2.

Instead of finessing the J, play the A and K at once.

In playing no-trumpers, the dealer should never finesse early in the hand when there is an entire suit against him, because if the finesse fails the adversaries get into the lead, and they will almost certainly start the dangerous suit. Take this position at no trumps:

	Dummy's.	Dealer's.
♥ 5 led.	♥ A Q	♥ 8 6 4
	♣ A K 8 6 5 2	♣ Q J 9
	♦ A 8 2	♦ K 9 7 5 3
	♠ Q 7	♠ 6 2

It would be foolish to finesse the Q of hearts, because if the pone has the K he will certainly open the spade suit, in which you have no protection. By playing the ace of hearts and then making all your clubs and two tricks in diamonds you make certain of the game before you lose the lead.

When a finesse must be taken, put it off as long as possible. For instance:

	Dummy's.	Dealer's.
♥ K led.	♥ 7 6 2	♥ A 3
	♣ A Q	♣ 10 7 6 2
	♦ Q 6 4 2	♦ A K J 3
	♠ 7 4 3 2	♠ A K 5

After winning the first trick with the heart ace, do not try the finesse in clubs, because if it fails, you let in all the hearts. Make your four diamonds first and then put your hand in with a spade. By that time several hearts may have been discarded, and the suit will not be so dangerous.

It is sometimes necessary to take strong measures for the sake of obtaining the position for a successful finesse, when the finesse is essential to winning the game. Illustrative Hand No. 46 is a good example of this. With eleven clubs between the two hands no finesse in that suit should be attempted; but the finesse in trumps must be taken in order to win the game. The only way to obtain the lead for this finesse is to trump dummy's winning spades. If the hand is played over, it will be found that if the dealer discards on the spade Q, leaving the lead with dummy, A-B must save the game by trumping the club, leading a diamond to dummy's weakness, and getting another ruff in clubs.

The advantage of finessing in two different suits is very apparent in such hands as No. 1. Another example of it will be found in Illustrative Hand No. 47. On counting up the tricks possible, and eliminating the suits that need no attention, the dealer sees that there is nothing in it but to hold off the first trick for the Bath coup, and then to finesse both the red suits by putting each hand into the lead alternately. His good fortune in finding both kings on the right side enables him to make a little slam.

When the adversaries establish a suit against you, it is very important to keep the player who is long in the suit from getting into the lead again. This dangerous player is almost always on your left, and the suit you have to fear is the one first opened. One method of

Getting lead position for trump leads and finesses.
Z deals. Y calls Hearts. A leads.

```
                    ♥ A Q J 10
                    ♣ 10 8 6 4 3 2
                    ♦ 7
                    ♠ A Q

  ♥ K 9 3              ┌───────┐         ♥ 7 4
  ♣ K 5               │   Y   │         ♣ ——————
  ♦ A Q               │ A   B │         ♦ K J 8 4 3 2
  ♠ K J 10 9 8 5      │   Z   │         ♠ 7 6 4 3 2
                      └───────┘
                    ♥ 8 6 5 2
                    ♣ A Q J 9 7
                    ♦ 10 9 6 5
                    ♠ ——————
```

TRICK	A	Y	B	Z
1	10 ♠	Q ♠	2 ♠	♥ 2
2	♥ 3	♥ 10	♥ 4	♥ 5
3	9 ♠	A ♠	3 ♠	♥ 6
4	♥ 9	♥ J	♥ 7	♥ 8
5	♥ K	♥ A	2 ♦	5 ♦
6	♣ 5	♣ 2	4 ♦	♣ A
7	♣ K	♣ 3	6 ♦	♣ Q
8	A ♠	7 ♦	3 ♦	6 ♦
9	K ♠	♣ Q	7 ♦	♣ 9
10	5 ♦	♣ 4	4 ♦	♣ J
11	8 ♦	♣ 10	8 ♦	♣ 7
12	J ♦	♣ 8	J ♦	9 ♦
13	Q ♦	♣ 6	K ♦	10 ♦

The dealer wins five by cards.

MICROCOPY RESOLUTION TEST CHART
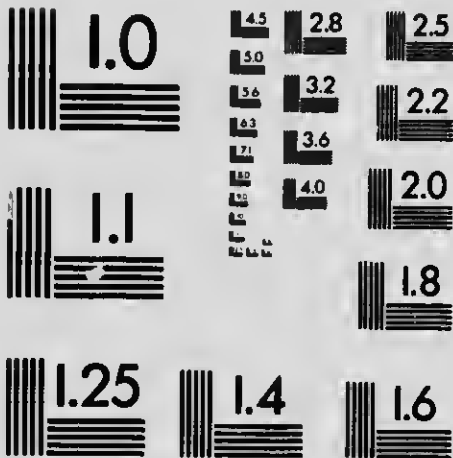
(ANSI and ISO TEST CHART No. 2)

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keeping him out has already been explained: holding up the command until his partner is exhausted. After the pone is exhausted, there is no danger in allowing him to win ..cks in other suits, provided the commanding cards in those suits can be held over his partner.

This is usually accomplished by finessing against the dangerous hand, as in the following position:

	Dummy's.	Dealer's.
	♥ 10 2	♥ A 6 5
	♣ A Q 10 4 3	♣ 7 5 2
♥ K led.	♦ Q 7 5	♦ A K 3 2
	♠ 7 5 4	♠ A K J

You pass the hearts until the third round, exhausting the third hand. You then play clubs, simply covering any card that the player on your left may put on your lead. If the player on your right wins the trick, you can get in on anything he leads, without finessing, and lead another club. It does not matter if the player on your right makes both K and J of clubs, you must win the game if you keep the established heart suit out of the lead.

False Cards

The beginner should never attempt to play false cards when opposed to the dealer. Such tactics require mature judgment and experience. The dealer, on the contrary, can employ them freely.

Showing the advantage of finessing by the dealer. Z deals and calls Hearts. A leads.

```
                    ♥ 8 7 4
                    ♣ 4 3 2
                    ♦ A Q J 7 3
                    ♠ Q 10
  ♥ 5 3              ┌─────────┐         ♥ K 10 9
  ♣ K Q 10 7 5       │    Y    │         ♣ 9 8
  ♦ K 10 8           │ A     B │         ♦ 6 5
  ♠ 7 4 3            │    Z    │         ♠ A K 9 8 5 2
                     └─────────┘
                    ♥ A Q J 6 2
                    ♣ A J 6
                    ♦ 9 4 2
                    ♠ J 6
```
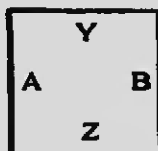
TRICK	A	Y	B	Z
1	♣ K	♣ 2	♣ 9	♣ 6
2	♣ 7	♣ 3	♣ 8	♣ J
3	8 ♦	J ♦	5 ♦	2 ♦
4	♥ 3	♥ 4	♥ 9	♥ J
5	10 ♦	Q ♦	6 ♦	4 ♦
6	♥ 5	♥ 8	♥ 10	♥ Q
7	3 ♠	♥ 7	♥ K	♥ A
8	K ♦	A ♠	2 ♠	9 ♦
9	4 ♠	7 ♦	5 ♠	6 ♠
10	7 ♠	3 ♦	8 ♠	J ♠
11	♣ 5	♣ 4	9 ♠	♣ A
12	♣ 10	10 ♠	K ♠	♥ 6
13	♣ Q	Q ♠	A ♠	♥ 2

The dealer makes a little slam.

The principle on which the dealer false-cards from his own hand are very simple. If he wishes a suit to be led again, he may lead the adversaries to believe that he has not the best card of it, as by playing the K when he holds the Q and J also, or the A when he holds both A and K. If, on the contrary, he does not wish the suit led again, he can show his full strength, so as to convince the adversaries, if possible, of the uselessness of pursuing that suit. This is a common artifice when the dealer wishes to keep the high cards in his hand for purposes of re-entry later on.

If any false cards are played by the adversaries, they should be in situations that cannot mislead the partner to his disadvantage. For instance, the dummy may have an A, J, 10 suit, and the pone may have K, Q alone. When dummy finesses the 10 on the first round, the pone may play the K, so as to lead the dealer to believe that the Q is in the other hand. On dummy's second finesse of the J, the lone Q will make.

Discarding the guards to a K may be   'ed false-carding, and is sometimes resorted to wl... it is evident that the dummy will finesse the Q, but it should be done only when the other cards in the hand are all more valuable than the guard to the K.

Underplay and Ducking

Underplaying is holding up the command of the adversaries' suit so as to keep a certain player in the lead, or so as to exhaust his partner's power to return it. Ducking, on the contrary, is refusing to part with the command of your own suit, and is usually resorted to in situations in which no finesse is possible, but it is nevertheless evident that the adversaries must win one or two tricks in the suit. It is especially useful when one hand is short, and it is necessary to let the stronger hand in again while that hand still holds commanding cards.

Take the following example of a no-trumper:

	Dummy's.	Dealer's.
	♥ 8	♥ A J 4 3
♥ 5 led.	♣ 5 4 2	♣ A K 6
	♦ 7 4 3	♦ K 5 2
	♠ A K 6 5 4 2	♠ 9 8

Let us suppose that the J of hearts wins the first trick. The suit to play for is spades, but the A, K of that suit alone are not enough to win the game. To make any more tricks in spades, you must lose a trick, no matter how you play the suit. If you play the A and K at once, it is not only impossible to catch the Q, J and 10, because one of those cards must be twice guarded, but it is impossible to get dummy into the lead again. This makes it impossible for you to

win the game on the hand, although you have four aces.

You must play spades, because elimination shows that the extra trick is impossible in any other suit, and you must give the adversaries one trick in spades. Now, whenever you must lose a trick in a suit which you must play for, lose it at once. This is called " ducking."

In the example given, if a spade is led from the dealer's hand, and no attempt be made to win it in the dummy, no matter what the second hand plays, when the dealer gets into the lead again, he will still have a spade to lead, and if the spades do not all fall in the next two rounds, the game cannot be won by any method of play.

The same tactics must be employed when the hand which is long in the suit is in the lead. Illustrative Hand No. 48 is an example. The dealer false-cards his K on the first trick, because he would like A to lead that suit again, and wishes him to think that B holds the Q. Y covers with the fourchette, as a matter of form. The dealer sees that it is impossible to catch the K, Q, 10 of spades, so he ducks the suit by leading a small card. A trusts his partner for the Q of clubs and leads small again, but his play makes no difference, as Z has the suit stopped. Z is now compelled to duck the spade suit again, as the trey must guard either the K or the 10 against him. B, having no more clubs, leads up to dummy's weakness.

Showing the advantage of " ducking " unestablished suits.   Z deals and calls no trump.   A leads.

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

TRICK	A	Y	B	Z
1	♣ 6	♣ 7	♣ J	♣ K
2	Q ♠	J ♠	5 ♠	2 ♠
3	♣ 4	♣ 5	♣ 2	♣ 10
4	3 ♠	2 ♦	10 ♠	4 ♠
5	♥ 7	♥ 2	♥ 3	♥ A
6	4 ♦	3 ♦	K ♠	A ♠
7	6 ♦	8 ♦	♥ 6	9 ♠
8	7 ♦	10 ♦	♥ 9	8 ♠
9	♣ 3	J ♦	5 ♦	7 ♠
10	♣ 8	♥ 4	9 ♦	6 ♠
11	♥ K	♥ 8	♥ 10	♥ 5
12	♣ A	♥ J	Q ♦	♣ Q
13	♣ 9	A ♦	K ♦	♥ Q

The dealer wins two by cards.

Management of Re-entry Cards

No matter how well you play to establish a suit, the small cards of it are of no value unless you can hring them into play. After the suit is cleared, the hand that holds it must get into the lead. Take this position at no trumps:

	Dummy's.	Dealer's.
	♥ J 5 3	♥ K Q 2
♦ 5 led.	♣ A 8 7 5 4 3	♣ 10 9 6
	♦ 10	♦ A K 7
	♠ J 8 5	♠ A Q 4 2

Dummy wins the first trick with the 10. The club suit is the one to play for, but the adversaries are certain to make one trick in that suit, and unless the clubs are equally divided between them they will make two. As there is no card in dummy's hand but the club ace that will bring the suit into play, that card must be kept as a re-entry until the third round, and the first two rounds of the suit must be ducked.

In considering the necessities for re-entry, it is often important to decide which hand shall win the first trick when either can do so. Take this position at no trumps:

	Dummy's.	Dealer's.
	♥ A 7 5	♥ K 4
♥ Q led.	♣ Q J	♣ K 10 9 8 7 4 2
	♦ A Q J 2	♦ 10 6 3
	♠ A 9 8 4	♠ 3

The suit you are going to play for is clubs, and in

Illustrative Hand No. 49

Showing the dealer's management of re-entry cards.
Z deals.   Y calls no trump.   A leads.

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

TRICK	A	Y	B	Z
1	♣ 4	♣ 2	♣ K	♣ 9
2	♣ A	♣ 10	♣ 7	♣ J
3	♣ 3	♣ Q	♣ 5	2 ♦
4	J ♦	K ♦	5 ♦	2 ♦
5	Q ♦	A ♦	6 ♦	7 ♦
6	♣ 6	4 ♦	8 ♦	9 ♦
7	♥ K	♥ A	♥ 2	♥ Q
8	♣ 8	3 ♦	3 ♠	10 ♦
9	♥ 4	♥ 6	♥ 7	♥ 8
10	♥ 5	♥ 10	6 ♠	♥ 3
11	♥ 9	♥ J	8 ♠	4 ♠
12	K ♠	J ♠	9 ♠	7 ♠
13	5 ♠	Q ♠	A ♠	10 ♠

The dealer wins the game on the hand.

order to save a re-entry in your own hand you must play dummy's ace of hearts on the first trick.

With four cards of the same suit in each hand, it is often possible to make a re-entry in either hand, and sometimes two such re-entries can be arranged if the cards are strong.   Illustrative Hand No. 49 is an example of this.

The lead is in the wrong hand to start the hearts, which require a finesse, so the dealer plays to make his own diamonds re-entering cards. Instead of going on with the diamonds, Z leads hearts for the finesse, and A covers with the K and 9, which must make the 9 good for a trick if Y has to lead. On the second round of hearts A does not cover, his only chance being that Z has no more hearts to lead, and that Y cannot afford to overtake the 8. At the end, B knows that A must have a possible trick in spades, or he would not have discarded his clubs to keep his spades.

It is often necessary to look well ahead in order to provide for re-entry cards that may be useful later in the hand. The chance to make a re-entry is often missed in the first trick or two, through want of a little attention to the situation before playing.

Illustrative Hand No. 50 is a good example. Dummy will need two re-entries: one to clear his suit and one to bring it into play. Whether the dealer puts dummy in with a heart or a club after getting rid of the ace of diamonds, does not matter.   When B

Showing how the dealer can make re-entries.   Z
deals and calls no trump.   A leads.

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

TRICK	A	Y	B	Z
1	♥ 4	♥ J	♥ 8	♥ A
2	4 ♦	2 ♦	5 ♦	A ♦
3	♥ 2	♥ Q	♥ 7	♥ 3
4	8 ♦	Q ♦	K ♦	♣ 4
5	A ♠	6 ♠	Q ♠	K ♠
6	5 ♠	8 ♠	J ♠	2 ♠
7	8 ♦	♣ 2	7 ♠	10 ♠
8	♥ 8	3 ♦	♥ 5	♥ K
9	♣ 6	♣ A	♣ 3	♣ 5
10	♥ 9	J ♦	♣ 7	3 ♠
11	♥ 10	10 ♦	♣ 8	4 ♠
12	♣ 10	9 ♦	♣ J	♣ 9
13	♣ K	7 ♦	9 ♠	♣ Q

The dealer wins four by cards.

gets in he leads up to dummy's weak suit, and Z covers the lead with the imperfect fourchette.

It is frequently a vital point for the dealer to prevent the adversaries from regaining the lead when there is any likelihood that they will open a suit in which he is not well protected. His cards may be such that if one player has the lead, no harm can come of it, but if the other gets in it may he fatal.

Illustrative Hand No. 51 is an example of this position. The dealer is not afraid of the original leader, but the moment dummy's cards are laid down he sees the danger of the pone's leading diamonds through his singly guarded king. The whole play of the hand is arranged by the dealer to prevent this. If A leads diamonds, the king is safe; so it is B that must be kept out of the lead.

On the first trick, the dealer sees that unless A is leading from a short suit, B has only one heart, and as that must be either K, Q or 10, he plays the ace from dummy to prevent any possibility of B's getting in on hearts and changing to diamonds.

B's discards are interesting. If he lets go a club, his weak suit, on the hearts, he loses a trick. A leads to his partner's discard, beginning with the highest of the suit, so as to get out of his way. B cannot discard a spade, or the dummy's J may be good for re-entry. In the end game, the dealer wants four out of the last six tricks, and must lead a club so as to compel

Preventing unguarded honours being led through.
Z deals and calls no trump.   A leads.

```
                    ♥ A J 9 4 3
                    ♣ 5 3
                    ♦ 6 4 2
                    ♠ J 8 5
  ♥ K 10 8 2          ┌─────────┐        ♥ Q
  ♣ J 9 8             │    Y    │        ♣ 10 7 6 2
  ♦ 7 3               │ A     B │        ♦ Q J 10 9 8
  ♠ 9 6 4             │    Z    │        ♠ Q 10 3
                    └─────────┘
                    ♥ 7 6 5
                    ♣ A K Q 4
                    ♦ K 5
                    ♠ A K 7 2
```

TRICK	A	Y	B	Z
1	♥ 2	♥ A	♥ Q	♥ 5
2	♣ 8	♣ 3	♦ 2	♣ A
3	♥ 8	♥ 9	♦ 8	♥ 7
4	♣ 9	♣ 5	♣ 6	♣ K
5	♥ K	♥ 3	♦ 9	♥ 6
6	A ♦	2 ♦	10 ♦	5 ♦
7	7 ♦	4 ♦	J ♦	K ♦
8	♣ J	6 ♦	♣ 7	♣ Q
9	♥ 10	♥ 4	♣ 10	♣ 4
10	3 ♦	5 ♠	Q ♦	2 ♠
11	9 ♠	J ♠	3 ♠	7 ♠
12	4 ♠	♥ J	10 ♠	K ♠
13	6 ♠	8 ♠	Q ♠	A ♠

The dealer wins the game on the hand.

the adversaries to lead spades. No matter what spade B leads, the dealer will pass it unless it is the Q. B leads the small card, because if A has an honour in spades, he can shut out dummy's established heart.

If the hand is played over, it will be found that dummy's play of the ace on the first trick is the key to the whole hand, because if he passes, the dealer wins only the odd trick.

*   *   *   *   *   *

The reader who wishes to test his skill in the management of no-trumpers can write out the cards he would play in the following hands, and settle upon the reasons for playing them in a certain way.

Test Hands for the Dealer

In these, what card would you play to the first trick? They are all no-trumpers. First hand is dummy's, the other yours:

No. 86.

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

No. 87.

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

In these, what would you play to the first trick
and what would you lead next?

No. 88.

♥ Q led.

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

No. 89.

♥ Q led.

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

No. 90.

♦ 7 led.

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

No. 91.

♥ 6 led.

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

No. 92.

♥ Q led.

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

If ♣ K holds, what will you do next?

No. 93.

♥ 5 led.

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

If ♥ 10 wins, how will you play the hand?

No. 94.

♣ 6 led.

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

If ♣ Q wins, how will you play the hand?

In the following no-trumpers, what is the principal thing to be kept in view in managing the hand? The first cards given are the dummy's, the others are the dealer's.

No. 95.

♦ 7 led.

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

No. 96.

♦ 6 led.

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

No. 97.

♥ 8 led.

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

No. 98.

♦ 7 led.

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

No. 99.

♥ K led.

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

VARIETIES OF BRIDGE

Bridge has not escaped the fate of other popular games in the matter of attempts to improve on the original. Some of the variations suggested have been for the purpose of accommodating fewer than the number of players required for the standard game, while others have been put forward with a view to eliminating the element of luck. The most popular departures from the usual method of playing and scoring have been in the arrangements for large numbers of players, who enter into competition for prizes, either for charitable purposes or for social amusement.

Auction Bridge

In this variation of the game, instead of allowing the dealer to declare, each player in turn, beginning with the eldest hand, can bid for the privilege of the make.

The usual process is to name the number of points that the player thinks he can win with his cards, with his partner's assistance, of course, but without naming the suit. Sometimes only trick points are bid; sometimes honours and tricks combined, as may be agreed.

The bidding is to the board; that is, the points bid

do not count to the credit of any player. The general rule is to allow each player only one bid, and the highest bid has the privilege of making the declaration. The successful bidder becomes the fourth hand on the first trick, just as if he had actually dealt the cards, and his partner's cards are laid on the table as soon as the eldest hand leads a card.

This variety of the game may be played with either three or four players.

Dummy Bridge

This form of the game is resorted to when there are only three players to make up a table. There are several ways to play, but the following is the most popular and the simplest:

The players cut for the first deal, the lowest having the choice of seats and cards. The next lower cut sits on the dealer's left. Ties are decided in the usual way.

If the dealer will not declare from his own hand, he can pass the make to the dummy, in which case dummy must declare according to certain fixed rules. It is usual for the pone to sort dummy's cards and declare on them, so that the dealer shall not see two hands.

With three or four aces, dummy must call no trumps, no matter what the rest of his hand may be.

If he has not at least three aces, he cannot call no trumps under any circumstances, but must declare his longest suit, no matter what it is. If two or more suits are of equal length, dummy must call the one which is stronger, the valuation being arrived at by counting the pips on the cards in each suit, reckoning the ace as 11, the court cards as 10 each, and all small cards at their face value. If the suits are still equal, the most expensive declaration must be selected, hearts being given the preference over diamonds, and clubs over spades.

If it is found, upon the exposure of the dummy's cards, that the make has not been in accordance with the rules, the eldest hand may take back his lead and change it, if he wishes to do so.

No one but the eldest hand may double, and no one but the dealer may redouble. Whether the dealer has declared from his own hand or not makes no difference. He has not seen dummy's cards, because the pone declares on them. This makes no difference to the pone, because he is not allowed to double or redouble.

After the play of the hand is finished, if the d ' 'r makes the odd trick, he scores whatever he is ent. .d to in the usual way, above and below the line, for tricks and honours respectively. But if he fails to get the odd trick, the adversaries score what they make, for tricks and honours combined, *above* the line, or all in the honour column.

No matter what trick points are made, no one but the actual dealer can score them below the line, because the rule is that no player but the dealer can advance his score toward winning the game. No matter how many tricks the adversaries of the dealer may win, the tricks do not advance their score toward game in any way, but are simply entered above the line, to enhance the value of the rubber.

After the score is agreed to and put down, the player who was the pone moves into the vacant seat on his right, and the player who was his partner deals the next hand, declaring and scoring under the same conditions as before. After each deal, the player who was the pone on that deal always moves one place to the right, into the vacant seat. The following diagram will show the result of these three movements, after which a fourth change would bring about the original positions:
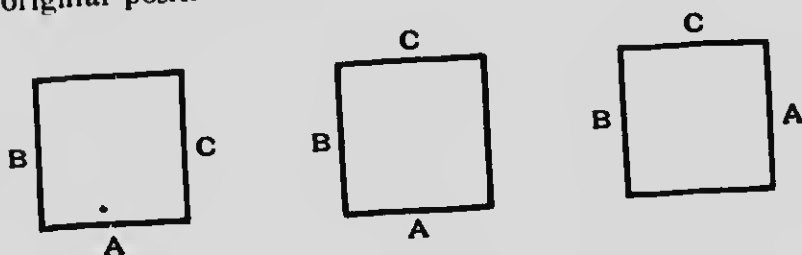
This shows that each of the three players, A, B, and C, has had the dummy once; has been opposed to the two other players once, and has had each of them for a partner once.

The usual thirty points is a game, and the individual player first winning two games of thirty points or more is the winner of the rubber, adding 100 points bonus to his score. It is usual to keep each player's score in one column, above and below the line.

After the conclusion of the rubber, the scores are added up and the lower deducted from the higher, each of the lower scores paying the difference to the higher scores. Suppose the totals of A, B, and C's scores to be respectively, 328, 172, and 110. A wins 156 from B and 218 from C. C then pays B 62 points. This makes A's total gain 374 points, while B's losses are 94, and C's are 280.

Duplicate Bridge

In this form of the game there must be at least two tables, and any number of tables may be filled. The old style of playing duplicate with one table, exc inging the hands after a certain number of deals, has long since been abandoned, as the recollection of the important hands spoils the game. When played, it is called "memory duplicate."

Square trays for holding the cards are provided, or folding pockets may be used. Each tray contains four pockets, one pocket being on the side opposite each player. There is a star or arrow upon each tray, showing that it must always be laid upon the table

with the arrow pointing in some predetermined direction, usually the north, or a selected end of the room.

All the trays are numbered on the back, and if they are played in their numerical order it will be found that the deal will rotate as in the ordinary game, from right to left.

When the tray is placed in position, one of the pockets will be found marked with the word " dealer," and the player sitting opposite that pocket is the declaring hand for that deal. The trays are distributed according to the number of tables engaged and the number of hands it is proposed to play. Suppose there are twenty tables: table No. 1 must have tray No. 1; table No. 2, tray No. 2, and so on. If a small number of tables are engaged, let us say five, table No. 1 may have trays Nos. 1, 2, 3 and 4; table No. 2, trays Nos. 5, 6, 7, 8, and so on.

When a tray is played for the first time, the cards must be shuffled and dealt in the usual way, but after a hand has been once played with any tray, the cards must not be shuffled again under any circumstances.

The declarations, doubling, and leading all follow the usual course, but instead of gathering the cards into tricks, each player lays the card he plays face upward in front of him on the table, the dealer calling upon the dummy to play certain cards, which are simply pushed from the dummy hand toward the edge of the tray, which always remains on the table.

After the trick is complete, the four cards played to it are turned down, and are so placed that the cards point lengthwise to the partners that win the trick. Suppose the dealer wins the first trick. He points his card toward his dummy partner, while his adversaries lay their cards with the longer side next them. At the end of the hand it is easy to count up the number that point each way. If the dealer has eight cards pointing toward the dummy, and five pointing toward his adversaries, he must have made two by cards. If there is any dispute about the result it is easy to compare the various hands. If, let us say, the fourth trick shows that the dealer's card and the adversaries do not point in the same direction, the four cards that made up the trick can be turned over, in order to see which side won the trick.

The score agreed to and put down, instead of shuffling the cards or mixing the hands in any way, each player places his thirteen cards face downward in the pocket of the tray which he finds opposite him, and the tray is then ready to be passed to the next table.

When a tray containing a hand which has already been played arrives at a table, each player must see that the arrow points in the proper direction, and he then takes out of the pocket opposite him the cards that he finds in it. The one who gets the cards from the pocket marked "dealer," declares, just as if he had actually dealt the hands.

After the play of the hand at this second table, the cards are again placed in the pockets, and the tray is passed on to a third table, and so on, until every table in the room has played that tray. When two or more trays are given to one table at the start, it is usual to play them all before passing any of them.

After all the trays assigned to one table in the first place have been played, the players themselves move. All the N. and S. players sit still, but the E. and W. players, still retaining the same partnerships, move in a direction opposite to that taken by the trays. If the trays go from table 4 to table 3, the E. and W. pairs go from table 3 to table 4. This brings every E. and W. pair to play one round against every N. and S. pair, and if five tables are engaged, four deals at each table will give a total of twenty in all to complete the game.

In this method, there can be no comparison of the score made by those sitting N. and S. with those made by the E. and W. players, because they never hold the same cards; therefore there will always be two separate winning pairs: those making the best score on the N and S. hands, and those making high score on the E. and W. hands.

What is known as the Howell System is an arrangement by which every pair may be brought to play against every other pair; but it requires special cards to be placed on the tables to indicate to the various

players the table and position they should go to next, the movement of both players and trays being too complicated to be set forth by any simple rule. The Howell System admits of any number of tables, odd or even.

The system first described, in which all the N. and S. players sit still, is best adapted to an odd number of tables. When an even number of tables are in play, it will be necessary for all the E. and W. pairs to skip a table when they are half way round, or they will meet the same tray that they started with.

When a small number of tables are engaged, such as two or three, there is a very simple method of changing the oppositions of the pairs, so that each shall play against every other, which is called " up the sides and down the middle." The number of tables is limited by the condition that all the cards must be reshuffled for all the trays after each change of position in the players, or they will meet the same hands again.

Suppose three tables play. The six partnerships will require five oppositions or changes of position, and if four hands are played in each of these the game will be found long enough, unless there is time to play thirty deals.

The N. and S. pair at table No. 1 sit still throughout the whole series, to form a pivot for the other pairs to move upon. After the first round, all the E. and

W. pairs move up one table, those at table 3 going to 2, and those at table 2 going to 1. The N. and S. pairs move down, those at table 2 going to 3. This will require the pair who were E. and W. at table No. 1 to take the N. and S. position at table No. 2, and those who were N. and S. at table No. 3 to turn round at the same table, and play E. and W. By the time five rounds have been played, every pair will have met and played against every other pair.

In this method, if there are three tables, two trays may be dealt and played at each table, if there is time to play thirty in all. As soon as the two deals are played, they are passed to the next table, trays 1 and 2 originally dealt at table No. 1, going to table No. 2; trays 3 and 4, dealt at table No. 2, going to No. 3, and trays 5 and 6, dealt at table No. 3, going to No. 1. After these have been overplayed, they are again passed on in the same manner, so that each table must play all the six trays before the players move.

If there is not time to play more than twenty deals, one tray is given to each table, tray No. 4 being laid aside for the moment. After these three deals have been played, tray 2 is passed to table No. 1; tray 3 to table No. 2, and tray No. 4 is dealt at table No. 3, tray No. 1 being laid aside, ready to be played at table No. 3 after tray No. 4 has been passed along. By this system, each table will play four deals before changing

the positions of the players, and each player at every table will have a declaration.

The scores are kept by putting down the total number of points made on each hand, trick and honour points combined. The winners put them down on the plus side, the losers on the minus side. When the first system of moving the players is adopted, all the N. and S. players sitting still, each pair adds up at the end of the game the total number of points won and deducts the number of points lost, and the pair having the best score is the winner, N. and S. or E. and W., as the case may be.

The best score is arrived at by adding together on a blackboard or a large sheet of paper all the scores made by the N. and S. pairs, and all those made by the E. and W. pairs, in separate columns, of course. The total made N. and S. after being added up is divided by the number of pairs who sat N. and S., and the quotient is the average value of the N. and S. hands. If this is a plus, all those who make more than the average are winners, the highest plus taking first prize. If the quotient is a minus, all those who make *less* than the average minus are winners, because they did not lose as much as others, and the pair that loses the fewest points on the minus average gets the prize. The same process is adopted with the E. and W. hands, and it should be obvious that if the average of the N. and S. hands is, let us say, 148

points plus, the average on the E. and W. hands must be 148 points minus, or the scores will not prove.

When the second system is adopted, up the sides and down the middle, the scores are added up at the end of each round, before the players move. The total won or lost at each table is announced to the umpire, who adds up the N. and S. totals and finds the average, crediting each pair with what it has lost or won and charging the opponents of that pair with the other side of the account. At the end of the game, the various amounts won and lost by each pair are added up and balanced, and the pair that has made the greatest gains for the whole sitting is the winner.

Matches between teams of four are sometimes played, and they are probably the most interesting form of duplicate.

The arrangement of the players and trays is very simple. The N. and S. pair at one table belong to the same team as the E. and W. pair at the other table. Two deals are played at each table, and the trays are then exchanged, making a total of four trays played. It is evident that each team has then held the same cards, that is, all thirteen in each deal. The scores are then added up, and the team having won the most points, after deducting the points made by their adversaries, is credited on a separate score sheet with the amount.

The E. and W. pair at table No. 1 then exchange

places with the N. and S. pair of their own team at table No. 2, and four more deals are played and recorded. For the third round, the players on each team change partners, and for the fourth round the N. and S. at one table change with the E. and W. at the other, as before. Partners may again be changed, for the next eight deals, so that each member of a team shall have played eight deals with each of the others. This concludes the match, which will require twenty-four deals in all.

PROGRESSIVE BRIDGE

In progressive bridge, no duplicate trays are required, but an even number of deals, usually four, should be played at each table. The partnerships are usually ladies and gentlemen, this form of the game being best adapted to social gatherings.

After playing four deals, so that each person at the table shall have a declaration, the lower score is deducted from the higher, and the winners are credited with so much plus, the losers being charged with so much minus. Trick and honour scores are all added together and no notice is taken of games or rubbers.

At the end of the four deals, when the scores have been handed to the umpire, the signal is given to change places, usually by a whistle or bell. The losing pair at each table sit still, but separate as partners. The winning pair go in opposite directions, the lady moving to the next greater number, from 4 to 5, and the gentleman moving to the next lesser number, from 4 to 3. This is so that they shall not be constantly overtaking each other and playing together again.

Upon arriving at the next table, the lady takes as her partner the gentleman who has just lost, and the

arriving gentleman takes as his partner the lady who has just lost.

At the end of the game, the individual players, a lady and a gentleman, who have made the greatest plus score, after deducting their losses from their gains, take the prizes.

BRIDGE TOURNAMENTS

And How to Manage Them

For social or charitable purposes, it is often desirable that a large number of players shou'd enter into some sort of friendly competition in which all can simultaneously take part. In the management of such affairs, simplicity and the avoidance of confusion or dispute are the principal things to aim at.

The most amusing, and also the most satisfactory to the players, probably because they can understand the theory of it better, is to divide the number of tables that offer for play into sections, the number in each section being such as to admit of about twenty deals altogether.

Any of the systems already described for moving the players may be employed. Letting all the N. and S. players sit still while the E. and W. partners move, is a good plan for sections of five or six tables each. Up the sides and down the middle is not adapted to large gatherings, because of the small number of tables that can be managed in each section, and the Howell System is too complicated for those who have never seen it before.

It may safely be said that no form of duplicate should be employed when those who are to take part are not familiar with the management of the trays and cards, as they will inevitably mix the hands, turn the trays the wrong way, and get the scores hopelessly confused. To run a duplicate bridge tournament requires the services of an expert, who knows how to handle large numbers of players and how to keep the scores.

The most satisfactory plan for a tournament to be taken part in by those who have never played anything but the ordinary rubber is the following:

Arrange the tables in sections of five or six each, filling up as many as offer for play. Provide each table with two packs of cards, two scoring pads and two pencils. Let the players select their own partners and sit where they please. Before play begins, lay two slips of paper on each table, one white and the other coloured, and ask the players sitting N. and S. to write their names on the white ones; those sitting E. and W. to write their names on the coloured ones. These slips must be previously numbered with the section and the table number. These can be gathered up and the names entered on the scoring sheets while the first round is played.

Four deals must be played at each table. The players may cut for the first deal if they choose, but must not cut for partners in this form of the game.

The result of these four deals is looked upon as a single game, and the trick points are all scored, no matter how much they may pass thirty. The players having the greatest number of *trick* points to their credit at the end of the four deals add fifty points bonus to their score. The lower score is then deducted from the higher, and the result of the subtraction, counting up tricks and honours together, is the value of the game at that table.

The umpire's assistant has in the meantime placed upon each table two slips, one white and one coloured, upon which the partners write their number, which is always that of the table at which they begin to play; then, in the space provided for it, the number of the pair to which they are opposed, and underneath, in its proper place, the number of points they win or lose. These slips must be printed beforehand for the purpose, of course. This is the usual form:

```
                        Table No. . . . . . . . .
E. & W. pair No . . . . . . . . . . . . . . . .
Opposed to Pair No. . . . . . . . . . . . . .
Won . . . . . . . . . . Lost . . . . . . . . . .
O. K. . . . . . . . . . . . . . . . . . . . . . .
```

The O. K. line is to be filled in with the initials of the adversaries, to show that they admit it as correct.

When the assistant collects these slips for the purpose of entering the results on the scoring sheets, he must see that the statement made by the N. and S. pair agrees with that made by the E. and W. players. If it does not, he must ask them to adjust it.

The four deals finished and the scores handed in, all the E. and W. pairs move to the next table, and four more deals are played there. When the E. and W. pairs have met and played against all the N. and S. pairs in their section, the game is at an end.

It is quite common for the players at the various tables to play for so much a point, just to add a little to the interest of the game, the value of the points being adjusted to suit the desires of the four engaged at the time.

For these games, large scoring sheets must be carefully ruled in advance, one for each section. If the number of players is large, it may be well to restrict them to two deals at each table and to put twelve tables in a section. This will require the deal to rotate in regular order, so as to give each player an equal number of declarations, and the best plan is to let the N. player deal first at every table, then the E. player. After changing places at all the tables, the S. player must deal the first hand and the W. player the second. Then the N. and W. players will deal, and so on.

The score sheets must be separate ones for each

section and also for the N. and S. and the E. and W. players. They must be ruled in such a manner that the names of the players shall appear at the head of double columns, one for plus and the other for minus scores. Under the names the numbers should be printed, in order to facilitate the entering up of the results handed in on the slips. There will be plenty of time to enter up all the slips during the play of the following four deals, but at the end of the game it will take about twenty minutes to add up the totals and balance the scores. While this is being done, it is usual to serve refreshments of some kind, so that the players are not kept waiting in idleness.

The results will show a N. and S. winning pair, and an E. and W. winning pair in each section. If there be any special prize, it should go to the partners who have made the greatest plus score in any section or position.

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KEY TO THE TEST HANDS

KEY TO THE TEST HANDS

The explanations given are necessarily brief, being intended only to recall to the student the reasons already stated in the text.

1. Hearts; safer than no trumps.
2. No trumps; above average, protected in three suits.
3. No trumps; above average, protected in four suits.
4. Hearts; safer than no trumps.
5. Pass; below average.
6. Hearts; counts 8, and has honours.
7. Pass; below average; hearts will not count 8.
8. No trumps; above average, protected in three suits.
9. Hearts; dummy cannot do better.
10. No trumps; above average; 30 aces better than 32 clubs.
11. Hearts; on account of the 64 for honours.
12. Hearts, on account of honours. Perhaps no trumps.
13. Hearts; dummy cannot do better.
14. Diamonds; dummy cannot do better.
15. Speculative no-trumper.
16. Speculative no-trumper; dummy cannot do better.
17. Diamonds, with 48 in honours.
18. No trumps; above average.

19. Diamonds; safer than passing.
20. Hearts; dummy cannot do better.
21. Hearts; safer than no trumps.
22. Spades; weak in both red suits, especially hearts.
23. No trumps; protected in the red suits.
24. No trumps; length in hearts protects it.
25. Clubs; because you have more of them.
26. Spades; because the clubs are trick-winners.
27. No. You have not more than 4 tricks.
28. No. Your spades ·nnot be reckoned on.
29. Yes. Your hand should be good for 6 tricks.
30. No. You have not more than 4 tricks.
31. No. Your·strength will be led through.
32. Yes. Your honours a:e a'l in sequence.
33. Club K; so as to see dummy's cards.
34. Spade K; because of two honours in sequence.
35. Diamond Q; because of three honours in sequence.
36. Club A; suit is too long to hold tenace.
37. Heart 5; all other suits are worse.
38. Diamond K; three honours in sequence.
39. Spade K; to see dummy's cards.
40. Spade 9; other suits are worse.
41. Heart 3; red in preference to black.
42. Diamond J; other suits are worse.
43. Heart K, red suit; no hurry about trumps.
44. Spade 10; to show your strength.
45. Diamond 5; the longest suit.
46. Diamond K; lead one of three top honours.

47. Heart 3; the longest suit.
48. Spade Q; having no re-entry card.
49. Heart J; other suits are worse.
50. Heart 4; red in preference to black.
51. Three.
52. Four.
53. One.
54. Two.
55. A, Q; lead is from K, J, 10.
56. A, K, J; the 9 cannot be fourth-best.
57. Ace only; leader cannot have it.
58. A, K, 10; the 8 cannot be fourth-best.
59. K, Q; the J must be the top of a weak suit.
60. Q, J, 10; the 7 cannot be fourth-best.
61. K, Q, 9; the 8 cannot be fourth-best.
62. Play K and return J.
63. Play 8, return Q.
64. Play K; return the 10.
65. Play A; return the 2.
66. The 9.
67. The J.
68. The deuce.
69. The 9.
70. The deuce.
71. The 10.
72. The 2; fourth hand can beat the 10.
73. The Q; only once guarded.
74. The 2; by Eleven Rule, your 9 will win.

75. The J, once guarded; same as Q once guarded.
76. The 8; it is fourchette with your 6.
77. The 3; let it come up to your 10.
78. The 2; by Eleven Rule, your 8 will win.
79. The Q; only chance is that leader has A, K.
80. The 2; for the Bath Coup.
81. The A; no Bath Coup with dummy's J twice guarded.
82. The 4; let the suit run until A, 10 is a tenace.
83. The club 9; because you must take the finesse in clubs before leading trumps, while the diamond Q is still guarded.
84. Win the trick with the K; then get trumps out, leading Q as if you were going to finesse, but playing A if K does not cover.
85. Lead clubs, K and 2, so as to discard dummy's losing spades on two diamonds and club A.
86. The 2; hold up until third hand is exhausted.
87. The A; no use holding up for the Bath Coup, because there is little slam in the hand if you catch the diamond K.
88. The K; so as to lead the spade J from that hand and finesse.
89. The K; then lead small club so as to finesse. You cannot finesse in spades, for fear your diamond K would be led through if the finesse failed.
90. The A; keeping the K as a re-entry for the spade suit. Then lead clubs from dummy, as you do

not want to finesse with nine cards between the two hands.

91. The A; with the dangerous club suit against you, win the game before you risk anything.

92. Lead small diamond, finessing the 10, to see if dummy has any re-entry. If not, it is useless to continue the clubs.

93. Lead diamonds every time you get in on the other suits.

94. Lead A, K of hearts, and then play diamonds so that dummy shall overtake every time. If dummy does not win the diamond tricks, the adversaries will hold off, so as to kill his re-entry.

95. Finesse everything so that the player on your left wins. This will insure your diamond Q being led up to.

96. Pass the first trick. so as to be sure of stopping the suit twice, or getting in twice, which will be necessary in order to make the spade suit.

97. Play the A second hand, and make nine tricks at once, with the whole diamond suit against you.

98. Overtake dummy's 10 with your A, so as to make a re-entry in dummy's diamonds for the clubs.

99. Conceal the club suit, and make all your diamonds first, afterward putting dummy in with the spade A, without attempting any finesse in spades.

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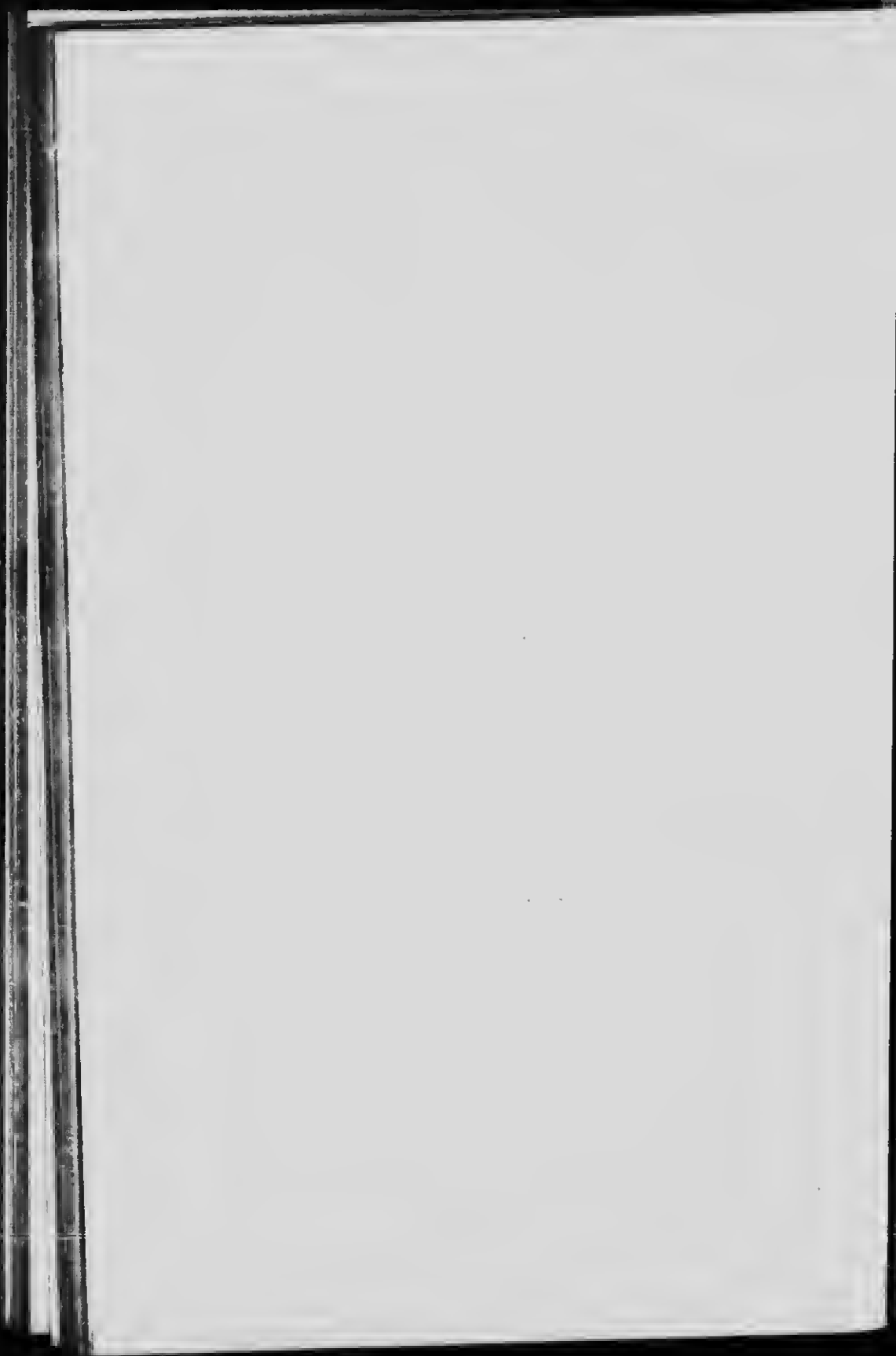
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GLOSSARY OF TECHNICAL TERMS

GLOSSARY OF TECHNICAL TERMS

A-B; Y-Z.—Letters used to illustrate the positions of the players in diagrams.

Adversaries.—The eldest hand and his partner; the opponents of the dealer.

American Leads.—Variations in the leads from high cards, to show the number of cards in the suit. Not used in bridge.

Answer.—The cards laid down by dummy, when the dealer declares.

Ante-penultimate.—The lowest but two of a suit, now replaced by the fourth-best lead.

Bath Coup.—Holding up the combination of A-J when a K is led by the player on your left.

Blocking.—Keeping the highest card of a suit which is longer in another hand.

Blue Peter.—Same as the trump signal, q.v.

Book.—The first six tricks won by the same partners.

Bringing in.—Getting the lead and winning tricks with the smaller cards of a suit after the higher ones have been forced out of the way.

By Cards.—The number of tricks over the book, as two by cards.

Command.—The hest card of any suit. The power to stop it when led.

Chicane.—A hand to which no trump has been dealt.

Convention.—Any method of play which is estahlished hy custom, either to give information or to comply with certain conditions.

Coup.—A master-stroke, a hrilliant piece of strategy.

Covering.—Playing a higher card than one led or played, hut not the hest of the suit.

Cross Ruff.—Two players alternately trumping different suits.

Cutting.—Drawing from an outspread pack, or separating the pack before the deal.

Deschapelles Coup.—Sacrificing a high card in one hand in order to make an inferior card in anothe hand good for re-entry.

Discarding.—Throwing away, when unable to follow suit.

Doubling.—Increasing the value of the trick points.

Doubtful Cards.—Cards which are not the hest of the suit, but may win the trick if passed. Cards which may mean one thing, but appear to mean another.

Ducking.—Refusing to win tricks when able to do so.

Dummy.—The dealer's partner, after his cards are laid down.

Duplicate.—Any method of playing in which the same

hands are played over more than once by different sets of partners.

Echo.—Playing a higher card before a lower, to show the number held in the suit.

Eldest Hand.—The leader for the first trick; the player who sits on the dealer's left.

Eleven Rule.—Deducting the spots on the card led from eleven, the remainder being the number which are higher than the card led, not in the leader's hand.

Established Suits.—A suit in which every trick can be won, no matter who leads it.

Equal Cards.—Cards which are equally good for any purpose, such as K, Q of the same suit.

Exposed Cards.—Cards which are faced in dealing, dropped on the table, or irregularly played to a trick.

Fall of the Cards.—Watching the cards played in any suit, so as to judge what other cards the various players hold.

False Cards.—Cards which are intended to deceive the opponents as to the true holding in the suit.

Finesse.—Any attempt to win a trick with a card which is not the best of the suit held in the hand.

First Hand.—The first player to any trick.

Follow Suit.—To play a card of the suit led.

Forcing.—To oblige a player to trump a suit when he does not wish to do so.

Forcing Discards.—Obliging a player to discard a suit which is different from the one led.

Fourchette.—The combination in one hand of the two cards immediately above and below the one led.

Fourth-best.—The fourth card, counting from the top, of any suit held in the hand.

Going Back.—Redoubling.

Going Over.—Doubling.

Going Up.—The same as covering.

Grand Coup.—Trumping a partner's trick, or throwing away a small trump when the trick has already been trumped with a higher one.

Grand Slam.—Winning all thirteen tricks by one side.

Guarded Cards or Suits.—Cards which must win a trick, although not the best of the suit. Suits which the adversaries cannot run down against you.

Hand.—The thirteen cards held by any player. The entire play of a deal.

Heart and Strong.—Leading hearts when the pone doubles no trumps, and discarding from strength always.

Holding Up the Command.—Keeping the best of the suit back until one of the opposing partners is exhausted.

Honours.—The A, K, Q, J, 10 of the trump suit, or the four aces when there are no trumps.

Imperfect Fourchettes.—The combination in one hand of the card above the one led and the next but one below it, such as Q, 9 on a J led.

Imperfect Pack.—Any pack in which certain cards are missing, duplicated, torn, or so marked that they can be identified by the backs.

Indifferent Cards.—Cards of equal value, such as Q, J of the same suit.

Irregular Leads.—Leads which are not from any regular high-card combination, and are not fourth-best.

Leading.—Playing the first card to any trick.

Leading Away From.—Playing a small card from a combination which would be much better if led up to, such as leading from king and others, the ace not having been played.

Leading Through.—Putting the second player on any trick at a disadvantage, such as leading Q and J through a K in the dummy, when the third hand holds the ace.

Leading Up To.—Leading to a combination in the fourth hand, such as the eldest hand leading to the dealer.

Little Slam.—The same partners winning twelve out of the thirteen tricks.

Long Suits.—Suits containing four or more cards.

Long Trump.—The last trump in play.

Losing Cards.—Cards which cannot possibly win

tricks, and which will be won by the adversaries if they are not got rid of.

Losing Trumps.—Trumps which may be drawn by the opponents.

Love-all.—Nothing scored on either side.

Make.—The declaration is often called the make.

Master Card.—The best left in play of any suit which has already been led.

Misdeal.—Any failure in the proper distribution of the cards.

Missing Suits.—Suits which the player holds no card of.

Odd Trick.—The seventh won by the same partners; the first trick over the book.

Opening Lead.—The selection of the suit by the eldest hand for the attack.

Original Lead.—The first card played in any suit.

Passing Tricks.—Letting the opponents win tricks with cards which are not the best, or refusing to trump winning cards.

Penultimate.—The lowest but one of a suit; now re-placed by the fourth-best lead.

Plain Suits.—Suits which are not trumps.

Pone.—The partner of the eldest hand; the player who cuts the cards for the dealer.

Quart Major.—The A, K, Q, J of any suit.

Quitting.—Removing the fingers from a trick after it has been turned down.

Redoubling.—Doubling again after the other side has doubled.

Re-entry Cards.—Cards which will bring another suit into play.

Renounce.—Failure to follow suit, having none.

Revoke.—Failure to follow suit when able to do so.

Rubber.—The first two games out of three.

Ruffing.—Trumping plain suits.

Running.—Making all the winning cards in the hand at once.

Second Hand.—The second player in any trick.

Seesaw.—The same as cross ruff, q.v.

Sequence.—Cards which are next in value to one another, such as Q, J, 10.

Short Suits.—Suits of less than four cards.

Shuffling.—Any method of disarranging the cards so that no trace of their former order remains.

Singleton.—Only one card of a suit dealt to a player.

Slams.—Winning all thirteen tricks is a grand slam; winning twelve out of thirteen is a small slam.

Sneak.—A singleton which is led for the purpose of trumping the second round of the suit.

Still Pack.—The pack which is not in play when two packs are used.

Stopper.—A card that will stop the run of an adverse suit.

Strong Suits.—Suits in which a number of tricks are possible.

Supporting Cards.—Cards which may help the partner if led or played, but are unlikely to win tricks in the hand of the holder.

Tenace.—The combination in one hand of the best and third best of a suit, such as A, Q.

Third Hand.—The third player in any trick.

Throwing the Lead.—Putting a player in, so as to make him lead to his disadvantage.

Trump Signal.—Playing a higher card before a lower when it is not necessary to do so, as a signal that you want trumps led.   Not used in bridge.

Unblocking.—Getting out of the way of a suit which is longer in another hand.

Underplay.—Leading or playing any card which is not the best of the suit, when the best would otherwise be led.

Weak Suits.—Suits which contain no winning cards, or only one possible trick.

Weak Trumps.—Trumps which are useless except for ruffing.

Yarborough.—A hand which contains no card higher than a nine when dealt to the player.

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