

ESL 100

A STAR BOOK

LENZ ON BRIDGE

BY
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PREFACE

The keen enjoyment that rewards the student for a subject thoroughly mastered should prove sufficient compensation to the Bridge player who devotes his time to the conquest of this fascinating game.

There is no great pleasure derived from intensive practice. The beginner, whether his effort is Music, Golf or Bridge, finds the work more or less irksome until he can show some results.

In this book, it has been my intention to present to the reader an intricate subject in such form that it will not be wholly without interest.

In lieu of set rules and injunctions of what to do and what not to do, I have endeavored to introduce the player at once into a real game of Bridge. Practically every variation of play that may arise is discussed with an illustrated deal, showing the treatment that might appear logical to the average player and the methods that should actually produce the best results. In every instance the reasons for making the winning plays are carefully explained so that, by applying a similar plan of strategy when the occasion arises, the thinking student will find many puzzling situations rendered comparatively simple. For the player who desires a textbook covering the minute details of bidding and play, I can recommend the excellent texts of Wilbur C. Whitehead and Milton C. Work.

SIDNEY S. LENZ

Knickerbocker Whist Club
New York, July 20, 1926.

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CHAPTER I

BIDDING AND PLAY

THAT Auction Bridge has become the world's most popular card game is beyond doubt! It is played everywhere—by everybody—and holds the interest of the clerk behind the ribbon counter at a quarter of a cent a point as profoundly as that of the bank president at a dollar a point.

The reason for this is apparent. A game to rise to the plane of universal popularity must have two essentials—luck and skill. Should it have too much “luck,” the reward to the player of skill is not sufficient to sustain his interest. When “skill” greatly predominates, the poor player quickly turns to something that gives him a better chance to bask in the limelight.

“Luck” at Auction Bridge might be divided into two categories:

1. Holding most of the high cards.
2. Drawing the best player for a partner.

When a player holds all the high cards, it is self-evident that he need not bother much about anything else. He may score a trick or two less than he should, but what cares he? The game is safe!

When a poor player draws the “best” player as his partner against two average opponents he starts out just about equal. The “law of averages,” however, must be taken into consideration.

The skillful players will cut together their share of times and they should hold a fair portion of the high cards; so it behooves the novice to "study up" and improve his game unless he is satisfied to gamble on his luck and chalk up losses on the even breaks.

At no other card game is "skill" so highly rewarded as at Auction Bridge. Possibly the two most popular games in this country, other than Bridge, are Poker and Pinochle. The percentage between the expert and the average player at poker is hardly 10 per cent. At pinochle possibly the difference is a bit over 10 per cent.

At Auction Bridge the expert has almost 50 per cent. advantage. The situation arises time and again when the rubber game is at stake and a player holds cards that are good for ten tricks at Hearts—enough to secure game and rubber. The expert opposition realizes the danger and bids up to four Spades.

If doubled, unskillful defense permits them to make the contract and secure the rubber with extra penalty points; or, at the worst, they are set for one trick, with the chance left to win the rubber on the next hand. More frequently, however, the Heart holders will take a chance to make five Hearts and, playing against perfect defense, will be defeated a trick.

So, a fine hand, not backed by perfect play—and by perfect play is included correct bidding—goes on the rocks, and instead of the score being advanced a total loss is registered.

It is really curious what a wide divergence of opinion exists as to the relative value at Auction Bridge between proper bidding and proper play. Players of standing have gone so far as to say that 90 per cent. lies in the proper bidding of the hands. The thinking person will

readily see that this is all wrong. While there is no question that bidding plays a very large part in the game, the play of the hand is nevertheless of equal importance. This is especially so when one considers that the diffident, uncertain player is obliged to underbid his hand against perfect players, while the expert may safely overbid a trick on the assurance that he can play the hand for all it is worth and will doubtless find "holes" in the opponents' defense.

Taken all in all, Auction Bridge is fairly evenly divided; bidding and playing are about of equal importance.

Possibly the greatest fault of Auction players is their inability to refrain from bidding. Given a hand of seven Spades to the King-Jack-ten, with two small cards of each of the remaining suits, the only question that appears to puzzle the neophyte is whether to bid one, two or three Spades. That the hand should not be bid at all does not even occur to him. His contention that, with average distribution of the cards, a contract of one or two Spades can usually be made with such a hand is quite true.

The point he loses is that opening the bidding does not necessarily give him the final contract. "But," we hear, "suppose the hand be passed out entirely when we might have made the game at Spades?" Sight is lost of the fact that, aside from his cards, four Aces, three Kings and four Queens are divided among the three remaining hands, and some one is going to bid. Then, and not until then, the Spades may be shown, and the very important information is given to the partner: "We should do very well at Spades, but, I beg of you, don't double the enemy's make unless you can defeat it with your cards alone!"

So we have the first axiom of Bridge: "Don't make

an original bid unless you hold two sure tricks, regardless of what the final contract may be. It might be well here to explain just what is meant by "sure tricks." In the parlance of Bridge "sure" or "quick" tricks consist of Aces, Kings and Queens. An Ace is good for one trick. King-Queen is one trick and King-small is half a trick.

As the bidding progresses the value of a King-small may be enhanced or lessened, according to whether the suit is bid on the right or left of holder. If bid on the right the King should be worth a full trick. If bid on the left its value is probably *nil*. Therefore the arbitrary value of half a trick is predicated on sound reasoning.

It should be noted that hands of the type illustrated are taboo only as original bids. After the bidding has been started elsewhere, it is quite proper to bid such a holding, but the partner must regard the call as a forced bid and not look for sure tricks to help out a doubtful double. When an original bid is made with at least two sure tricks being held by the bidder, a sound double is invariably productive of lucrative penalties.

Many of the experts to-day will bid, First or Second Hand, a four card suit, headed by the Ace-King, without another taking card, while they will pass without question an eight card suit that does not have "tops." Three important advantages may be enumerated as the result of this method of bidding:

1. Two sure tricks are shown.
2. Should the player on the left secure the final contract the opener has a safe, sound lead, when a "guess lead" may lose the game.
3. A game going "No Trump" hand of opponents is often played at a trump declaration for fear of the suit shown.

Opposing this radical system of bidding some authorities contend that large penalties are incurred by the partner, holding fair cards, assisting the bid freely, on the assumption that partner holds at least a five card suit. It should be noted, therefore, that when four card suits are bid, the partner should use great discretion in raising more than once unless the original caller rebids his suit.

CHAPTER II

THE NO TRUMP COMPLEX

THAT most Bridge players dearly love to bid speculative No Trumpers is not as strange as it might appear. To arrive at an objective in the shortest possible way is the aim generally sought for, and at Bridge it takes fewer tricks to make game at No Trump than at any other make. A large percentage of card players are imbued with the spirit of "taking a chance," and this No Trump "chance" is fast becoming an obsession.

When a good player draws an indifferent partner I am in hearty accord with the weak No Trump complex. At least, if there is a No Trump bid in the partnership it will be played by the player better able to obtain the best results from the combined hands. When, however, the partner is not a weak sister, it is quite unnecessary to take long chances. If the hand is one that should be played at No Trumps to get the best results, that will be the ultimate bid, when the modern methods of bidding are understood.

Let us say I start a hand with one Spade. My partner says two Diamonds. I then bid two No Trumps and make the game.

"Well," questions the weary reader, "what's so wonderful about that? Wouldn't you have made the game just the same if you had started with one No Trump?"

Quite true. But at no stage of the proceedings was I

hanging over a deep precipice. If the Diamond strength that my partner held had been massed with the opponent at my left I would not have been overly happy playing the hand at No Trumps, while with a Spade bid the Diamond suit is certain to be shown.

To sum up, it is usually better tactics to bid a suit—even one of four cards that is headed by “tops,”—than to take a chance on a No Trumper that has a missing or short, worthless suit. Apropos of this, I recall an amusing incident that occurred recently at a game in which I was a participant in a small town in the Middle West. One of the players was introduced to me as the “best player in town,” and while his playing was quite above the average, his No Trump bids were weird and wonderful. The *pièce de résistance* of the evening was a No Trump bid with this holding: Spades, A K Q 9 3 2; Hearts, A Q 6; Diamonds, A Q 7; Clubs, 8.

As leader, I held seven Clubs, with five honors, but quite omitted to mention them. Dummy went down with a split hand, holding the missing two Kings, and at a Spade make the combined hands would have been a lay down for a Small Slam.

As the Declarant continued discarding perfectly good cards on the apparently endless array of Clubs he became more and more visibly annoyed. Somewhat sympathetically I inquired if he didn't think a Spade bid would have been more orthodox. He replied, with considerable asperity:

“My bid was absolutely sound! If you think it ethical to sit tight with a solid suit and not bid it, I beg to differ with you. We do not play that sort of Bridge here.”

I was nonplussed! It seemed hardly possible that players of supposed intelligence would make bad bids, with

the naïve expectation of being warned by their opponents when a solid suit was held against them, so that they could switch to a bid that would permit them to make the game. Yet, much to my surprise, I find that this is not an isolated case; a number of players believe it is an unfair practice to pass with a madeup suit when a No Trump is declared on their right.

They cite as a parallel example the Poker player who would back a royal flush to the limit. The "sure thing" player! Of course, there is nothing analogous between the two cases. At Poker the player holding the highest possible combination cannot lose under any circumstances. He may limit his winnings, but he at least gets the amount of the stake already put up.

At Bridge the Good Samaritan can usually hope for nothing but the righteous abuse of his suffering partner. A player who guilelessly drives the enemy into a game going declaration instead of taking a penalty when he has it before him is not so much a good sportsman as he is one of that class Barnum said were "born every minute."

I have seen innumerable hands go on the rocks at sporty No Trumps that would have been sure game at a suit bid—even the despised minor suits. It is doubtless true that in communities where the opponents kindly bid and warn the tentative No Trump bidder of his danger, a player cannot go far wrong in starting a weak No Trump declaration. Where, however, shrewd players are in the game, the best results will be obtained by bidding a suit and gradually working into a No Trump bid if such a call is warranted.

I do not for an instant deprecate the real No Trump bids, but merely those of the pseudo-variety. Holding the

proper values and the correct distribution, a No Trump declaration is easily the best bid that can be made.

The following hands will illustrate the distinction between No Trump and suit bids:

The four hands following should be bid "No Trump":

♠ A 9 6 2
♥ A 8 5
♦ A 5 2
♣ 9 8 7

♠ A 3 2
♥ Q 7 6 4
♦ 4 3 2
♣ A K Q

♠ K 3
♥ K J 6 5
♦ A Q 3 2
♣ A 10 7

♠ Q J 4
♥ K 10 2
♦ Q J 9
♣ A K J 5

The two hands following should be bid "One Club":

♠ A 9 8 2
♥ A 6 5 3
♦ 4
♣ A K J 5

♠ A J 4 2
♥ A 10 5 3
♦ —
♣ A K Q 5 2

The two hands following should be bid "One Spade":

♠ A K Q 2
♥ A 6 5
♦ A 4 3 2
♣ 8 6

♠ A K 10 2
♥ K Q 10 5
♦ A Q 8 6
♣ 9

CHAPTER III

CARD READING

CARD reading at Auction Bridge is an entirely different thing from remembering the cards. Any person with a retentive mind can remember the important cards played in a hand without difficulty. Many of the "old school" Whist experts can call off the exact play of the fifty-two cards as played in any important match with but little effort of memory.

Card reading is the ability to tell the important cards held in the hands of your opponents by a method of deduction, aided by a certain mental acuteness. Merely from the bidding and the drop of the first few cards the expert is enabled to place or locate the majority of the cards in the pack in the hands of the persons holding them, so that he can take his "finesses" with assurance, while the inexpert player must guess blindly.

Reading the cards in this manner requires not only considerable experience, but the power to reason and to deduct in accordance with the methods made famous by Sir Arthur Conan Doyle's great detective, *Sherlock Holmes*.

Every sporting game has its own peculiar attraction that thrills us to the core. At Auction we bid a "tentative" No Trumper. Our optimistic partner carries it to "four" while we shiver in fear and trembling. The chastening "double" is promptly "redoubled," and we prepare to

meet our doom. At the end we succeed with a superlative *coup* and pull through the contract for game and rubber. Our partner beams admiration.

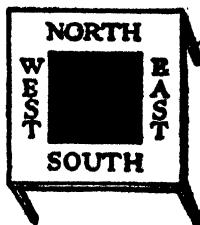
"Played like a master!" he cries, and the world is good to live in.

Success such as this can only be attained by perfect card reading, and this accomplishment may be acquired by careful study and practice.

I remember playing a hand in a two table duplicate match where quite simple card reading permitted me to take eleven tricks at No Trump, while at the other table, with the same bidding and the same opening lead, the player secured only four tricks on this self-same hand.

A difference of seven tricks in one hand is always more or less spectacular, and the reasoning of the players should be of great interest.

♠ 7 3 2
♥ 10 8
♦ K J 9
♣ A J 9 7 3



♠ A J 9
♥ K 9
♦ A 10 8 7 5
♣ Q 10 5

South bid one No Trump and there was no further bidding, thus closing one source of information to the players. The four of Spades was opened by West, Third Hand played the King, which was won by South with the Ace.

At this juncture it is apparent that the game cannot be won unless the King of Clubs is caught. If the Queen of Diamonds falls or is successfully finessed, the Club suit must still be brought in to secure the game.

But should the Club King be in the West hand it must be trapped, and it is possible that the ensuing discards may tend to show which side is guarding the Diamond Queen. In any event, the Club finesse can be taken but one way, so the Queen of Clubs was put through with dire results! East won the trick, led the Queen of Hearts, and the massacre was on, nine tricks being won by the East-West players before the hand was over!

The danger of the Heart lead should have been foreseen, as at least five Hearts are marked in the East hand.

The opening of the four of Spades, with the two and three in dummy, shows exactly four in suit. West cannot hold a five card suit or he would have opened it; so, giving him credit for the maximum number of Hearts, East must still have five.

Furthermore, the Ace of Hearts is probably not in the East hand or he would have bid Hearts for a lead, holding five to the Ace-Jack and the twice guarded King of Spades. West would have opened Hearts instead of Spades if he held four to the Queen-Jack.

If West is put into the lead he can continue the Spades or he may shift to the Hearts, in either case making up one more trick for the Declarer and assuring at least fulfillment of the contract. The problem therefore is to

put West in the lead, and with that object in view a low Diamond should be led, with the intention of finessing the return into the West hand. However, upon the Diamond lead the Queen falls ingloriously and a different aspect is put on the case at once.

Irrespective of West's discards on the Diamond suit he is marked with three four card suits. Holding but one Diamond and opening a four-card suit he must hold four each of the other two suits.

It is now reduced to a case of primary mathematics. Four Clubs in the West hand, five in dummy and three with the Declarer leaves but one in the East hand. It is true that the chances are in favor of the singleton Club not being the King, but that factor does not enter into the question. One trick is but of little moment—the game being all important. If West holds the King he can make it and welcome. Four odd No Trumps are quite satisfactory.

The cards as actually held were as follows:

<p>♠ 7 3 2</p> <p>♥ 10 8</p> <p>♦ K J 9</p> <p>♣ A J 9 7 3</p>	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 80%;"> <p style="text-align: center; margin: 0;">NORTH</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30%; text-align: center; vertical-align: middle; padding: 5px;">W</td> <td style="width: 40%; text-align: center; vertical-align: middle; padding: 5px;"> <div style="background-color: black; width: 100px; height: 100px; margin: 0 auto;"></div> </td> <td style="width: 30%; text-align: center; vertical-align: middle; padding: 5px;">E</td> </tr> <tr> <td style="text-align: center; vertical-align: middle; padding: 5px;">S</td> <td style="text-align: center; vertical-align: middle; padding: 5px;">T</td> <td style="text-align: center; vertical-align: middle; padding: 5px;">T</td> </tr> <tr> <td colspan="3" style="text-align: center; padding: 5px;">SOUTH</td> </tr> </table> </div>	W	<div style="background-color: black; width: 100px; height: 100px; margin: 0 auto;"></div>	E	S	T	T	SOUTH			<p>♠ K 6 5</p> <p>♥ Q J 7 4 2</p> <p>♦ 6 4 3 2</p> <p>♣ K</p>
W	<div style="background-color: black; width: 100px; height: 100px; margin: 0 auto;"></div>	E									
S	T	T									
SOUTH											
<p>♠ Q 10 8 4</p> <p>♥ A 6 5 3</p> <p>♦ Q</p> <p>♣ 8 6 4 2</p>	<p>♠ A J 9</p> <p>♥ K 9</p> <p>♦ A 10 8 7 5</p> <p>♣ Q 10 5</p>										

Under the circumstances I did not take the Club finesse and when the lone King luckily dropped it meant merely one extra trick.

It would be foolish for me to contend that every hand at Auction Bridge may be as plainly marked as the one given above, but I do say that there are very few hands where close application to the drop of the cards and a fair ability to make deductions will not greatly assist the players in making games that at first glance appear well nigh hopeless. Hence the necessity of accurate card reading.

I am often told that it is all very well to read and place the cards correctly when playing with experts and good players, but how about the "dubs" and "dribs" who always make the wrong lead, false card at every opportunity, and take pleasure in fooling the opponent, even if the partner is left to grope in the dark? Rarely indeed do such tactics succeed against a really capable player; the partner is generally the one to be fooled.

CHAPTER IV

PLAYING THE BIDS

OFTEN the difference between making the game and falling down on the contract depends on the location of one card. When the play of the hand permits the clever player to mark the important card in a certain hand the game is secured without much difficulty. Occasionally, however, the opponents play badly, either from inherent inability or through a naïve desire to fool the enemy.

It is quite true that exceptional play will win—in exceptional cases. In the vast majority of instances, however, incorrect or false leads and plays act as a boomerang and make it easy for the player of the combined hands to win games that would be impossible against sound defense. This is proved time and again at the duplicate games played at the Knickerbocker Whist Club of New York.

The experts make game on a deal that appears absolutely hopeless, and when the hand is diagnosed afterward the loser's excuse is very simple and guileless:

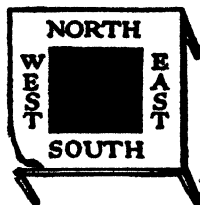
"I didn't want to play 'regular' against him—he is such a fine player."

It might be well to say here that at Auction Bridge or at any other game the best defense against the expert is to

play boldly and naturally. Let the other fellow win the "exceptional games."

When the fall of the cards does not help to mark certain essential honors, close attention to the bidding often makes up for such deficiency. Even when a hand is incorrectly played by the opponents the important card may at times be infallibly marked in the right hand. The hand following will illustrate this point:

♠ 9 6 5
 ♥ 7 4 2
 ♦ Q
 ♣ A 10 8 7 3 2



♠ K 7 2
 ♥ K Q J 10 5
 ♦ K J
 ♣ K 6 4

Playing a match game, East bid one No Trump, South two Hearts—which closed the bidding. West's opening lead was the Queen of Clubs and this interesting situation developed:

West	North	East	South
Trick 1—♣ Q.	♣ 2.	♣ 5.	♣ K.
Trick 2—♥ 3.	♥ 2.	♥ A.	♥ K.
Trick 3—♦ 3.	♦ Q.	♦ A.	♦ J.
Trick 4—♠ 8.	♠ 5.	♠ A.	♠ 2.
Trick 5—♠ Q.	♠ 6.	♠ J.	♠ K.
Trick 6—♥ 6.	♥ 4.	♥ 8.	♥ Q.
Trick 7—♥ 9.	♥ 7.	♦ 2.	♥ J.
Trick 8—♣ 9.	?		♣ 6.

At trick eight Dummy is confronted with a vital situation. To finesse or not to finesse—that is the question. If Hamlet had any tougher problem it's no wonder he went mad. The opening lead of a Queen at declared trumps, when the partner has not bid the suit, should mark either a singleton or a lead from the Queen and Jack—preferably with the ten or nine also. With any other holding the Queen lead is possibly the worst that can be made. In this instance the nine has appeared on the second round of the suit and the opening has all the earmarks of a conventional, natural play.

If the reasoning stopped here the finesse would be taken and the game—lost!

It must be remembered that East opened the bidding with one No Trump and has shown up with only two Hearts. If he held only one Club he must necessarily have held ten cards in Spades and Diamonds. Holding five Spades to the Ace, Jack, ten, he would either have

♠ Q 8 3
 ♥ 8 6 5 2
 ♦ K 6 4
 ♣ J 10 9

♠ K 7 2 NORTH
 ♥ 9 7 4 WEST
 ♦ 8 5 2 EAST
 ♣ A K 7 2 SOUTH

♠ 9 6 5 4
 ♥ A Q 10 3
 ♦ 10
 ♣ 8 6 5 4

♠ A J 10
♥ K J
♦ A Q J 9 7 3
♣ Q 3

was bid a fourth hand No Trump by South after three passes.

The deuce of Clubs was the opening lead, which was held by Dummy with the nine. Played along conventional lines, the Spade finesse seems the only play in the hand, whether taken at once or after three rounds of Diamonds—leaving the lead in Dummy on the third round. This method of play would make the game 50 per cent. of the time, as the chances are even as to whether the Spade King is with the East or West hand.

The Heart lead, however, is the 100 per cent. play! West has passed originally, holding four Clubs to the Ace-King. If a side Ace was in that hand the Club bid would have been obligatory. East may hop up with the Heart

Ace and return the Club, but the deuce lead shows that there are but three Clubs left in leader's hand. Should East lead a Spade the Ace must, of course, be played, as it is no time to finesse when the game is in sight.

It is worthy of note that modern bidders would bid an initial Club on the West hand, even with its meager holding, and thus save the game at once by shutting out the No Trump bid.

CHAPTER V

THREE BLACK BEASTS

RECENTLY a very charming woman asked me why she won at the Bridge table only on rare occasions. "For ten years," she complained, "I have been playing Bridge, and have had the most execrable luck imaginable! Is it possible for ill luck to hang on as long as that?" After playing a long session with the lady I had to admit it was quite possible, provided "luck" was nourished on a diet of unsound bids, incorrect leads and bad play in general.

I inquired if she had ever "read up" on the subject and was told that she had taken Bridge lessons galore and always followed implicitly the rules laid down by her teachers, particularly three rules, which were: Always cover an honor with an honor. Always lead the top card of the suit bid by the partner. And never, at declared trump, lead away from a King.

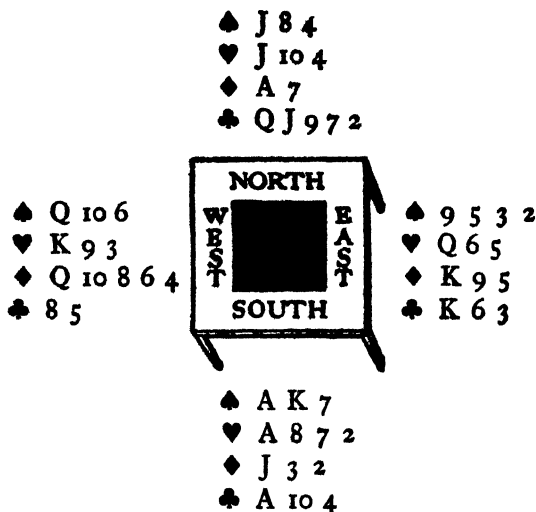
"Now," she continued, "if you would give me three more rules that I could learn, I am sure I would be most grateful." I replied, rather iconoclastically, "Forget the three rules."

Now I do not wish to be misunderstood. The rules quoted are really very good, except when followed rigidly. If Bridge could be learned by following implicit rules for every occasion any simpleton with a fair memory would become a great player. The real beauty of the game lies

in its flexibility, and the automatic player will never rise to the heights of the elect.

Usually it is a winning play to cover an honor with an honor, but to do so arbitrarily without thinking is a sure indication of a bad player. The object of the cover is to either make a card good in the coverer's or the partner's hand. When it is apparent that neither of these effects is obtainable, then to cover is merely making it easy for the opponents to win.

Holding this hand:



South secured the make with one No Trump and West opened with the Diamond six. The second round of Diamonds was won by Dummy with the Ace and the Club Queen was led and promptly covered with the King, permitting the Declarant to win nine tricks and game. Let us pause a moment and dissect this hand.

Is it possible for East to gain—with any distribution—by covering? If West should hold the singleton Ace a catastrophe would occur. Should the Ace be once guarded, the Declarant must have three cards in suit and cannot be prevented from making three Club tricks.

Should West hold three Clubs to the ten, the one case in which a card can be promoted in his hand by the cover, then the Ace is but once guarded in the South hand, and would in any event fall on the second round and establish the King with East, effectually blocking the suit.

Furthermore, the ten in West's hand is always in a precarious position, as South can still finesse the nine and bring in the entire suit.

If South holds three Clubs it is obvious that West's hand will be void on the third round. But if East will refuse to cover, South cannot possibly bring in the suit as the lack of a reëntry card in Dummy shuts out the two good Clubs.

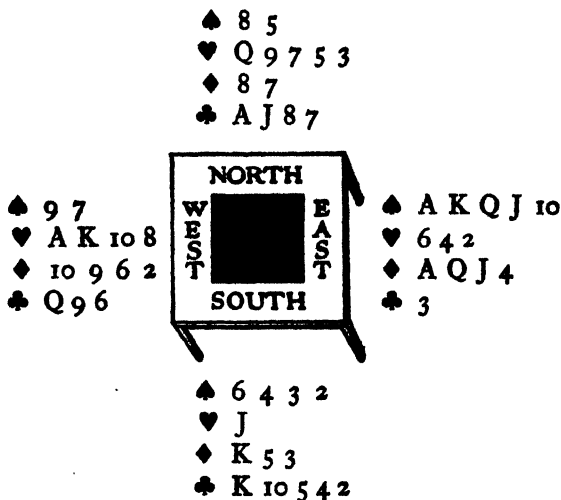
Should South hold four Clubs to the Ace, then it does not matter whether East covers or not, as the suit must be brought in, and that is the only instance where East does not lose by the unfortunate cover. To gain is impossible, and yet I venture to say that the majority of bridge players would cover in this position.

Let us now take up the second *bête noire*. "Always lead the top card of suit bid by partner." On this point most of the Bridge authorities thoroughly disagree. Personally, I prefer to lead fourth-best, unless I hold two touching honors. With a named trump it is, of course, essential that the Ace of partner's declared suit, if held, should be laid down.

When a No Trump is bid over partner's suit it is usually far better to lead a low card from a suit containing four or

trumps on the opponent's declaration, it is generally losing play to lead a singleton. When the enemy can be forced to trump and it still takes four rounds of trumps to exhaust them, it is often a tight squeeze to win the game.

It pays to lead away from a King with a hand like this:



East deals and preëmpts with Three Spades.

If South opens with the Club four, North will finesse the Jack, and the contract should be set one trick. With a Heart opening the Declarant must win ten tricks and game. While it is quite true that with a different distribution the final result might have been different, the sound opening will win in the majority of cases.

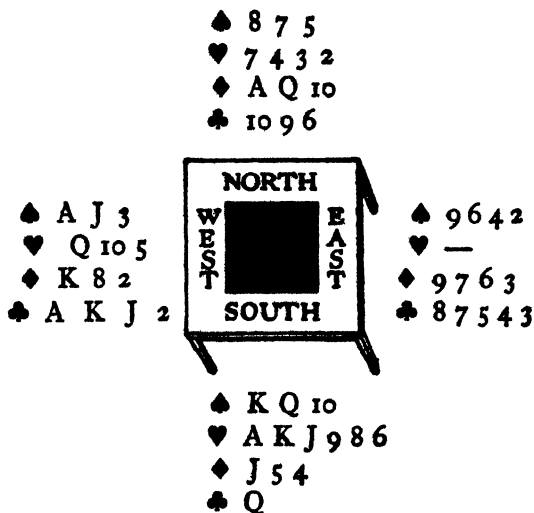
CHAPTER VI

THE PLAY'S THE THING

WHEN a Bridge player is willing to admit that he plays a wonderful game, but continually reiterates the doleful news that he never holds "anything" and that all the "breaks" go against him, then I firmly believe that there is something lacking either in his system of bidding or his method of play.

A player of mediocre ability can lay down Aces and Kings and take the game when it is handed to him on a silver platter. The winning player, however, is the one who gathers in most of the close games, either by intelligent bidding or by a clever play at the critical moment. While it is a rarity to have the exact self-same play come up at the Bridge table, there are, nevertheless, many plays similar in a general way, where the game may be won or lost by a certain plan of procedure.

The illustrating hands are all taken from actual play and while the game in nearly all hands of this sort can, at times, be won if a card or two is placed in some other hand, it should be noted that proper play wins against any play or distribution. In other words, it is a fifty-fifty proposition, as against a sure thing.



West is the dealer and bids one No Trump, which is passed by North and East and overcalled by South, with two Hearts. There is no further bidding and the lead is conventional—King followed by Jack of Clubs. South trumps the Jack and leads two rounds of Hearts. The Jack of Diamonds is now led and successfully finessed. After two rounds of Diamonds the Spade is led and the Queen goes to the Ace. Another Club ruff, dummy is put in with the last Diamond and the Spade ten finesse is lost to the Jack. The Declarant makes three odd tricks and complains bitterly because he could not make the extra trick to win the game.

"With ten trumps to the Ace-King," he wails, "it's certainly tough luck that the Queen does not fall, and if only the Jack of Spades had been in the East hand I would have made the game. I never get any of the breaks."

Never did it occur to this player that he was entirely to blame for the loss of the game! With No Trump bid at his left it is very likely that both the Ace and Jack of Spades are with the No Trump bidder. Therefore, the problem is to force the Spade lead to come up to him.

When the Heart Queen does not fall it is quite simple to do this. Two rounds of Clubs, two rounds of Hearts, two rounds of Diamonds are played. Then the third Club is ruffed, the last Diamond cashed in and West is thrown in the lead with the Heart Queen.

West now has the option of leading either the Spade, or a Club which permits Dummy to ruff, and at the same time Declarant to obtain a discard of the ten of Spades—the loss of a trick no matter which play is made.

If instead of putting West in with the trump at the ninth trick the Spade King is led, the result will be the same, but if the Ace of Spades should unexpectedly be in the East hand the game will be lost. It is foolish to take even the slightest chance when a certainty is in sight. "Bailing out" a hand in this way and forcing the opponents to lead a specific suit is a favorite play with the leading experts.

It is curious to note the large number of games that hinge upon the location of one card as a deciding factor whether the game is won or lost. If the important card is fortuitously found in the wished-for hand the game is a "natural"—no special skill being required to score a win. Often, however, it is possible for the alert player to force the issue without taking the chance that appears to be the only hope of the average player.

The following example is a beautiful illustration of refusing to be inveigled into trying a finesse that may lose,

when the game can be secured against any distribution of the cards:

♠ A K Q 2
 ♥ A 10
 ♦ Q 10 8 7 6 3
 ♣ 8

♠ J 9 7 5
 ♥ J 9 6 2
 ♦ 2
 ♣ A K Q J

NORTH
 WEST EAST
 SOUTH

♠ 8
 ♥ K 8 7 5 4
 ♦ 9 4
 ♣ 9 7 6 4 3

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

South deals and bids one Diamond. West calls two Clubs and North silences the oratory with a final bid of four Diamonds.

West opens with the Club King and finding but one in the dummy switches to the Heart two. The natural play seems to be to permit it to "ride." If the King is in the leader's hand the game must be won. Even if the King is with East it appears that with eight Spades to the Ace-King-Queen the suit doubtless is solid and eleven tricks are assured.

But the fickle goddess "Luck" is ever contrary—everything is wrong! The Heart King is in the wrong hand—the Spades refuse to break and—there is no balm in Gilead. Everything is lost but honors!

The Bridge Master, however, refuses to be stumped by bad luck. The game is in sight and he takes it! At the second trick he clatters up with the Ace of Hearts and leads a low Diamond which he wins in his hand and leads a Club, ruffing with the ten and another low Diamond puts him in to ruff the last Club with the Queen of Diamonds.

Two rounds of Spades disclose the bad distribution in that suit. Now the ten of Hearts is led, throwing the lead with the opponents; and they cannot escape the inevitable, no matter which player wins the trick.

Should the hand holding the Spades win the trick, the choice is given him of leading from the minor tenace in Spades or permitting a ruff and a discard—both game losing plays. If the hand void of Spades secures the lead the ruff-discard is inescapable.

CHAPTER VII

TAKE-OUTS

THE moot question at Auction Bridge is still, as it has been in the past, "What constitutes the needful requisites to take partner out of a bid—especially of one No Trump?" The leading authorities amicably say that a take-out is sound when holding:

"Strength in the major suits! Weakness in the major suits! Strength in the minor suits! Weakness in the minor suits!"

No matter what method of take-outs a player follows he can always find some writer to quote from, so a large number of cheerful bidders take out their long suffering partners on everything and anything, even on four-card suits! When the leading experts agree upon a system of take-outs, then and not until then, can the game of Auction Bridge be properly standardized and played upon a basis of mutual understanding.

Possibly the most trying situation is when dealer bids one No Trump, Second Hand passes and Third Hand holds:

♠ J 10 8 6 2
♥ 7 5
♦ 8 7 4
♣ 9 6 3

Reference to six well known Bridge writers shows three strongly in favor of the take-out and three equally strongly opposed to it, so the average player who wants to do the right thing is in rather a bad predicament. I might suggest a good rule for players who insist upon following the guidance of the "best authorities," to take out on such a hand as given above when playing with the blue cards and pass when playing with the red. The argument advanced in favor of the take-out is that, with a hand practically worthless, it must play better at a declared trump than at No Trumps.

This reason is unquestionably sound. But, unfortunately, the attempted rescue does not necessarily secure the make nor put a *finis* to the bidding. If it did I would be for it! On the contrary, it generally stirs up the animals and starts the trouble!

In my opinion, nothing can be gained by rescue bids on hands of this sort. When Third Hand is practically trickless it seems fair to presume that Fourth Hand will either bid or make a negative double, unless the No Trump bidder has a sufficiently powerful hand to fulfill his contract or even to make the game. At any rate, it is foolhardy for the rescuer to contract to make eight tricks, merely because his cards are so poor that he does not believe that his partner can make seven.

The following hand is a good illustration of the fallacy of the weak take-out:

TAKE-OUTS

33

♠ 6 5 3
 ♥ 10 8 7
 ♦ J 10 7 4 3
 ♣ 9 6

♠ J 9
 ♥ Q 5 4
 ♦ A K 9 6 5
 ♣ 10 7 2

NORTH
 WEST EAST
 SOUTH

♠ K Q 10 4
 ♥ K J 9
 ♦ Q 8
 ♣ K Q 8 5

♠ A 8 7 2
 ♥ A 6 3 2
 ♦ 2
 ♣ A J 4 3

South deals and bids one No Trump, which is passed by West, and North hastens to the rescue with a call of two Diamonds. East probably would have been satisfied to permit the No Trump bid to stand, as he can play a forcing card to any lead his partner could make, but when North proclaims to the populace his extreme barrenness, it is a bit too much to expect a sharp player to remain silent under such circumstances. East's negative double is received by South with little cheer, but he has no recourse left him except a silent and fervent prayer that West will drag him out of the hole.

West, however, is well content to play the hand at a hundred points per trick, and the contract is defeated for three or four hundred points, according to the ability of the players. At one No Trump the average net loss would be about 120 points, and if East doubled, notwith-

standing a pass by North, the Diamonds would have been bid by West, a thing pleasant to contemplate by the opposition.

Of course, it is quite possible that East and West might eventually find the best make in their combined hands and secure the game with a bid of two No Trumps. Expert players would maneuver into such an ultimate result, unless the hand was played at a doubled contract. Unquestionably, South's No Trump with the low singleton was an amateur bid—a Club would have been very much sounder.

When the partner of a No Trump bidder holds a six card suit, the danger of a disastrous opposing double is very much lessened. The extra trump is not only a factor of added strength, but the enemy is rarely long enough in trumps to leave the double stay in. Therefore, the rescue with six in suit is fairly safe. In minor suits, however, I consider it a losing play unless the balance of the hand is worthless. A hand containing a six card minor suit, with a King or two, has fair game possibilities, and should be left in.

Holding a six card solid minor suit, a bid of "three" is very informative. The partner should go back to three No Trumps if his remaining suits are at least as good as King-low or Queen-Jack-low, in other words, reasonably well stopped. In the major suits, take-outs should be materially governed by the card distribution. A number of good players believe in taking out with any five-card major suit that is as good as an original bid.

Personally I do not believe this to be a winning procedure, although it is a very close point. In a large number of hands three-odd can be made at either No Trumps or at a major suit. At No Trumps three-odd means

game, while at Spades it means 27—a help toward making games only once in over thirty hands. When the cards are unevenly divided, then it is doubtless slightly in favor of the take-out—especially when holding two five card suits. Should the hand be of the 5-3-3-2 distribution I believe it better to try for game at the higher ranking make.

To summarize:

First—Take out partner's No Trump bid with "two" in the minor suits (Clubs or Diamonds) when holding at least six in suit, and no card in the hand above a Queen.

Second—Take out with "three" in the minor suits when holding a six card solid suit.

Third—Take out with "two" in the major suits (Hearts and Spades) when holding six cards in suit.

Fourth—Take out with "two" in the major suits when holding five cards with four honors.

Fifth—Take out with "two" in the major suits when holding a fair five card suit, with a singleton or a void suit.

CHAPTER VIII

THE BLUE PETER

MANY, many years ago, when Disraeli played Whist, the controversy commenced as to the right of the players to use "signals," or "conventions," as a means to convey to their partners the information that a certain procedure of play would be best adapted to the combined hands. Some players insisted that such practices bordered very close to the "cheating line," while others rightly contended that any method of play that was understood by the adversaries as well as the partners was perfectly fair and legitimate.

To-day the rules of the American Whist League say: "The right of contestants to use any well known and established method of play and any original method not given a secret, prearranged meaning is acknowledged; but the league forbids the use of private conventions and defines a private convention to be any unusual method of play based upon a prior secret agreement."

At Whist it was often of the utmost importance to obtain a lead of trumps from the partner, and this result was obtained by use of the trump signal called "The Blue Peter."

A Whist player "Peters," or "calls for trumps," when a high card is unnecessarily played instead of one of a lower denomination, followed by a smaller one of the same suit. At Auction Bridge this form of signaling is

universally employed, being popularly known as "The Echo." This important game saving device is used in three different ways:

First—When playing against a trump declaration it is usually a "Two Card Echo."

Second—Against a No Trump declaration it is a "Four Card Echo."

Third—When played in the trump suit it is a "Three Card Echo."

The most common form of application in the first instance is where the leader plays a King and follows with the Ace. The dummy has the Queen, Jack and ten of the suit. Third Hand plays the nine and the two, echoing and conveying the message that he can win the third round of the suit—obviously with a trump. If Third Hand had played the nine-eight or the three-two, in that order, it would have the same meaning.

When originally used this was called the "down and out echo" and showed nothing more than the ability to ruff the third round of the suit. It is now played when the "echoer" holds three cards to the Queen and can either win the third trick with the Queen or force the declarer to trump—usually a desirable play.

It is also used by advanced players, even when the third round of suit cannot be won, but a continuance of the suit is nevertheless desired because a switch into some other suit might lose a trick to the leader and could not be of help to the Third Hand. To sum up, the echo simply means "continue the suit."

When the echo is used as a defense against a No Trump declaration it is of vast importance and often the only means of saving the game. Here the vital thing is to show length in the suit opened by the partner, so the

reversal of cards means that the player has four or more cards of that suit.

When the leader opens an honor and the partner has the proper holding to employ the echo he should play first, the second highest card in the suit and follow with the next lower card. This is done so that the partner's suit may not become "blocked."

Say the opening lead against a No Trump bid is the King of Clubs from Ace, King, Queen, 7, 5, 3 of Clubs. The Declarant holds the Jack, 6, 4 and the partner holds the 10, 9, 8 and 2. The correct plays on partner's leads are the 9, 8, 10 and 2—thus echoing and unblocking at the same time. If the echo had been made with the 8 and 2, as is often incorrectly done, it is apparent that the leader's suit must become blocked on the fourth round by partner's 10 and two good cards cannot be brought in unless a card of reëntry is held by the leader.

A neat use of the echo against a No Trump, one not generally known, is when a low card is opened and the partner holds four or more headed by the Ace and King.

The immediate information that at least four of the suit is with the Third Hand, by the play of the Ace before the King, may be very valuable. The leader holds Queen, 10, 5, 2; dummy, Jack, 7; Third Hand, Ace, King, 9, 8, 6; No Trump Declarant, 4, 3. On the deuce opening the partner plays the Ace and King, in that order, and the leader—knowing the suit must fall—unblocks on the second round with the 10. If the partner holds exactly four cards nothing can be lost, but if he has more than four, the unblocking play will save the game at once.

If the King is played before the Ace, then the suit cannot contain more than three cards, and it might cost one or two tricks loss to unblock with the 10.


The three-card trump echo is a bit like the old story of the man who had but one talent. The occasion to make use of it may not come up often, but when it does it is a fine game saving stratagem.

Playing against the Declarant and holding exactly three indifferent trumps, the middle one should be played first and followed by the bottom one. While this method of echoing trumps bears my name, I cannot claim the honor of originating it, except inasmuch as it is applied to Bridge. It is a common enough play at Whist!

In a fifteen table duplicate match played at the Knickerbocker Whist Club the game was saved by only one pair on the following hand:

♠ K Q
♥ J 4
♦ 8 7 6 5 3 2
♣ A 7 4

♠ 5 4
♥ 9 8 5 3
♦ A 9
♣ K Q J 8 3

NORTH
WEST  EAST
SOUTH

♠ A J 10 9 7 3
♥ K
♦ K J 10
♣ 10 6 5

♠ 8 6 2
 ♥ A Q 10 7 6 2
 ♦ Q 4
 ♣ 9 2

East secured the final bid at four Spades doubled, the opposition having bid the Heart suit.

The Club nine was opened, won with the Ace and the return "stood up," much to the disgust of North. Now,

South opened the Club five and the Declarant won the trick with the Ace and played three rounds of trumps. If the trumps fall evenly the game is in sight.

When he was unsuccessful in dropping the trumps in three leads he led a Diamond, which was won by the Ace; and North, after laying down the Club King, must decide whether the game can be saved by switching to the Hearts or continuing the Clubs.

If the Declarant had five trumps originally it is useless to force him after his Diamonds are set up, and the only chance appears to be that South may have a major tenace in Hearts. North's play, however, is simplified by South's showing of four trumps—by following three times without using the echo—and the game is easily saved by leading Clubs and forcing the Declarant to ruff with his last trump.

CHAPTER IX

BIDS DEFINED

WHEN Auction Bridge was in its infancy the players were strangely adverse to making No Trump bids unless they were first inspired by a minor suit bid from their partners. Now, just the opposite is in effect! Far from seeking encouragement, the present day player requires little more than an Ace, a Hunch and a Hope to burst forth into a No Trumper—and, in times of stress, even the Ace may be dispensed with.

It is rather curious that the pendulum is beginning slowly to swing back. The first-rank players are showing extreme conservatism with their bids of No Trumps, unless they have every suit stopped. When the hand contains a singleton, the suit bid is given the preference, even if only of four cards. Short suits, those of less than four cards, are never bid! Years ago it was considered quite proper to bid "one Club" on the singleton Ace of Clubs and a fair general hand, as an invitation for the partner to go "No Trumps." In certain sections this bid is still considered to be good form, but with the experts it is entirely taboo.

My good friend, Milton C. Work, in his excellent new book, gives five reasons why length is essential to a minor suit bid; but, after all, the important factor is that a sound bid in a minor suit will often win the rubber when a No

Trump bid is doomed to failure. The invitation bid is a thing of the past!

While all bids are more or less informatory, there are peculiar situations when an alert player senses that his partner has made a bid that he would prefer not to have remain as a final one. Whether the opening bidder starts with a Club or a Spade, he should show practically the same values, both in top cards and in length, and there is no special significance attached to such a bid. When, however, Fourth Hand opens the bidding with a declaration of, say, "one Club," it should be apparent that he either has strong hopes of making the game at Clubs or at some other make. Such a bid might be construed as "Informatory" and the partner should endeavor to bid, unless his hand is distinctly negative.

That the Fourth-Hand bid has some vulnerable spot is obvious, or a "No Trump" would have been bid instead of a "Club." If the partner's strength is negligible, aside from Clubs, he should re-open the bidding by saying "two Clubs." With a holding of five or more Clubs and nothing else, three or four Clubs may be bid. A "Jump bid" would show very little strength other than in the suit bid. The bidding should not be opened Fourth Hand with a minor suit, unless there is a good chance for the game with but minimum support from the partner.

A Defensive bid is usually the bid made to secure a lead from the partner against an opposing No Trumper. The suit bid may be a strong one or it may contain nothing higher than the Queen. If the latter, there should be compensating high cards elsewhere in the hand. Against a No Trump bid at the left, Fourth Hand should bid "two Clubs," holding:

♠ A; ♥ 6 5 2; ♦ 7 4 3 2; ♣ K J 10 5 3.

When "Over-call" and "Forced" bids are made on weak hands, they are generally termed "Defensive" bids.

A "Tentative" bid, as its name implies, is one that is made as a sort of "feeler." When a player bids No Trump, and upon the opponent's bid or double switches into a suit bid, he probably holds a "Tentative" No Trump. With a strong hand he would continue the No Trump, or if weak in the suit shown, he would double "negatively." Holding

♠ J 6 ♥ K 5 ♦ A Q 8 ♣ K J 10 8 4 2

an opening, tentative No Trump, over-called Fourth Hand with two Spades, should be bid "three Clubs." A negative double would claim strength in Hearts, which the hand does not contain.

A Minimum bid is one made with the least requirements upon which a bid can be made. When a player makes such a bid he should refuse to rebid even after the partner has assisted one or more times. It might well happen that the partner would be justified in carrying the contract to "five" or "six," but the original bidder cannot properly rebid a hand holding minimum values.

Some few years ago the Shift bid was often employed to trap the unwary player. Lately it has fallen into disuse, doubtless because it was somewhat of a boomerang and more dangerous to the "shifter" than to the enemy. It was a camouflage that was intended to deceive the opponents by making a false bid. With a hand containing a solid suit and a singleton Ace of another suit, or some similar hand, the singleton suit was bid, usually against an opposing No Trumper. Holding a solid suit, the bidder knew that the No Trump declarer must have some strength in the suit bid and hoped for a bid of "Two No Trumps," which, of course, he could defeat.

If it happened that the cards of his false suit were "banked" against him and he was doubled, then he would have to run to cover and "shift the bid" to his real suit. If, however, the partner did not see through his attempted strategy and, holding four or five cards in his first suit and none of his second, insisted upon playing the hand at the first suit bid and ran the contract up to the pinnacle, then squalls were in order. Sometimes, too, the opponents recognized the "Shift" and permitted the unfortunate player to struggle with his Frankenstein's monster. So the Shift bid has been relegated to the past.

The Escape bid is a novel convention that permits an original bidder of a one-trick contract to slip out of a disastrous double. A minimum suit or No Trump bid is doubled negatively by Second Hand, but the partner of the doubler refuses to bid. It is at once apparent that two strong hands are against the declarer and, if his bid is on a four card suit, or his No Trump on a well balanced distribution, he should redouble as a signal for his partner to make a bid.

It would unquestionably be very bad strategy to redouble with a strong hand, as that would reopen the bidding and permit the opponents to escape, so the "escape redouble" has the reverse meaning of the business double. It asks for a rescue bid from the partner on account of weakness. Holding

♠ Ace 10 7 ♥ K 8 5 2 ♦ Ace 9 4 ♣ 10 6 2
one No Trump is bid by the Dealer and doubled Second Hand. The next two players "pass" and, if the maker passes, the bidding is closed.

In a situation of this kind it will generally save hundreds of points to play the hand at partner's longest suit—

which may not be doubled—or to drive the opponents into making a declaration. It should be noted that the “Escape” should only be used on an opening one-trick declaration and when the opening bidder is the last to speak.

CHAPTER X

PLAYING FOR THE MAXIMUM

TAKING full advantage of all the opportunities offered is what makes the score of the real high-class Bridge Player look like a new high altitude record. The ultimate profit is quite inadequate, when the opponent's foolish bid is set a few hundred points, if the game and rubber can be won by the opposition. Very often the players are not aware of the tremendous possibilities that are before them and gleefully accept meager penalties, when skilful play would net them an amount that would be an everlasting lesson to the "loose bidder."

Recently I saw a hand played where a penalty of two hundred points was taken with the comment by the doubler that he thought it would have been better to go on with the No Trumps as he could have made the game and rubber—and have scored a hundred Aces. Although at least three of the players were, so-called, "good players," there was not a word said by any of them in regard to the way the hand was played.

To relinquish the tenace position in trumps was something that apparently never occurred to the South player, although that method of play would have held the enemy down to three tricks—a penalty of seven hundred points! When the second round of Spades was won, South should at once have continued with the Ace and Jack. East would have been in with the King and, with all the trumps gone, South could not be prevented from winning the next trick, while he still had a Club to lead his partner for an uninterrupted run of seven Club tricks!

The following hand illustrates a neat situation, where the reward of perfect play is the game and rubber, while slovenly treatment forces the player to take a penalty of a hundred points:

		♠ K Q 4 2	
		♥ A 3 2	
		♦ K 9 8	
		♣ A 9 6	
♠ 8			♠ 7 5
♥ K Q J 10 8 5			♥ 9 7 6
♦ 10 5 4			♦ A Q J
♣ J 8 7			♣ K Q 10 4 3
	<div style="border: 1px solid black; padding: 5px; text-align: center;"> NORTH WEST EAST SOUTH </div>		
		♠ A J 10 9 6 3	
		♥ 4	
		♦ 7 6 3 2	
		♣ 5 2	

South obtained the final contract with a bid of four Spades, which was doubled by East, after West had bid

and rebid the Hearts. The play appears to hinge upon the location of the Ace of Diamonds. If West holds that important card the contract should be made without much difficulty. The skilful player, who is not satisfied merely to accept the simple games, but endeavors to provide for all contingencies, goes at this kind of hand as though he knew the pivotal card was with the East player—as the double would imply. If he is mistaken the error is an agreeable one. Instead of blindly playing the Diamond and putting the King to the massacre, he “strips” the hand in this way:

The opening of the King of Hearts is won with the Ace, a second Heart is played and ruffed. The Jack of Spades is followed with a Club, which is won by the Ace, and another Heart is trumped. Now North is put in the lead with a trump and a Club is led, which East will win with the Queen and continue with the King. South ruffs, and having bailed the hand out of everything but Diamonds and trumps he now leads a Diamond. If West should hold both the Jack and Queen of Diamonds, but not the Ace, then the contract will be defeated and no other method of play would meet with better success. As the cards lay, the North hand ducks the Diamond and East is in the lead with the Jack, and nothing he can do will save the game. The lead of a Diamond will set up the King and a Club will permit South to ruff and North to obtain a discard of a Diamond.

As a matter of note, in the actual play of this hand, it was played card for card as given above, but at the ninth trick, when South led the low Diamond, West cleverly stuck in the ten. South was almost resigned to the inevitable, but took the last chance left and played low. When East was forced to overtake, there was no avenue of

escape left for him. It might be worthy of interest to state that, if the Diamond ten had held the trick and had been followed with another Diamond lead, North would have put up the King. Holding the Ace of Diamonds, West's only chance to defeat the contract would have been to underlead and force North to guess correctly.

CHAPTER XI

THE SQUEEZE PLAY

OF the many neat situations that continually appear before us at the Bridge Table, there are none quite so pretty and spectacular as the "squeeze play." It is only lately that the experts have discovered the latent possibilities of this game-winning play. For years and years an occasional game was won by "forcing discards," but very few players gave much serious thought to the so-called freak distribution that permitted the game to be won on an apparently impossible hand.

I very much question if there is a session of Bridge played where the "squeeze" does not loom up several times in the course of the evening. Unfortunately, the peculiar circumstances that make this play such a trick winner also make it difficult for the average Bridge player to recognize the situation—until it is too late!

Recently I saw a player have three successive hands in which the only way that game could be secured was by the squeeze play. This player was of considerably more than average ability and twice succeeded in winning the game, but fell down the third time, although he discovered immediately after the hand was played that the squeeze was there.

I am frank to admit that I "lifted" the name bodily from our National Game. After seeing the "Yanks"

squeeze in the winning tally in a close game of base ball I thought the term would be singularly appropriate to the play in Bridge, where a winning card is squeezed out of a hand through being forced to make too many discards.

The play itself consists simply of laying down a long suit, usually of trumps, and compelling the opponents to either discard the top card of a suit or to unguard an essential honor. It is not enough to play all but the last trump—as is generally done—because it is always the last discard that puts the opponents in distress. It is very curious what a deep reluctance there is to giving up the last trump in the hand. I suppose there is something psychological about it, the primitive instinct of holding fast to a last remaining defence.

The following hand illustrates the squeeze in its simplest form:

♠ A 6 3
 ♥ J 8 7 4
 ♦ 7 4 2
 ♣ A J 4

♠ 10
 ♥ K Q 10 5
 ♦ A K Q J 5
 ♣ K Q 3

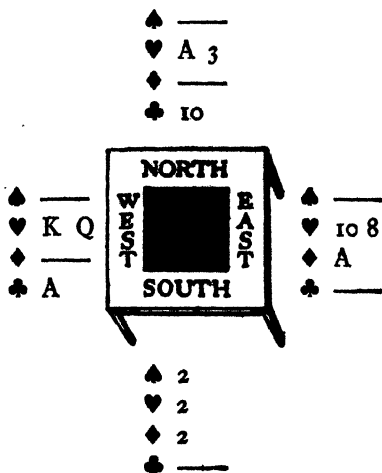
NORTH
 WEST EAST
 SOUTH

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

♠ K Q J 9 8 5 2
 ♥ A 2
 ♦ 8 6 3
 ♣ 9

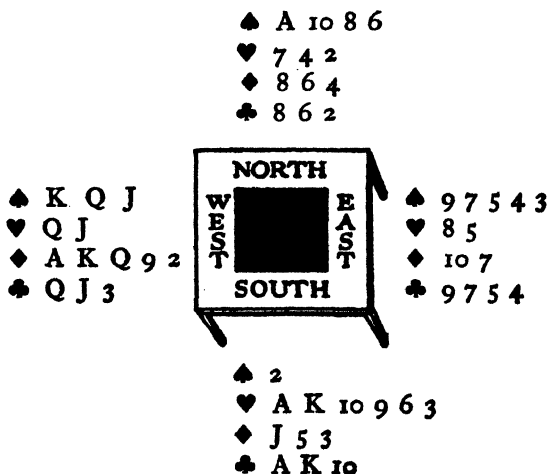
South obtains the contract with a final bid of four Spades, which is doubled by West. After three rounds of Diamonds are lost, South takes the King of Hearts with the Ace and would be compelled to lose another trick if the squeeze were not applicable. Seven rounds of Spades leaves South with only a Heart and a Club remaining. The Dummy has the Ace-Jack of Clubs and the Jack of Hearts. West has the Queen of Hearts, the King-Queen of Clubs—and an ominous feeling of depression, as he must discard before the Dummy. If the Club is discarded, Dummy will let go of the Heart; if the Heart is given up, the Dummy keeps the Heart and throws away the Club. There is no avenue of escape for West!

The Double Squeeze is the situation where both of the opponents are put to the discard and are utterly unable to protect their hands. To effect this manœuvre successfully, it is of the utmost importance that the player remembers all the cards played in the hand. Here is a pretty exemplification of this play:



South, on the rubber game, was playing the hand at a doubled Spade contract, and after having taken several extra rounds of trumps arrived at the above position. The balance of the tricks were required to fulfill the contract, but after a moment's thought he threw down the hand and said, "I'll give you the Diamond trick—guess you won't throw away the Ace." If South had played the last trump instead of "guessing" the opponents would have been subjected to the double squeeze with a resultant gain for the Declarant of 472 points. The East and West players, if forced to discard on the two of Spades, cannot take another trick!

The Pseudo Squeeze is not a true squeeze, but is almost as effective, especially against opponents who are not on the *qui vive*. As in the squeeze, the last trump is played and the enemy is forced to guess what card to hold. If he guesses correctly, or the partner is able to convey the information by his discards, then the Declarant's ruse is of no avail. In any event, the play cannot lose and has at least an even chance of winning. For example:



West deals and bids No Trump, which is overcalled by South with two Hearts. West now bids the Diamonds, but South persists with the Hearts and obtains the contract. West plays three rounds of Diamonds and shifts to the King of Spades. The Declarant wins the trick in Dummy and follows with six rounds of Hearts. On the tenth trick West must either discard the best Spade or unguard the Club suit. The average player would not know that South had no more Spades, and, therefore, would have to lose a Club trick if the suit was held intact by the adversaries. Against expert defense this squeeze would be unsuccessful, because when West discarded the Jack of Spades, East would at once see that South was void of the suit, and would complete a Spade echo as a signal to his partner that he need not worry about Spades.

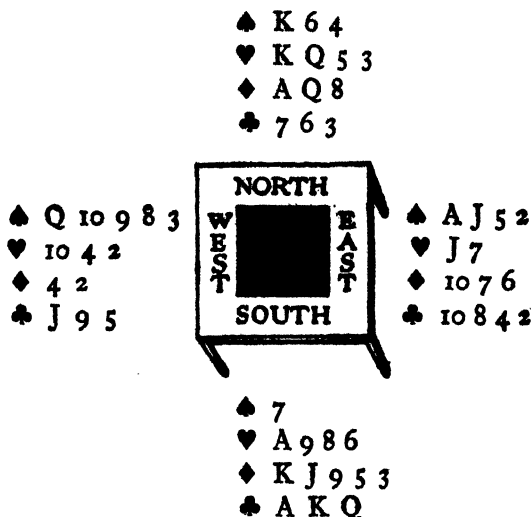
If East had ruffed the third round of Diamonds (not a bad play) to lead a Club to the weakness in Dummy, South would have won the trick with the King and then would have had a true squeeze position.

CHAPTER XII

RULE OF ELEVEN

POSSIBLY the best-known convention used at Whist or Auction Bridge is the "Rule of Eleven." Almost every card player knows the rule in a general way; many players make use of it at times; but very few take full advantage of the possibilities that a thorough working knowledge of this useful convention offers them.

The Rule of Eleven is predicated on the lead of the fourth-best card from the leader's hand. In other words, the player must hold three cards higher than the one led and may or may not hold lower ones. The rule is applied by subtracting the number of pips on the card led from eleven. The difference will show the exact number of cards that will beat the card led, aside from those in the leader's hand. While it seems rather complicated, it is really quite simple. Let us say the opener leads the six of a suit. The partner (or the opponent) subtracts six from the fixed number, eleven, and the remainder, five, will be the number of cards unaccounted for. If three of these cards happen to be in the dummy and the partner holds two, then the Declarant will not hold a card higher than the six and, of course, cannot win the trick in his hand! It will readily be seen that this information is of unequivocal value.



Holding the above hand, South deals and bids one No Trump, which is passed all around, and West opens with the eight of Spades. If East is one of those players who admit that they know all the rules and conventions, but do not think it necessary for a "natural card player" to figure out such a simple situation, he will finesse the Jack and then try and put his partner in with the Club to lead through again. The "putting in" process will be like the parable of the camel passing through the needle's eye—and about as successful. After the Declarant has gathered in five Diamonds, four Hearts and three Clubs "there ain't goin' to be no core." A small slam for the Dealer! On the application of the Eleven rule, eight from eleven leaves three, and the King, Ace and Jack are the three in sight in the Dummy and East's hand. The eight must hold the trick and West remains in the

lead to continue the suit and save the game before the enemy can get into the play.

A situation just a bit more involved is illustrated in the following hand:

		♠ K Q 6			
		♥ J 5 4			
		♦ 9 4			
		♣ A Q J 4 2			
		<div style="border: 1px solid black; padding: 10px; margin: 10px auto; width: 150px; text-align: center;"> NORTH <div style="display: flex; justify-content: space-between; align-items: center;"> WEST <div style="background-color: black; width: 80px; height: 80px; margin: 0 auto;"></div> EAST </div> SOUTH </div>			
♠ J 5 ♥ K 10 9 7 3 ♦ J 8 7 6 ♣ 9 6				♠ 9 8 3 2 ♥ Q 8 2 ♦ K 5 2 ♣ K 8 5	
		♠ A 10 7 4 ♥ A 6 ♦ A Q 10 3 ♣ 10 7 3			

Here West deals and passes. North bids a Club, East passes, and South obtains the contract with a bid of No Trump. The opening lead is conventional—the seven of Hearts. Dummy plays low and East's play of the Queen of Hearts will permit the Declarant to gather in eleven tricks. By combining the Eleven rule with a little simple card-reading the game must be saved! Applying the rule, East can count only one card in Declarant's hand that will beat the seven. This card may be the nine or ten, or it may be the King or Ace. If it is one of the smaller cards and the leader holds a six-card Heart Suit

the contract will probably be defeated if East puts up the Queen.

While South would be justified in bidding No Trump without a high honor in Hearts, after his partner had bid the Club, the *crux* of the situation lies in the fact that West did not make an opening bid, which he would have done had he held both the Ace and King of Hearts, and, therefore, South's "higher card" is marked as either the Ace or the King. East's refusal to put up the Queen saves the game against any method of play!

When the opening lead is a very low card, the direct information is not of such great importance, as too many high cards are against the leader. Indirectly, however, the only chance to save the game is offered the partner by a judicious switch into some other suit. Against a No-Trump bid, the lead of a three indicates a suit of not more than five cards—three cards higher and possibly one lower. If the two is in the dummy or in the partner's hand, or if it is played Fourth Hand, the suit is known to be one of exactly four. Should there be two cards each in the dummy and in the Third Hand, it is at once apparent that a continuation of the suit will make up a "long" card for the Declarant, a contingency to be avoided.

Very often the opening lead marks the distribution of the entire suit. A Heart is bid and passed by everybody. The five of Clubs is opened, the Dummy has the J, 7, 4, 2, and Third Hand holds the Ace, 10, 8, 6. The trick is won with the Ace, the three falling Fourth Hand. By applying the Eleven rule, Third Hand counts six cards that can beat the card led, and they are all in the Dummy and in his hand. It appears that a "*faux pas*" was made in playing the Ace, as the five should have held the trick. Here, again, card-reading saves the day!

If Fourth Hand cannot beat the five, then the opener must have played low from both the King-Queen in suit—something that would be very bad play at a declared trump. Of course, the solution is that the opening was not fourth best, but the top of a short suit. With the three dropping Fourth Hand, all the lower cards are accounted for, so the lead must be a singleton and will be ruffed on its return.

CHAPTER XIII

SIMPLE SUBTLETIES

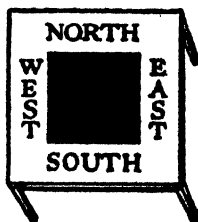
IT is not always the brilliant player who is the most consistent winner at the Bridge Table, although skillful play and clever bidding are great helps toward material success. Many players who would as lief have a tooth drawn as to discard an Ace, or whose knowledge of the "squeeze play" is more profound as a sex problem than one of Bridge, are, nevertheless, very proficient in digging out the important trick that is needed to win the game. Time and again the "game going" trick is lost—and ultimately the rubber—because the player thought the leader "must be leading from something" or because of a "freak distribution."

When it is necessary to take a chance to win the game there is, of course, no question about it. If, however, the game can be won without taking any gamble, the player who will risk 250 points to win 10, no matter how sure it appears, cannot be classed under the category of good players. It is surprising how many innocent-appearing hands are unnecessarily lost every session of play because the player dearly loves to "take a chance" and does not stop to count up the winning tricks. It seems almost uncanny the way an important card will show up in the wrong hand when a careless player gives it an opportunity to assert itself.

With all the cards exposed, the following hand is simplicity itself, and yet when played by the average run of players the game will probably not be won once out of four times:

♠ 8 7 3
♥ Q 10 5
♦ A K J 7
♣ A J 9

♠ A Q J 9 5
♥ 8 6
♦ 10 4
♣ 10 8 5 2



♠ 10 6
 ♥ 7 4 2
 ♦ 9 8 6 5 2
 ♣ K 6 4

♠ K 4 2
♥ A K J 9 3
♦ Q 3
♣ Q 7 3

South bids a Heart, is overcalled with a Spade and—on the partner's assist—plays the hand at two Hearts. If the opening lead of the two of Clubs is permitted to "ride," East will win with the King and return the Spade, saving the game before South can obtain the lead. I saw this hand played exactly as described above and the explanation made that "the only taking card, aside from the Spades, was the King of Clubs, and it was marked with the leader by his bid." This contention was erroneous, as West's bid was not an original one, but was made as an overcall. However, if the Declarant had stopped to count his winners, he would have found that ten tricks

and the game were in sight, and the finesse, while very tempting, should have been refused.

A hand probably more flagrant, because the difference between the possible gain or loss is so great, is the one following, which was played by one of our leading experts. After the hand was played he went to the foot of the class.

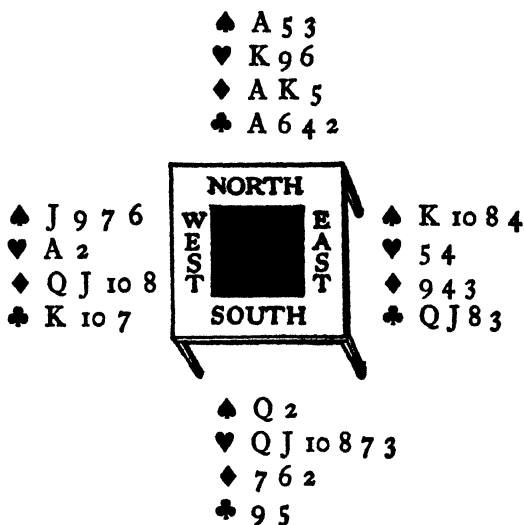
		♠ 7 4 3			
		♥ A 10 7 5			
		♦ A Q 4 3			
		♣ 4 2			
♠ K J 9 2	<div><div>NORTH</div><div>WEST<div> </div>EAST</div><div>SOUTH</div></div>	♠ Q 8 5			
♥ K Q		♥ J 9 8 4 2			
♦ J 10 7		♦ K 9 6 5 2			
♣ J 9 6 5		♣ —			
		♠ A 10 6			
		♥ 6 3			
		♦ 8			
		♣ A K Q 10 8 7 3			

South started the bidding with a Club, which North denied with a Diamond. The opponents having passed, South inferred that his partner must hold something in Hearts, so he bid one No Trump, which secured the contract. The two of Spades was opened and South held off until the third round. When he tried to run off the Clubs the freak distribution of that suit was disclosed, and this powerful looking hand was actually set for a loss of one trick! With nine Clubs to the three top honors, it appears that the suit must be solid, but at Bridge appear-

ances are deceptive. After the Ace of Spades is taken out of the South hand there is no card of reëntry, so a Club trick should be given to the opponents to assure the Declarant of making the game against every possible contingency.

The lead of a low Club from the South hand leaves a Club remaining in dummy, which enables Declarant to make the remainder of that suit when dummy is put in the lead. Six tricks in Clubs and three side Aces is an assured game, and the insurance policy costs only ten points. The cheapness recommends it highly.

Very often a hand is played where there is but one chance to make the game. When this situation occurs the hand should be played on the assumption that the cards are placed exactly as we want them to be. At least, nothing is lost when the luck breaks the other way.



North deals and bids a No Trump, which South takes out with two Hearts. West opens with the Queen of Diamonds. It is apparent that the game cannot be won if the opponents take a trick in each suit, as seems likely. There are two ways in which the game may be won. If the enemy can be forced to lead away from the King of Spades or if that card is in the East hand. The first proposition seems hardly probable, from the make-up of the hand, unless the opponents play badly.

Therefore, the hand should be played as if the King of Spades were known to be with East. An immediate low Spade lead from North forces East to play the King or permits the Queen to win. If the King goes up, the Queen will win the second Spade trick and the needful discard is obtained on the Ace.

An initial lead of the Queen of Spades from the South hand would be bad play. If the King were with the West player, it would be caught, but the Jack would be just as good for a trick.

CHAPTER XIV

PSYCHOLOGY OF PLAY

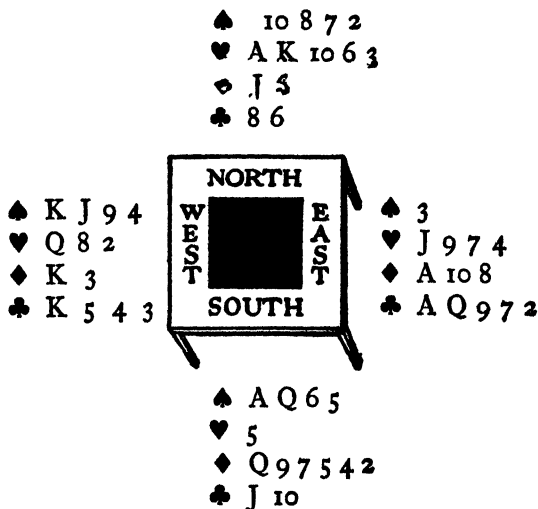
PSYCHOLOGY and personal equation are, without doubt, more important factors at Auction Bridge than at any other card game in the world. Much has been written on this subject, particularly in reference to the bidding of the hands. Flagrant over-bidding and "flag-flying" is a species of psychology peculiarly alluring to certain types of card players. Often the greatest enjoyment of the game is found in the battle of mind against mind, when a bid of "four Hearts" is defeated for 400 points, while the opponent's "four Diamonds" would have met precisely the same fate if they had been permitted to play the contract.

Rarely, indeed, does the partner seem pleased with the explanation that "I felt sure they would go to five," but we all know how perverse and unreasonable a partner will be at times! However, in this chapter I am going to treat on another phase of this subject—that of the psychology of play.

There are times when skilful play and even perfect intuition are not enough to win a game where the cards are so placed that nothing seems to matter. Yet I have seen dozens of such games won through a bit of camouflage that no player need be ashamed to fall for. In the following hand the player seated in the East position was severely criticized for not saving the game on this hand, and I wonder how many first-rank players would have done differently:

win the trick, whereupon South at once proceeded to gather in the nine tricks needed for game! It must be noted that East could not know whether his partner had opened a four or five-card suit, and if it was the former, the Spade Ace would not save the game. But if South's Ace of Diamonds was the only Diamond he held, the hold-up of the Spade Ace would shut out four sure tricks, and East's acceptance of the first Spade trick would have been labeled an atrocious play!

Playing at the Paste Board Club some time ago I had a situation that brought forth surprising and wholly unexpected results. Instead of a "bit of psychology" going over, my generous opponents handed it out in such large chunks that I was asked to show "how come?" The remarkable part of this hand was that four No Trumps was the normal score made East and West, while I secured three No Trumps the other way of the cards!



West had the deal, and while a No Trump bid is treading rather close on the heels of fate, the partner's able support carried the bid to a successful conclusion. Nine or ten tricks were easy with the Heart opening.

However, at my table, West elected to pass, and my partner bid a Heart. East passed, and my Diamonds being too attenuated to show I decided to rescue with a No Trump, which landed the contract. The four of Spades was the opening lead and the seven in the dummy held the trick. The situation appeared anything but cheerful. The Diamonds, of course, were the obvious suit to play for, but a lack of reëntries, together with the assurance that the Spades could not be continued, and a Club switch must come next, induced me to take the bull by the horns and lead a Club myself, with the hope of frightening off the enemy. My ten of Clubs held the trick!

I was so amazed at this that I felt a little tempted to try another round, but I have always managed to resist a little temptation (unless she is pert and petite), so a low Diamond followed. West had held up the King of Clubs because his hand was quite barren of good leads, but the Diamond was too dangerous to pass with a holding of but King and small, so he put in the King, and when the eight fell from his partner, he decided his partner was giving him the "come-on signal" and continued on with the suit. Third Hand won with the Ace, and I dropped the nine to afford him every encouragement. The Diamond lead was forthcoming and I accepted it graciously. Two Spades, two Hearts, four Diamonds and one Club were just enough for the game!

To paraphrase the bard of Avon:

**"There are more plays in Auction Bridge, Friend Freud,
Than are dreamt of in your psychology."**

THE GAME-GOING TRICK

The hand illustrated is a fine example of the futility of treating all hands in a conventional manner.

♠ A
 ♥ Q 10 2
 ♦ A J 6 3
 ♣ A K Q 8 2

South obtains the contract for one No Trump and the opening lead of the three of Spades is won with the Ace. Eight tricks—one short of the game—are in sight, and a successful Diamond finesse will land the game-going trick very nicely.

If the solid Clubs are run off first, the Declarant will be more embarrassed in discarding from the dummy than will be the opponents and the finesse in Diamonds can be taken but one way. If the Jack is led from the South hand, it should be covered with the Queen, and the ten or the eight would win the third round of the suit.

The play is to lead a low Diamond from the South hand, to win with the King, and to finesse the Jack on the return. If the Queen is with West it cannot be caught to advantage. This is the correct play if the Diamond is led. However, in this hand the game can be won without touching the Diamonds at all, so why take a chance?

It is apparent that if a Diamond trick is lost the opponents can also take two Spades and two Hearts and save the game. Therefore, the Declarant should proceed at once to make up a Heart trick, notwithstanding that it is his shortest suit and the opponents have four tricks in the suit to his one. This one trick assures the game against any defense and the game-going trick is all important.

Skilful card-reading and an exceedingly pretty exhibition of forcing a situation are shown in the following hand:

in it but one. The opening Spade bid, with only one sure trick in Spades and no top cards in Hearts and Clubs, marks the Ace or the King-Queen of Diamonds in the South hand.

If, however, West can take one trick in Diamonds the game can be saved if a Club is continued and West will ruff it and drive one of the Spade honors out of Dummy hand, so that East cannot be prevented from taking a trump trick. The question is, will West recognize the situation and ruff his partner's trick when he can see that the Dummy must trump it anyway to win the trick? In the actual play of this hand the East player felt quite certain that his partner would make the correct play; but, nevertheless, he took the precaution to lead the four of Clubs instead of the winning Club, and the nine from South forced West to trump and drive out one of the Spade honors. The Declarant could not then escape, losing a Spade and a Diamond trick, and instead of going game, the contract was defeated for a hundred points.

As Alf Æsop might have said, "Have full confidence in your partner, but help him all you can."

Very often a quite simple hand is lost because a player feels he must make use of a recognized convention at every opportunity.

CHAPTER XVI

WHEN A LOST TRICK RETURNS TWO-FOLD

WILLIAM JOHNSTON, the well-known New York editor, in an article entitled "Some Women I've Played With," writes an arraignment against the woman bridge player that is rather ungallant and really quite shocking. Replying in the Auction Bridge Magazine, Miss Baird Leonard replies to Bill with "Is that so?" and the lady appears to have scored several big slams. Now, while I don't wish to appear like the Irishman who, seeing two fellows having a fight, peeled off his coat and rushed eagerly forward with, "Is it a private foight, or kin any one kim in it?" I would like to say a word or two about the man who plays the game as if the opposing players were his mortal enemies—the sort of chap who chortles with glee when he wins and "cusses" out the cards when he loses.

I played recently at a fair lady's, where the game was Progressive Auction. After a fixed number of deals the winning pair at each table progressed to a higher table, until the first table was reached. The pair losing at the first table went to the foot of the class. Long before he reached my table I heard a chap playing whose partner and opponents apparently had combined to annoy him in every way. His partner, who was, unfortunately, his wife, seemed a pleasant little woman and played her cards rather well. On the first deal I was doubled and set for a

way, the personal equation factor was working overtime. For a moment I was afraid I would drive the bid back to five Diamonds, which make I could defeat only one trick, but after a little hesitancy everybody passed and I was told to "try and make it."

The Diamonds were opened, and after East had won two tricks in that suit the Queen of Clubs was led. I won with the King and could see the remainder of the tricks in sight if the adverse trumps were evenly divided. On the King of Spades the nine was played by Fourth Hand, and on the Queen, West discarded a low Heart and the Jack of Spades fell from East.

I remarked, affably, "Glad to see the Jack drop," and led the Ace of Clubs, which was pounced upon Fourth Hand with the seven of trumps. This play was accompanied with a loud cackle of joy, and I was vouchsafed the glad tidings that I had neglected to draw all the trumps and my game would be greatly improved if I at least counted the trump suit and noted the small cards once in a while. My amiable friend had thrown away the high trumps "just to fool me," as he could see that I held all the top Spades when his partner didn't follow on the second round. It was true that I had made my contract, "holding all the high cards, but that extra trick was worth 136 points. Try and laugh that off!"

After the game my hostess laughingly inquired about the brilliant play that Mr. G. had fooled me with, and the gentleman was a bit nettled at my apparent reluctance to give him credit for it. In fact, I thought I had played the hand rather well myself.

"You played it well?" echoed Grumpy. "Why, any player in the room could have made another trick."

"Possibly you are right," I agreed, "but I'll bet you

a golf ball that you could not have made the contract had you been playing the hand."

"Make it a box and I'll go you," he snapped.

I mentioned my favorite brand.

As I laid out the hands he paid me a rather dubious compliment by remarking that he was glad to see that I remembered the cards so much better than I played them.

When the cards were arranged to his satisfaction, he took the South position and we played the first three tricks as before. When he got in with the King of Clubs he took three rounds of trumps, made the Ace of Clubs, and after a bit of manœuvring discovered that he could not escape losing two Heart tricks.

He perspired quite freely, as an ungenerous laugh rippled through the room, but he was not through yet.

"There was nothing said about taking only one chance?" he queried.

"Certainly not! Go as far as you like."

"I guess it was not so bad, letting the trump make," he muttered, and he now proceeded to play the hand, taking but two rounds of trumps. When he played the Ace of Clubs and looked at me expectantly, I refused to ruff, but discarded a Diamond. He now led the eight of Hearts, and although a cover by West would spoil the play, he put on a low card and North also ducked. The trick was won with the nine, but a trump return again put him in the lead with his last hope gone.

At this point his wife whispered something to him, and he looked at me curiously and said curtly, "You win."

I wonder what she told him!

CHAPTER XVII

HIGHER MATHEMATICS

D OUBTLESS the most essential requisite of the four-card suit bidder is the ability to play a difficult hand for all there is in it. The player who will lose a trick on every hand that is a bit out of the ordinary should carefully refrain from bidding on less than a five-card suit, with an Ace or two on the side. (This statement will increase the corps of four-card suit bidders over a thousandfold.)

I find it rather difficult to follow the arguments of the very excellent players who advise opening four-card suit bids only when the hand contains at least one side trick. In this day of progress and advancement how many of the high-class bridge players in the country believe that such a course is even open to debate? With a four-card suit, headed by the Ace-King and a side Ace—three sure tricks—would any of the ranking players pass, either as dealer, or second hand after the dealer has passed? I think not.

It seems to me very much like arguing that a United States Government bond is a sound investment or that Jack Dempsey is a pretty fair fighter.

I can see very slight chance to incur losses on these minimum bids, if the partner knows what is taking place,

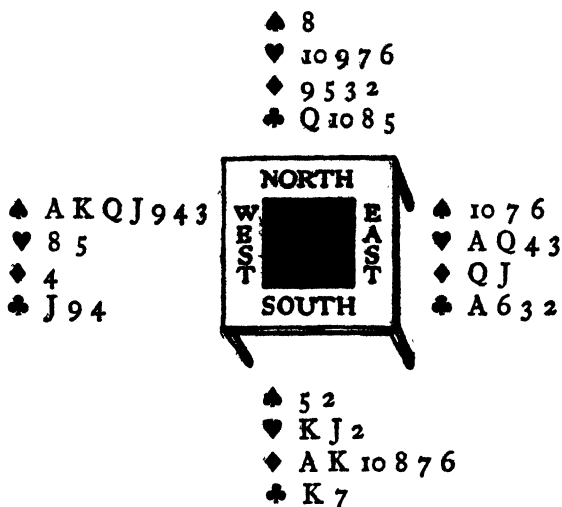
and the original bidder refuses to rebid a minimum declaration under any circumstances. When a sound player has once bid the full strength of his hand he will not rebid, no matter how many raises the partner sees fit to give. In nearly every instance where I have seen a four-card suit bid meet with a disastrous fate the original bidder was to blame because he thought it proper to rebid after his partner had supported him a few times.

With the advent of the informatory double even the danger of an opposing double is obviated, because a procedure of that kind calls for a bid from the doubler's partner. If the one trick contract is left in without being doubled and the partner is so trick-poor that the hand is badly set, then the opponents probably have passed up a game hand and the actual loss of the player is, in most cases, negligible.

While it is conceded that the four-card suit bids call for somewhat changed treatment by the partner, the change is not so radical as it may appear. There is a certain type of bridge player who can always visualize a hundred Aces when his opponent bids a No Trump, while with his partner he always fears the worst.

It is decidedly bad play to make a rescue bid on every hand with the presumption that partner has made a minimum suit bid. With a holding of less than three cards in the suit, it is well to make some other bid, if possible, but it is not obligatory to do so! The partner, however, should not increase the bid, with but two cards of the suit, unless the original bidder raises his own bid.

Recently I saw a situation, predicated on an original four-card suit bid, handled with delicate finesse by the brilliant Canadian player now residing in New York, Mrs. Irene R. Haultain.



The deal was with East, who bid a Heart. Mrs. Haultain, in the South position, overcalled with a No Trump, which was doubled by West. It will be noted that his partner having bid, West's double meant "business." With two tricks advertised by his partner and seven set-up Spades in his hand, the double was unquestionably sound. In the event of the opponents shifting the bid, a game seemed very probable at Spades with a big honor score. Of course, South recognized her danger and bid the Diamonds, and, by more or less devious ways, the contract was eventually landed on West for four Spades doubled. At Diamonds South could have made ten tricks, but no more.

West, playing the hand at Spades, ruffed the second round of Diamonds and took two rounds of trumps. Then, being a good mathematician, he started to figure

out South's holding. North is marked with four Diamonds on the opening of the two followed by a higher one, so South must have held six originally. South is also pretty well marked with two stoppers in the Heart suit, to justify the No Trump bid over the opening Heart declaration. This would necessitate a holding of three Hearts to the King-Jack, and having already followed twice to the Spades, South can hold but two Clubs, very likely the King and Queen. On this clever card-reading West can see game in sight by putting South in the lead with the second round of Clubs.

South, however, also a snappy counter, knew that West, with a holding of seven Spades and one Diamond, could have but five cards in Hearts and Clubs, and if South is compelled to choose between leading a Diamond and permitting Dummy to ruff while Declarant disgorges a loser, or to pitch a Heart up to the Ace-Queen tenace in Dummy, that the game cannot be saved, rose to the occasion in brilliant style by throwing her King of Clubs under the Ace.

This play could not lose, as the Declarant must make the game if South is in the lead on the tenth trick. Seven Spades, with the two Aces in dummy, are nine tricks, and the extra trick that will be lost, if South leads at that stage of the game, would give the opponents their doubled contract. However, if North is able to hold the Club suit, of which there is at least an even chance, the game will be saved and the contract set for a hundred points, if South refuses to have the lead thrust upon her at the critical time.

This interesting situation was instantly diagnosed by South and her clever play received its just reward by finding the wished-for cards with her partner.

CHAPTER XVIII

THE GAME FIGHT

WHEN a Bridge player wins the game on a hand without even the necessity of taking a finesse and wholly by virtue of holding all the high cards, he can find but little pleasure or enjoyment in his success. The good fun of the game lies in the hard-fought battle where the very last trick must be won against the opponents' best defense. Where the enemy fights valiantly and still is overcome by the adversary's perfect play.

"A clear fire, a clean hearth, and the rigor of the game," so said Charles Lamb of his famous heroine, Sarah Battle. "She loved a thorough-paced partner, a determined enemy. She took and gave no concessions. She hated favors. She never made a revoke, nor ever passed it over in her adversary without exacting the utmost forfeiture. She fought a good fight and neither showed you her cards, nor desired to see yours."

While the game Lamb wrote about was Whist, it applies equally well to the modern game of Auction Bridge. I would particularly caution the ladies who hold their cards in such a way that they can be seen by their opponents, to heed the admonition of Sarah Battle. I am in doubt whether it was in the Book of Moses—or de Mille—that I read the proverb, "As ye show, so shall they peep."

A hard fight for the trick that will make the game is prettily illustrated in the following hand:

<p>♠ A J 9 8 4 ♥ K 10 7 ♦ Q J 9 4 ♣ Q</p>	<p>♠ 7 2 ♥ A J 5 ♦ 10 6 2 ♣ 9 7 6 5 2</p>	<div style="border: 1px solid black; padding: 10px; text-align: center;"> <p>NORTH</p> <div style="display: flex; justify-content: space-between;"> W E </div> <div style="background-color: black; width: 100px; height: 100px; margin: 0 auto;"></div> <div style="display: flex; justify-content: space-between;"> S T </div> <p>SOUTH</p> </div>	<p>♠ 10 5 ♥ 9 8 4 3 ♦ 8 5 ♣ J 10 8 4 3</p>
<p>♠ K Q 6 3 ♥ Q 6 2 ♦ A K 7 3 ♣ A K</p>			

West had the deal and bid a Spade, which was passed by North and East. South declared a No Trump and obtained the contract without further bidding. The Queen of Diamonds was opened by West and it required skilful play by South to secure the game.

The play was as follows:

1. West leads ♦ Q, South wins ♦ K
2. South leads ♦ 3, West wins ♦ J
3. West leads ♦ 4, North wins ♦ 10
4. North leads ♣ 2, South wins ♣ K
5. South leads ♦ A, North plays ♣ 5
6. South leads ♥ 2, North wins ♥ J
7. North leads ♣ 6, South wins ♣ A

- 8. South leads ♠ K, West wins ♠ A
- 9. West leads ♠ 9, South wins ♠ Q
- 10. South leads ♠ 3, West wins ♠ 8
- 11. West leads ♠ J, North plays ♣ 9
- 12. West leads ♥ 10, South wins ♥ Q
- 13. South leads ♥ 6, North wins ♥ A

North and South make ten tricks.

West's opening lead was not bad. At the second trick South cannot do better than make up a Diamond in Dummy. West plays properly in throwing the lead at the third trick with a Diamond. At the sixth trick South should not lead the Queen of Hearts, as the King will cover, setting the ten against him and limiting him to two tricks in that suit.

At trick seven West is compelled to discard a Spade and his hand is counted without any difficulty. If West refuses to win the King of Spades at the next trick, the safest play for South would be to lead the six of Hearts and take the trick in dummy with the Ace. West is then forced in the lead with the King of Hearts and is compelled to lose a Spade trick. West might have held originally six Spades and two Hearts, in which case the Heart King will drop at the ninth trick, and such a contingency must be allowed for. At the tenth trick West is put in the lead and permitted to make his two Spades, but at the end he must lead away from the minor tenace in Hearts and cannot save the game.

A hand played in duplicate a short time ago quite runs the gamut of everything bad that can happen, both in bidding and in play.

THE GAME FIGHT

<p>♠ Q 3 ♥ K Q ♦ A K Q ♣ A J 9 7 4 3</p>	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 150px; height: 150px; position: relative;"> <div style="position: absolute; top: -20px; left: 50%; transform: translateX(-50%);">NORTH</div> <div style="position: absolute; bottom: -20px; left: 50%; transform: translateX(-50%);">SOUTH</div> <div style="position: absolute; left: -20px; top: 50%; transform: rotate(-90deg);">WEST</div> <div style="position: absolute; right: -20px; top: 50%; transform: rotate(90deg);">EAST</div> <div style="position: absolute; top: 50%; left: 50%; transform: translate(-50%, -50%); background-color: black; width: 80px; height: 80px;"></div> </div>	<p>♠ A 9 8 6 5 4 2 ♥ 9 4 2 ♦ J 8 ♣ 2</p>
--	---	--

West dealt and in most cases started off with a No Trump bid. Where North foolishly bid the Spades, West graciously accepted the warning and went into Clubs, making either four or five odd. On correct play, four-odd should be the limit, but some players, after laying down the Ace of Spades and seeing that dummy could ruff that suit, led the singleton trump. South played the ten and Declarant won with the Jack.

Proper play now is to trump the Queen of Spades (notwithstanding it is the top card) in the dummy and lead a trump through to take the finesse against South. This line of play will win eleven tricks. North, in several instances, went to four Spades, after being once assisted by his partner, and was set for two hundred points, as eight tricks is the limit that can be made at Spades.

Where North passed the No Trump bid there was no

further bidding, and the lead of the fourth best Spade should set the Declarant at least two tricks. The six of Spades is won with the singleton King and the Queen of Clubs is led and covered by the King. It is now impossible for the Declarant to get in the dummy to take the finesse against the ten, so the Jack and a low Club puts South in, to return his partner's Spade lead. When North makes his last Spade, West will be a bit embarrassed for a good discard, as he will be down to the Ace-King of Diamonds and the King-Queen of Hearts; but close application to South's play should guide him correctly.

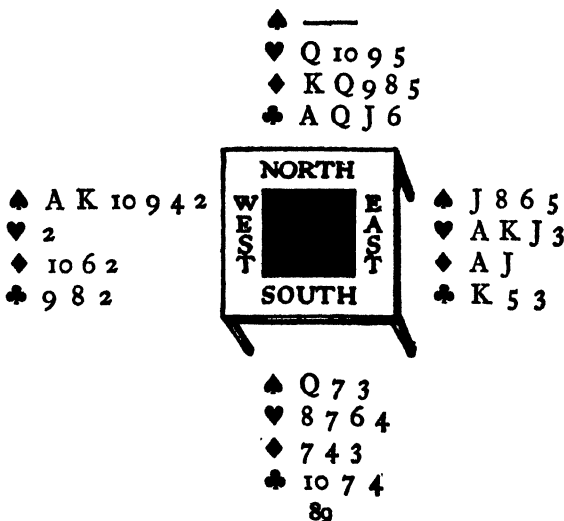
Possibly the most important point in this curious hand is the part that South takes in bringing it to a successful issue. On the first trick South must unblock by playing the ten of Spades under the King. If this is not done, the Spade suit cannot be brought in by North, and this one careless play will entail a loss of five tricks.

CHAPTER XIX

TRAGEDIES

IT is always interesting to read about the "world's record," whether it be a marathon race, a hundred-yard dash or a rubber of Bridge. I have often been asked what the record loss was on a single hand of Auction Bridge, and while I cannot say positively that the hand given below holds the "championship," I would be very glad to hear of any authentic hand that was ever played and incurred a greater loss.

Curiously enough, this hand was not badly played and the bidding was quite within the limits of modern speculative methods.



West had the deal and bid a Spade, which North doubled and East redoubled. South called two Hearts, West two Spades and North went to three Hearts. This East doubled, and after South and West passed, North redoubled, and the hand was played at three Hearts redoubled.

Aside from North's redouble, the bidding appears to be along conventional lines. The apparent optimism of North is almost, if not quite, justified, as he holds a very powerful hand, and the distribution is such that a single trick in his partner's hand would seem to be sufficient to permit him to fulfill his contract. Even the Jack of Hearts would go a long way toward making the North and South cards good for nine tricks, conceding one Club, one Diamond and two Hearts to the enemy.

The play of the hand was rather pretty. West opened the singleton trump on the reasoning that North's redouble must be based on the ability to trump Spades, and every trump abstracted from his hand would save a trick. South played the nine of Hearts from dummy, so that if the trumps were continued he would have a re-entry in his hand with the eight and could take the Club finesse, which seemed the only chance to save a few tricks. East won the first Heart with the Jack and played four rounds of the suit, South being thrown in the lead, as he had continued unblocking in the dummy. West discarded two low Diamonds and the eight of Clubs, and when South led the ten of Clubs, West echoed with the two, although South doubtless would have taken the finesse without this dubious encouragement.

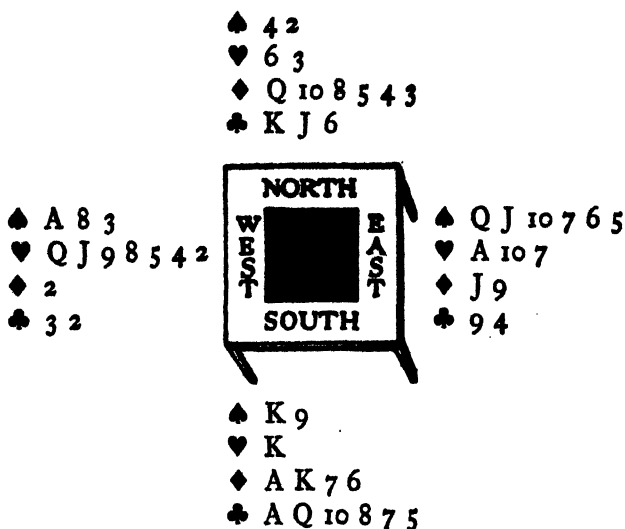
When East won with the King and led the Spade, West gathered in six tricks in that suit, and on the eleventh trick South had the unhappiness of deciding whether

it was best to discard the Ace of Clubs or the Queen of Diamonds. East, playing after the dummy, with the King of Clubs and the Ace-Jack of Diamonds, had a perfect squeeze position that was invulnerable and scored 1,600 penalty, fifty for a small slam and sixteen for honors—an aggregate of 1,666 points!

I believe the fundamental error in this hand is that South bid at all after East's redouble. Holding an evenly distributed hand, he should have passed and permitted his partner to rescue himself, which he could have done with a bid of two Diamonds. Most of the writers seem to think a pass in South's position would show strength of some sort, and Whitehead, on page 100 of "Auction Bridge Standards," describes a similar situation, and says: "The 'Informatory Pass,' first suggested by Sidney S. Lenz, however sound in theory, should not be employed unless doubler and partner have agreed upon its use."

It does not seem possible, after the bidding that has taken place, that a pass by South could be construed into meaning that North should permit the redouble to stand. South's hand must be distinctly negligible and an "informatory pass" seems the best response with this style of hand.

Although there may be some doubt as to the greatest number of points lost on one hand, I am sure no one will dispute my right to the crown for having lost the greatest number of tricks. My claim is only for half a crown, as my partner did the heavy work in losing all the tricks that could be lost on one deal.



East dealt and passed. South bid a No Trump, West passed, North two Diamonds, East two Spades and South two No Trumps, which secured the contract. I was the West player, and my partner having passed originally, I opened with the Queen of Hearts instead of the Spade. My partner, after long and deep study, decided not to part with his one reëntry card and did not put up the Ace, whereupon the Declarant won the trick with the King and reeled off six Diamond and six Club tricks for a Grand Slam. If East had played properly and had gone up with the Ace, the lone King would have fallen. Now, the ten of Hearts would be overtaken and the two of Hearts returned, putting East again in the lead with no more Hearts to give his partner. With the weak Spades in the dummy the object of blocking the Heart suit would be

obvious, and the lead of the Queen of Spades would have created havoc with the enemies' defense.

The cataclysm would have resulted in East and West taking in thirteen tricks, or a swing in the hand of twenty-six tricks.

I opine that this record may be tied, but it can't be beaten.

CHAPTER XX

PREËMPTIVE FALLACIES

THERE are many good Bridge players who regard a preëmptive bid as merely a leap in the dark—a wild gamble that may either win the game or start another world war. It is inconceivable to such players that a holding of seven Spades, headed by the Ace, King and Queen, with two small cards in each of the other suits, is an eminently proper hand to preëempt with, while the same Spade holding with good side cards—say, the Ace-King of Hearts and the Ace of Clubs—should be started with a bid of “one.”

With a very strong hand it is most desirable that the opponents should be permitted to enter the bidding. Often the enemy see fit to double a bid of “four” that has been arrived at by easy stages, when a shut-out bid is shunned like a leper. The most important point, however, is the information to the partner. With a hand that ordinarily is a sound double of an opposing bid, the partner of a preëmptive bidder should usually refrain from doubling, unless the hand can be defeated without the partner’s help.

Holding three or more cards of partner’s suit, it is generally unsafe to look for even one trick from the partner who has preëmpted, provided he is a sound bidder. When a player is in doubt whether to double the opponents or assist the partner’s preëmptive bid, it is better to lean toward conservatism and support the partner.

It is curious what a great fascination freak hands have for the general player. I have had numerous hands sent me that contain suits of eleven or twelve cards, and two hands even held the full quota of thirteen. While little can be gained from the discussion of such hands, occasionally one crops up that has points of interest which quite make up for its bizarreness. The reason such hands are of but little moment is because of their extreme rarity. Although I have heard of hundreds of ten and eleven card suits, I have never held or played in a game where a deal contained more than ten cards of a suit. Only once have I held a ten-card suit, and after the experience I had with that deal I fervently hope never to hold another!

Playing in the final match at a duplicate tournament in Canada, my partner being the dealer, I picked up this hand:

♠ 3
♥ A K Q 10 9 6 5 4 3 2
♣ 7 3

It was too much to expect to land the contract on this kind of a hand without some competition, and I was pleased to hear my partner start the ball rolling with a bid of three Spades. Second Hand bid four Clubs and I essayed four Hearts. Fourth Hand passed, my partner persisted with four Spades, and the enemy ventured up to five Clubs. My five Hearts secured the contract at what looked to me to be rather a bargain, although the Club bidder looked at his cards with wistful longing before giving up the ghost. The eight of Clubs was opened, and the Dummy put down one small Club, four Diamonds to the

Ace-Queen and eight Spades to the Ace, Queen, Jack and ten—the Hearts being *nil*. The Club bidder at my right overtook the Club, led another round, upon which his partner played the two, and then followed with a third round of—Clubs. What would you do?

With the ten Hearts in my hand, eight Spades in the dummy and five Clubs bid without any assistance—well, I trumped with the Queen of Hearts, and the next player calmly followed with a Club. He also held the three missing Hearts, and my partner at once lost all respect for me and my ability as a bridge player.

One of the most surprising hands I have ever heard of was sent to me some time ago. The Dealer held:

♠ —
 ♥ A
 ♦ A K Q
 ♣ A K Q J 8 7 6 4 2

upon which he bid one Club. After the next two players passed, Fourth Hand bid seven Spades, which the Dealer doubled and Fourth Hand redoubled. The partner of the Dealer writes: "I contend that my partner should have bid seven Clubs originally, but, in any event, when Fourth Hand freely bid seven Spades it was foolish to double, because it was a cinch that he held all thirteen Spades and would surely redouble."

My correspondent asks me to agree with him that the partner was at fault on both counts, in not preempting and in doubling.

On the question of preemption I have already expressed myself. With a hand as apparently invincible as this one, the proper bid is one Club. Of course, the Fourth Hand should also have gone up gradually, but

two over the value of the hand. I sat South when the opening bidder started with three Spades, and I went "out on the limb" to the extent of four Hearts. A chastening double by West did not leave me overly happy, but a fortunate break permitted me to make the game. While it appears utterly impossible to escape losing a trick in each suit and being set one, there is one chance in the hand that works its salvation.

The Queen of Spades is opened, overtaken by East and the singleton trump is led through. South wins and takes the Spade ruff, returning a low Diamond. If East will clatter up with the Ace and return the Diamond the hand cannot be made, but such a play smacks a bit of double dummy. It seems like a good chance that West may win the trick and take the last trump out of the dummy. However, East did not go up, and when the Jack of Diamonds won the trick, East was stuck in with another Diamond, and was compelled to lead a Club or a Spade, either of which loses the game—the Spade lead permitting a ruff and a Club discard, while the Club lead is up to the tenace.

CHAPTER XXI

"GIVE THE ENEMY A CHANCE"

PLEASE do not credit me with magnanimity that I do not possess. The above caption seems quite noble until its true significance is explained in all its sordidness: "give the enemy a chance to make a mistake." When a Bridge Player is forced to guess what to do, he is just as likely as not to make a mistake. Often there is something in the bidding or play that will guide him into the proper channel, but when this help is missing, there is nothing left him but to rely upon chance, unless the opponent kindly points out to him the proper path to pursue.

I have seen countless games tossed away because a player would not give the opponent an opportunity to make an error. Of course, it appears very simple to the player, who sees the dummy holding the Ace-Queen over his King, but one never can tell what a player will do in a moment of stress.

Recently I was playing against a contract of five Hearts doubled, my partner having bid Clubs while I had shown a preference for Diamonds. At the ninth trick my partner was in the lead and played the Ace of Clubs and the hand was over, the Declarant making his doubled contract. I uttered a more or less mild protest at my partner's play of the Ace and ventured a suggestion that a low Club should have been led through the dummy's holding of three to the King. It was apparent that such a

At fifteen tables of duplicate play, South played this hand at Spades and made the game. At two tables only a small slam was made, and the additional sixty points appeared more like "horseshoes" than anything the Declarant could do to bring about such a result. With a Club opening, what is the best continuance to have a chance for a slam?

The conventional line of play is to ruff the third round of Clubs in dummy, draw the trumps and concede the enemy a Heart and a Diamond trick. The play that won the maximum was for South to take the first trick with the Ace of Clubs, and, before drawing the trumps, lead a Heart and finesse the nine. If East did not at once lay down the Ace of Diamonds the Declarant made a little slam by trumping a Club and discarding two Diamonds on the set up Heart suit in dummy. It is self-evident that a Heart trick must be lost on this hand and it is better to lose it at once, before the Club situation is apparent. It would not be good play for East to make the Ace of Diamonds at once, as South may have held but two Hearts, in which case West will still have the suit stopped and the game may not be in danger. However, after the Clubs and Spades are played, East can readily see that the game is hopeless and then the only play is to save the slam by cashing in the Diamond trick without delay.

Occasionally a hand comes up where the player has the choice of allowing the partner's "business double" to remain in, or going on with the bidding in face of an almost positive double from the opponents.

It is on such hands that the great losses occur, often 800 points hanging on one bid.

mond puts North in the lead and the nine of Spades is led, which East refuses to cover and South plays the four.

This permits North to continue the Spades and after South wins the third round North is put in with the Diamond to draw East's last trump. The Diamonds are now brought in, and the Declarant loses three Club tricks at the end, making his doubled contract. As it was the rubber game, the actual difference between leaving in the Heart contract and going on with the Spades was 804 points.

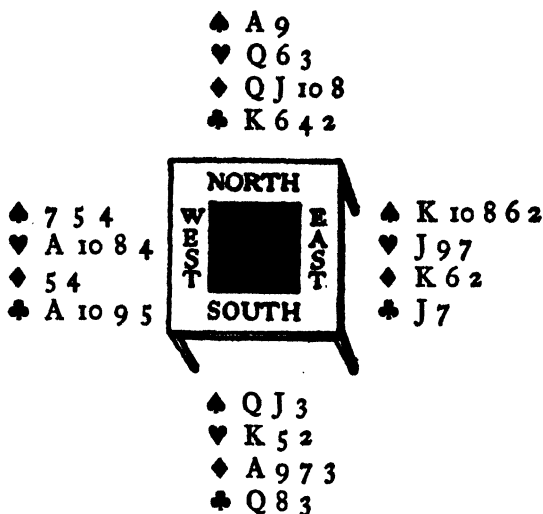
CHAPTER XXII

"MIMMIES"

IN my opinion, there will always be two schools of Auction Bridge players, those who play for penalties and those who play for the rubber. There is a wide divergence of opinion as to which style of play is the most profitable, and many players unequivocally favor one system as against the other.

While a great deal can be said in favor of both methods of play, I believe the player who bids at the earliest possible moment when holding the minimum requirements, has an advantage over the player who lays back waiting for penalties. A "Mimmie" suit bid should have at least four cards in suit and two quick tricks, one of which must be in the bid suit.

At the National Championships, a very neat hand was played that was a "Mimmie" either First or Second Hand. The Knickerbocker Whist Club played this hand against one of the strongest clubs in the tournament and scored the game with the North and South cards, while at the East and West positions the game was saved without great difficulty, showing a gain of 135 points.



Holding the South hand, Mr. Wetzlar, of the Knickerbockers bid a “mimmie” No Trump and secured the contract without further bidding. The ten of Clubs was opened and won with the Queen. It did not require close card reading to now mark East with the singleton Jack, as the ten opening disclaimed possession of that card.

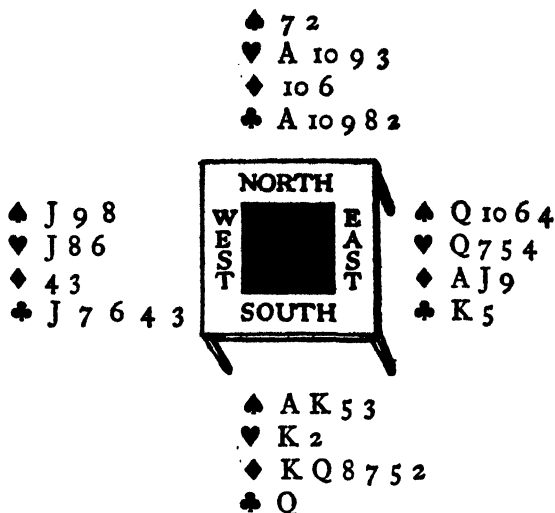
South returned the eight of Clubs and permitted East to win the trick. It will be noted that if West had made the mistake of covering the eight of Clubs with either the nine or the Ace, he would have been held down to only one trick in Clubs. The East player is put in the lead as he can hold no more Clubs and any suit he opens is to the advantage of the Declarant. East leads a Spade, which South wins with the Jack and leads a low Heart. North wins with the Queen and starts the Diamond suit, winning the fourth round in the South hand and then

makes up the Club trick for a total of nine tricks. The entire hand is played on the presumption that East must hold the King of Diamonds, or the game cannot be won.

In defending this hand, the Knickerbocker pair sat in the East-West positions. South did not believe in "mim-mie" No Trumps and passed. I held the West hand and bid a Club. While admittedly a weak bid, Second Hand is the best position to show a minimum holding.

North doubled and East bid a Spade while he could do so cheaply. South now bid the No Trump and landed the contract. The seven of Spades was opened and won with the Ace in dummy. The Queen of Diamonds was then successfully finessed and four tricks made in that suit, the lead being in the dummy when the last Diamond was taken. West's two discards on the Diamonds were a Spade and a Heart. A Spade was now led and East won with the King and led the Jack of Clubs, which was permitted to ride to the King. The Queen of Hearts was the next play, which West took with the Ace and returned the ten, putting South in the lead. South now made the good Spade, upon which West discarded the eight of Hearts and the last three tricks went to East and West, the Declarant being held down to eight tricks—one short of the game. There is no question but that South played this hand naturally and skilfully and if the opposition had not defended properly, the game might have been won. With the Spade opening, playing double dummy (all the hands exposed), is it possible for South to make nine tricks at No Trump on this deal, against perfect defense? If so, all the experts failed to find the solution.

Another tricky tournament hand that looks as though it was "set up," instead of "just happening," like Topsy, is the following:



North had the deal and bid a Club which East passed and South bought the contract for one No Trump. The four of Clubs was the opening lead and at most tables the Declarant ducked. When East won with the King, he at once switched to the Spades. This compelled South to lose five tricks—two Spades, two Diamonds, and a Club. It is curious how reluctantly a player will play an Ace from his dummy on a low lead, when he holds the Queen in his own hand. Although it is quite true that the opener must be leading from "something," it is equally true that he must not necessarily hold a high honor. Even if the singleton Queen of Clubs should win the first trick the gain would doubtless be nullified by being compelled to lead away from the Diamond suit. However, on this deal it is too dangerous to take a chance.

If East wins the first trick, the Spade switch is obvious

and then the game will be lost without a question. The Club suit is not at all dangerous and playing the Ace will assure the game, unless there is an extraordinary card distribution. As a matter of fact, the Declarant takes ten tricks without difficulty by going up with the Ace, registering a gain of 145 points. It usually pays to think before playing to the first trick.

ONE TO BEAT

♠ K J 10 9 7 6 4
♥ 8 5 4
♦ —
♣ 10 8 2

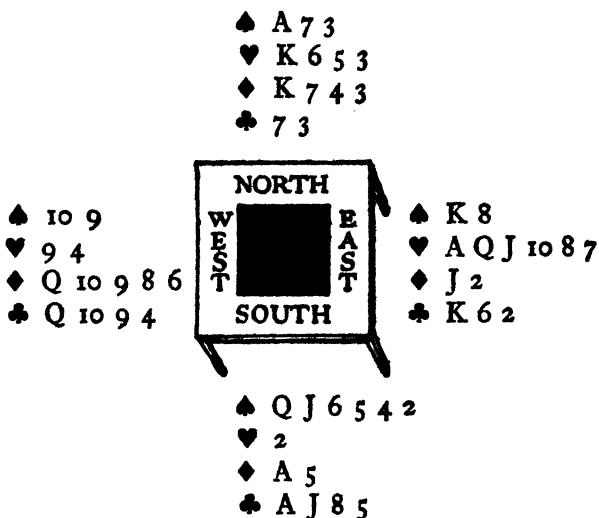
♠ ———
 ♥ K 9
 ♦ K 8 4
 ♣ A K Q J 6 5 4 3

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passed, South ventured a No Trump, and West suggested two Hearts. North went to two Spades, East nodded, South two No Trumps, West three Hearts, North three Spades, and East woke up long enough to insert a double. Taking a fresh hold, South went on merrily to three No Trumps, which West doubled. North and East passed, and South, nothing daunted, redoubled. All passed at this stage, and West, with real Scotch perverseness, led the eight of Spades, which East won and returned the seven of Hearts. After West had gathered in seven Heart tricks, he led the two of Spades, which his partner won and put through the Queen of Diamonds, making a Grand Slam against the Declarant!

The score was 1,800 in penalties, 100 for the Grand Slam and 30 for Aces held, a total of 1,930 points. I am afraid that this hand wins the leather medal, but the lists are still open. It will be noted that South could have thrown a boomerang if he had switched into Clubs instead of redoubling this hand. With a Spade opening, South would have made a Grand Slam at Clubs. The Queen of Spades would be trumped, the dummy put in with the ten of Clubs and the Spade suit cleared. Dummy would then get in after East's last trump was drawn and all South's losers could be discarded on the made-up Spades.

A rather difficult tournament hand that seemed to baffle many of the experts is the following:



East dealt and bid a Heart, South bid the Spades, and after a spirited bidding duel South landed the contract at four Spades. West, of course, was unable to assist his partner, and for that reason South can mark most of the strength in the East hand. The nine of Hearts was opened and permitted to hold the first trick, and the second round of the suit was ruffed.

South is now in a very precarious position. If he draws the trumps he will lose two or three Club tricks, and if he does not draw them he will be overruffed by West on the Hearts. The most important thing is to keep East out of the lead and prevent a Heart continuation. North is put in with the King of Diamonds and a Club is led and finessed. West wins with the Queen and returns the ten. South takes the trick and ruffs the third round, puts his hand in with the Diamond, and ruffs the

last Club with the Ace of trumps. North now leads the trump, East wins with the King and leads a Heart. South trumps with the Jack and then drops the two adverse trumps on the next lead. If West, instead of leading a Club when he has the lead, plays either a trump or a Diamond, the result will be the same. On the trump lead South must refuse to take the finesse, as two rounds of trumps would be fatal. After winning with the Ace, East is permitted to overruff the Club with the King of trumps, and the Heart lead is ruffed with the Jack of trumps as before. With this sort of hand it is a mistake for the Declarant to take out the trumps in the early play, as he has no suit to protect.

A hand that appeared to be a pianola—self-playing—is the one following:

		♠ J 10 3	
		♥ A K J 7 3	
		♦ 7 4	
		♣ 6 4 3	
♠ 8 5			♠ 4
♥ Q 9 8 2			♥ 10 6 4 3
♦ K J			♦ Q 10 8 6 3
♣ J 10 9 7 5			♣ K 8 2
	<div style="border: 1px solid black; padding: 5px; text-align: center;"> NORTH WEST EAST SOUTH </div>		
		♠ A K Q 9 7 6 2	
		♥ —	
		♦ A 9 5 2	
		♣ A Q	

North had the deal and bid a Heart, South overcalling with a Spade, which secured the contract. The Jack of

Clubs was opened and a Small Slam was scored at every table but one, where a Grand Slam was made.

The proper play was absurdly simple, and yet it was quite overlooked by a number of good players. At the second trick, South should lead the six of Spades and win in the dummy with the ten. A low Heart is then the best lead, so that if East holds the Queen and can be inveigled into playing it, three Diamond discards are assured. However, as the Queen is in the West hand, South must ruff with a high trump and put dummy in again by leading the seven of Spades and winning with the Jack. Another low Heart is led and ruffed with an honor, and now the object of holding up the two of trumps is apparent.

Dummy is put in by the lead of the two of trumps—over-taking it with the three—Declarant getting three Diamond discards and making a Grand Slam!

CHAPTER XXIV

I ASK YOU?

I SUPPOSE every bridge devotee who has acquired the reputation of being a good player has at some time or other played in a "ladies' game," where he started in as a hero and wound up as a deep-dyed villain. It was at an afternoon "bridge-tea" that I had this harrowing experience.

The hostess put me at a table with three very nice ladies and I cut Mrs. Dee for my partner. While the cards were being shuffled, my fair *vis-a-vis* entertained me with a dissertation along lines doubtless familiar to all the so-called experts.

"I have heard, Mr. Lenz, that you are a wonderful player, and I would be deeply grateful if you would point out to me any little errors I may make. My friends tell me that my game is much above the average, but criticism from an expert of your ability would be so helpful. You will point out my mistakes, won't you?"

I assured the lady I would—with the usual gallant reservation.

The game had progressed to the stage where we stood 10 to the opponents' 24 on the rubber game, when this hand was dealt:

been three Clubs. Nevertheless, I took a chance and ventured a bid of two No Trumps. This landed the contract, but the West player rather knifed us in the back with a low Diamond lead. If a Spade had been opened and cleared we would have scored ten tricks for the game and rubber, but at Diamonds the enemy skinned off five tricks, to my partner's great discomfiture. She followed twice to the Diamonds from the dummy hand, then discarded two Hearts, but on the fifth Diamond trick was apparently in dire distress. After long thought she parted with a Spade, and after that fatal error the opponents proceeded to gather in six Spade tricks, holding her down to the two Aces, and set the contract for six tricks—undoubted, by the grace of God!

For a moment nothing was said. Then, in a slow, steely voice she asked:

"Mr. Lenz, do you think that was a two No Trump bid without holding a stopper in Spades?"

I did not have a good reply in stock, so I kept silent. She went on:

"You may be a very good player, but that was no excuse for such an atrocious bid. I certainly had a good No Trump and I could take in but two tricks." A pause. "Was there any possible way I could have saved a trick?"

There was a curious place on the ceiling that held my attention.

"If I could have gotten another trick with that hand, I wish you would tell me," she continued. "You seem to infer——"

"My dear Mrs. Dee," I soothed, "My bid was really inexcusable, but if you had held your three Spades to the

Jack the suit would have been stopped and we would have saved four tricks. You can readily see——”

“I cannot see how three to the Jack can ever stop a suit and it is ridiculous for you to make such a statement. You are a brute——”

And right there the lady permitted herself to enjoy an hysterical fit that quickly brought the players from the other tables around us.

It took a long time to quiet the aggrieved lady, and the hostess explained that Mrs. Dee had been ill and was still in a very nervous state. That she, the hostess, was entirely to blame for permitting her to play with such a severe player as I was, but that Mrs. Dee had insisted upon playing at my table. The ladies agreed that it was terrible to play cards with a martinet, and they all felt so sorry for poor, dear Mrs. Dee.

I hurriedly made my excuses and left in sad disgrace.

It was about two years afterward that I was dining in a restaurant with a friend, and he drew my attention to a lady who evidently knew me. I looked, she smiled, and I went up. It was Mrs. Dee.

“Mr. Lenz, have you met my husband?”

I shook hands with a pleasant looking man and the lady volunteered:

“Dear, this is the wonderful bridge player I had such a nice game with some time ago. You remember my telling you about it? Mr. Lenz must come to our house and play with us very soon.”

She laughed as she said:

“I believe last time we played together I was just recovering from a severe illness and I do think I made a bit of a scene. If I did, you are sure you quite forgive me?”

Oh, thank you so much. I used to think I played a perfect game of bridge, but I have improved immensely since then. We almost came to blows over a No Trump hand that I was terribly set on. Don't you remember? I am sure it was entirely my fault, but you will come and play with us some time and point out my mistakes?"

Then, with a hard reminiscent look on her face, she murmured:

"But you can't ever make me believe that the Jack and two low cards will stop a suit!"

CHAPTER XXV

THIRD HAND TACTICS AFTER AN INFORMATORY DOUBLE

ONE of the moot questions of Auction Bridge is the proper procedure of Third Hand when Second Hand has informatorily doubled an opening bid.

Many good players contend that as Fourth Hand is called upon to make a bid of some kind it is better to pass. Often the responsive take-out is made in a suit that Third Hand can double and defeat for hundreds of points, especially when the original double is a poor one, as is frequently the case.

Another coterie of players believe that Third Hand should bid, if there is the slightest excuse for doing so. They claim that it is a decided advantage to prevent Fourth Hand from showing a suit and at the same time inform their partner, while they can do so cheaply, as to the best defense they have to offer.

I can see little merit in either proposition as a set convention. Whether Third Hand should or should not bid under these conditions is entirely a question of the cards he holds. The position is usually a critical one and the opportunity to impart valuable information can be utilized in four different ways.

First: When holding a generally poor hand, even with exceptional weakness in suit doubled, it is best to pass. An attempted weak rescue under these circumstances, aside from deceiving the partner, is almost sure to start trouble—and lots of it.

Second: With a strong all-round hand the strategical play is to redouble. Very likely Second Hand has essayed a “mimmie” double, and if the original bidder holds a trick or two more than his bid has shown then the enemy is hooked, with little chance to escape. The Fourth Hand must be worthless and Second Hand is compelled to do his own extricating. I have seen a player in such a position bid three suits and have each one doubled, eventually taking a penalty of 500 points. This redouble is the only way to adequately “strafe” the player who persists in making unsound informatory doubles.

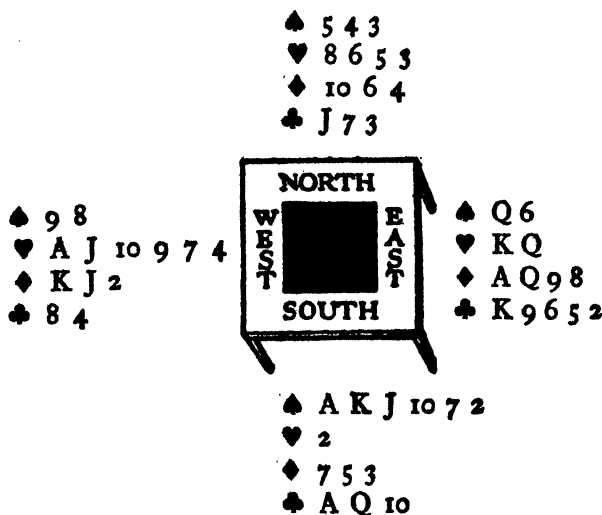
Third: When Third Hand holds very little but length in the suit doubled then a jump bid is the proper response. With five Spades to the Queen, and a singleton, the partner's one Spade bid should be jumped to three Spades. It is quite possible that the contract will be defeated a trick or more, but the game will probably be lost if Fourth Hand is permitted to bid. Unless the top-card strength is massed with Second Hand, it is very likely that the contract will not even be doubled and the game saved at a small cost.

Should the opponents refuse to be shut out, then, of course, Third Hand should not bid any further and the partner must fully consider the nature of the Third Hand's bid and not continue unless his hand warrants such a

course. He should particularly refrain from doubling any bid of the opponents, with the expectation of taking tricks in his partner's hand. A partner's jump bid is always a most emphatic warning not to double. The long suit is apt to be ruffed on the first or second round and unless the doubler holds real trump strength a double is rarely sound.

Fourth: Should Third Hand's holding consist of cards that would have justified a take-out if a double had not been interposed, then the double should be ignored and the hand bid as if nothing had been said. The reason for this bid is that exceptional strength in the doubled suit may be with Fourth Hand, in which case he would be quite justified in allowing the double to stand. When having a sound bid there is little to be gained by Third Hand taking this unnecessary chance. Again, the partner may be able to support a free bid of this kind and there is no good reason why the game cannot sometimes be won. Possibly this situation is the most puzzling to the general run of players, and many of them will pass hands that would have put the enemy to rout, if a bid had been inserted at the proper time.

In a team match I played in some time ago the curious situation occurred of two players on opposing teams trying to play a deal at Hearts, both in the West and North positions. This awkward dilemma was the direct result of dilatory tactics by Third Hand, after an informatory double:



East had the deal and started with a No Trump at both tables. South doubled and West, playing on the Knickerbocker team, at once bid the Hearts; North and South now went to Spades, but West secured the contract at Four Hearts, which he made.

After opening the Spade, North could not regain the lead to come through the Clubs, and West obtained a needed discard on dummy's fourth Diamond.

At the other table, I sat South and the double was passed by West. My partner was forced to bid two Hearts, which he did with more cheerfulness than his cards warranted. It seemed to me that West licked his chops, like the cat that ate the canary, but possibly I was mistaken.

However, when East passed, I stuck in a bid of three Spades and West appeared a bit annoyed.

After a moment's thought, he doubled, possibly with the forlorn hope that the Hearts would be continued, although from his hand and the No Trump bid by his partner, it looked better than an even chance to defeat the contract in Spades. The double was permitted to stand and the Ace of Hearts was opened. I ruffed the second round with the seven of Spades and was fortunate in dropping the opposing trumps in two leads. Now the two of Spades is overtaken in dummy and the Jack of Clubs led through for three tricks in that suit. At the end, three tricks in Diamonds must be lost, but the doubled contract is scored for a net gain on the deal of 498 points.

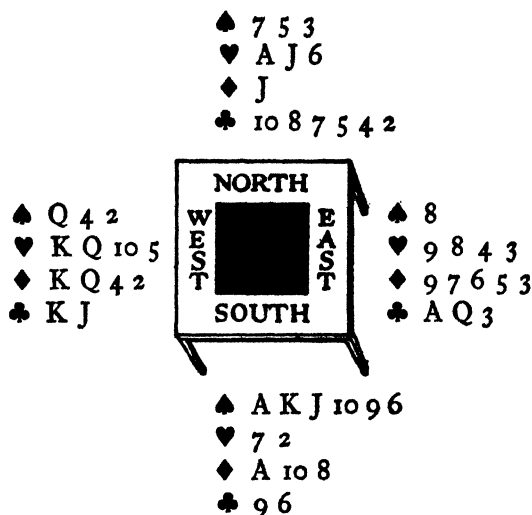
CHAPTER XXVI

HEROIC PLAYS

MUCH has been said in regard to the ability of women players at Auction Bridge, in comparison with that of the men. Many of the experts believe it is folly to attribute to the weaker sex (meaning the women) equal skill and finesse to that possessed by the average man player. I will not go into the reasons given for this alleged belief, because the reasons are even worse than the claims, but in my opinion there is little to choose between the average player of either sex. For every woman who plays badly I can point out at least two men players who can lose more tricks per session than a certain gentleman from Pittsburg has pickles. When we come to the real high-class players, then I can only ask in all humility, who of us are sufficiently exalted to judge this class?

A few days ago I played in a game where an exceedingly neat deal was handled in masterly fashion by two opposing ladies. I wonder how many men players would have done as well?

On the rubber game the hand was dealt as follows by East:



After the dealer had passed, South bid three Spades and secured the contract.

For West to have bid or doubled would have been foolhardy, especially as the partner had already passed the opportunity to make an opening bid. The opening lead was the King of Hearts, which was permitted to hold the trick. This was a pretty trap play by the very clever Jo Culbertson, who sat South, as it placed the burden of making a correct guess to save the game upon the opponent. The hold-up could not lose, unless West held seven Hearts to the King-Queen-ten, and if that had been the case, the preemptive bid would certainly have been overcalled. In refusing to win the trick, notwithstanding that the Ace is exposed in the Dummy, the Declarant hopes that West's holding in Clubs is such that a lead from that suit would appear injudicious. The lead of

any other suit would afford the Declarant a Club discard and win the game and rubber, which would otherwise be impossible unless the Queen of Spades could be caught. If a Diamond is led, it will be taken with the Ace and the Heart put through at once and finessed. Then a discard is obtained on the Ace and a Club led from Dummy, which East should take with the Ace and lead the singleton trump. South will go up with the King and ruff out the Diamonds, losing only one Spade, Heart and Club.

If East leads the Club, instead of the trump, then South trumps and, after ruffing a Diamond in the Dummy, puts her hand in with a trump, still having a trump in Dummy to ruff the last Diamond. Of course, the finesse against the Queen of trumps must not be taken.

It must be admitted that West's holding does not seem especially favorable for a Club switch, after the King of Hearts holds the first trick, but, nevertheless, the equally clever Irene Haultain, who played the West hand, at once led the King, followed by the Jack of Clubs, thereby saving the game, as her Queen of Spades could not be shut out. While this may seem like an inspirational play, it was the only correct one to make. That South is hard put to obtain a discard is apparent and, with a singleton Diamond in the Dummy and three trumps to ruff with, it is highly improbable that a discard in that suit would be of value. At any rate, the lone Diamond in the Dummy cannot escape, even with the aid of a Houdini. It is anchored safely and can be taken at any time. The great danger appears to be that the Declarant may get rid of a Club and, under these circumstances, the attempt to "cash in" must be made at once, irrespective of the undesirability of leading from such a bad combination of cards.

At any rate, East has but one card of reëntry, so it is utterly impossible to bring in the Spade suit. If the Declarant holds the Ace of Clubs, he needs but one trick in his hand, either in Hearts or Diamonds, to win the game. But, if West holds the Ace of Clubs with one guard, then South must take seven tricks in his own hand to make the game, provided the card of reëntry for the Club suit is taken out of the dummy. So, East forthwith abandoned the Spade suit and played the King of Hearts, which most effectively spiked the guns of the opposition and saved the game. It will be seen that when the Ace of Hearts is forced out of the dummy, the Declarant must play perfectly to make eight tricks, one short of the game, so the kingly sacrifice was in a worthy cause.

CHAPTER XXVII

NEVER! NEVER! NEVER!

THERE seems to be some diabolical, insidious influence that operates to confound the Auction Bridge player who blazons to the world that certain plays must never be made at Bridge. The word "never" embraces a multitude of hands and the player who does not fracture the rules every so often is rather more of card-mechanic than a card-player. The old Whist adage applies equally well to Bridge:

"Know the rules and when to break them."

Some years ago a well-known authority said that one of the worst plays at Bridge was to make an original opening against a trump declaration from a suit headed by the King—except when it also contained the Queen. This seemed like excellent advice and was easy to remember, so before long his followers quite agreed that it was a terrible play and that they never would lead away from a King. To-day there are any number of players who quite believe that such a play is but little better than a revoke. Other players will never, as an original opening, lead a singleton, or a doubleton, or lay down an Ace, or lead their own suit, or lead their partner's suit, (my partners are mostly addicted to the latter), or in

the proper lead was from her hand. When I told her that the two of Hearts was the only play she looked at me with distrust and exclaimed, "but I couldn't do that, that would be leading away from a King!" In the other two instances where South made the game, the opening was the three of Diamonds in one case and the King of Clubs in the other. With a Club opening, the Declarant sets up a Club in the dummy, irrespective of whether East leads the top or a low Club on the Third round, and obtains a Heart discard.

It is needless to point out that the Heart opening will save the game against any method of play.

I might mention three good reasons why West should have opened the Hearts. First, because the other leads are impossible. The other two reasons are possibly better covered by relating the story of a flapper, who was apparently very much in love with a good-looking, young society man. As the gentleman seemed a bit shy, the young lady exercised the present-day prerogative of proposing to him. He was a bit startled and expostulated: "Really, there are three reasons why I can't marry: First, I have no money—" "That's enough, she interrupted, "I don't care to hear the other two."

Another "nevernever" is the player who refuses to bid First or Second Hand when holding the minimum of two tricks unless his suit has two good honors. A number of players who passed out the following hand at duplicate said that if the Spades in the South hand had been the Ace-ten, instead of the Ace-nine, that they would have bid instead of passing. After all, the dividing line between taking the game or not is very close.

this type of hand, it is usually good play to go after the long suit, and the Jack of Hearts should be led at once. It is rather a shock to have the first round of the suit trumped, but the force is put on the right hand and is more of a help to the Declarant, than a detriment. East will probably lead the Queen of Diamonds, which dummy will take and lead one round of trumps. With the Hearts all located in the West hand, the Declarant will lose nothing but the three trump tricks. At Hearts, with the bad distribution, it requires close play to win the game.

The opening of the King of Clubs at once takes out dummy's reëntry for the Spades, so the best chance is to cross-ruff. The Diamond should be led and returned for dummy to ruff. Then North ruffs a Club and Dummy another Diamond. It is obvious that another Club will give West a discard, so the Ace of Spades should be made before the Club is led, in case West should have but one Spade. On the Club lead, West discards his Diamond so he can overruff the dummy, which he is permitted to do, but the Jack drives out the King and North's remaining trumps must make, two Spade tricks going to the enemy. The Declarant makes seven trump tricks and three side Aces for the game.

CHAPTER XXVIII

GENIUS AND INGENUOUS

IF it is true that the borderline between genius and insanity is very narrow, then it is equally true that the difference between "brilliant" and "crazy" play at Bridge is very much a matter of opinion and point of view.

A player deals and starts off with a sportive bid of four Hearts—predicated largely upon the hand being void of Spades. If the bid were allowed to run to the Fourth Hand it would be doubled and set for 500 points. Second Hand, however, refuses to be shut out, but elects to bid four Spades, which third hand gleefully "swats," and the 500 penalty is switched the other way. Here we have a fine example of a brilliant and a foolish bid! If the holding of the third and fourth hands were reversed, the appellations would still apply, with the slight difference of some little readjustment as to the claimants. While many clever *coups* are always possible in the actual play of the cards, I find that most of the "psychological bids" are mainly successful only when the sheer stupidity of the adversaries is a conspicuous factor.

The "bluff redouble" and the "shift bid," against good players, will probably lose five times for every gain registered, and yet we see such hands featured in some of the text-books.

The player who will rescue his partner from an oppos-

If East had won the first Spade trick with the Queen on the principle that he was lucky to make a Spade trick at all, the game would have been easy for the Declarant against any line of defense. East was correct in assuming that South did not have three Spades to the ten, as the No Trump rebid denied holding normal support in partner's major suit bid. If South held but one Spade, he would doubtless have overtaken the ten with the Jack, so that he could take in at least two Spade tricks and obtain a lead from the dummy hand. While East's hold-up seems like a ticklish play, it is nevertheless both sane and sound and the one chance to save the game.

After a bit of acrimonious discussion the dummy volunteered the remark that he thought his partner had played the hand like a "come-on." As a matter of fact, there was no way that the Declarant could read the situation and I am frank to say that I cannot see how he could have played the hand in any other manner unless he was a mind reader.

The prevailing impression that an informatory double is a demand that the partner of the doubler must bid, is entirely erroneous.

If the partner believes he can defeat the bid with the information given him, he should allow the double to remain in.

This very important point should always be considered by the doublers—but it rarely is. I have seen an original Diamond bid doubled by Second Hand holding five Spades to the Queen, five Hearts to the King and three Clubs headed by the Jack. The partner of the doubler, holding six Diamonds to the Queen-Jack, permitted the double to remain in and the Declarant had no difficulty making nine tricks for the game and rubber.

his hand and his partner claimed to hold three, so it was much better to play the hand at a hundred per trick than at six. While he could not hope to obtain a Club lead, the chances were more than even that a Spade would be opened, as he held but one of that suit. The North player was not overly happy at the result of his strategy, but when his partner took the Jack of Spades and ran off six Club tricks, all was rosy and serene. West found it rather trying to make four discards on the Clubs and, after the *mêlée*, three tricks were all he could take, the hand being set for 430 points.

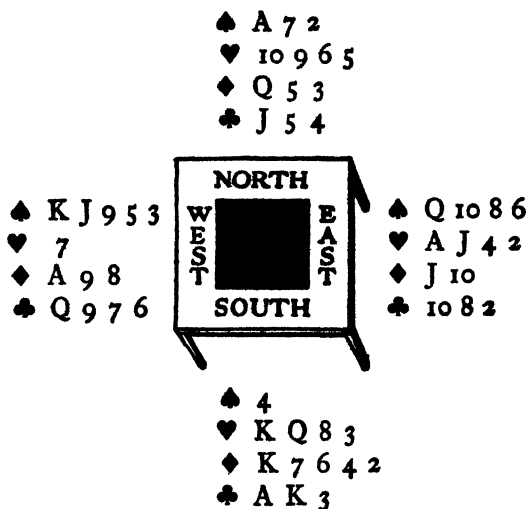
CHAPTER XXIX

THE REWARD OF VIRTUOSITY

THE number of fine Bridge players who always hold poor cards is quite appalling. From the statistics at hand I would say that the percentage must run well over 90 per cent. The hard-luck season is long and arduous, and the player who is stung 300 points because the cards were "unfortunately distributed" is deserving of great sympathy. That the opponents would have been set for 200 points, if permitted to play the hand, is neither here nor there. When old Tough Luck, himself, dogs one's footsteps, the slogan of the gallant player is to bear up bravely and—keep on bidding! It is sophistry to believe that a Bridge Player is entitled to hold an average hand. How can one hold an average hand when the other fellow holds all the Aces and Kings?

The ability to "count up" a hand is probably one of the greatest assets of the consistent winner. This power, or talent, is not nearly as difficult as it appears to the neophyte. Often, very simple common-sense reasoning is all that is required, and the player of average intelligence who applies himself to the art of reading the cards should quickly graduate from the novice class into the higher plane of the expert.

As an object study, the hand following is an excellent illustration:



South was the dealer and the score was 10 to 0 on the rubber game. A short time ago one No Trump would have been the only bid to make on such a hand as this, but modern bidding has progressed to a point where a No Trump bid on a hand containing a low singleton is not even considered. Some players would give thought to a Diamond call, while the old school of short-suit bidders would undoubtedly bid a Club. It will be noted that at No Trump the hand will be set one trick if properly defended. However, the opening bid was a Heart, West overcalling with a Spade. North went to two Hearts and East bid two Spades. South then called three Diamonds to show the type of hand he held. West passed and North went back to Hearts, although he knew from the bidding that the partner had started on a four-card suit. This bid secured the contract, and West led the five of Spades, which was won by the Ace. A low Heart was led

next, won by the Queen, and a Diamond lead was won in the Dummy. Another low Heart was again ducked by East and won by South with the King, West discarding the six of Clubs. Up to this stage the Declarant was simply sort of snooping about, hoping for a favorable distribution that would permit him to make his contract and win the game.

At the fourth trick, however, he is able to obtain an exact count on the hand, and this knowledge is so vastly important that he wins the game and rubber instead of being set for a penalty of three tricks. The opening lead of the Spade five, with the deuce and four in sight, showed that the leader did not hold more than five Spades originally. Holding but one Heart, he must necessarily have seven cards in Clubs and Diamonds. If he held five Clubs, together with the Ace of Diamonds (which he is known to hold when the Diamond Queen wins the third trick), he would have either shown the two-suiter or rebid the Spades after his partner's support. Moreover, the ten of Diamonds falling from East would mark that hand with either one or two Diamonds. If East had held but a singleton Diamond, with the Ace of Hearts and four Spades, he would assuredly have given his partner two assists instead of but one. Undoubtedly, East's holding must have been two Diamonds, so West must have four Clubs and three Diamonds. The Declarant's danger is now apparent. If East can obtain the lead he will draw down all the trumps and the maker can take in only six tricks, three short of his contract.

The finesse obligatory—that is, attempting to find the Ace of Diamonds single—will not work, so South leads the King of Diamonds and forces West into the lead. Nothing the opponents can do now will prevent De-

clarant from winning the game. The natural play for West is to force the Declarant with the Spades, after which the Diamond suit is cleared and Dummy obtains a Club discard on the set up Diamonds. It must be remembered that this hand is not a double-dummy problem, and the Declarant does not know the location or distribution of the cards until he has progressed to the fourth trick. If, nevertheless, the eight of Hearts is finessed on the second round of the suit, it will win the trick, but it will not simplify the problem a bit. If East is permitted to get the lead with the Jack of Diamonds he will at once play the Ace and Jack of Hearts and the Spades will be brought in against the Declarant before the Diamonds are cleared. It is also worthy of mention that East, on the second round of Hearts, can jump up with the Ace and lead another round of the suit. It is a close question whether such a procedure would or would not be good play. There is no question but that it would, as the cards lay, save the game, but with a slightly different distribution it might be the only way to lose the game.

At any rate, Pierre Mattheys, of New York, played this hand as shown and located the cards correctly by perfect card-reading. His well-merited reward was the winning of a game where many good players would come a cropper.

CHAPTER XXX

FALSE-CARDING

THE most essential factor toward playing a perfect partnership game is to refrain from false-carding, except in the rare cases where it is known that deceiving the partner cannot affect his play.

By false-carding is meant the play of a card that is unconventional or not the natural card to play. On the lead of an Ace the second player, holding the two, three and four of the suit, would naturally play the two, although he knows it is immaterial which one he plays, as they are of equal rank when held by one player. To the partner, however, it makes a vast difference, as the only way to correctly "count the hand" is to know that, as between partners, the cards are being played properly.

The Declarant, of course, having no partner to deceive, is justified in playing the cards as he chooses, although when nothing can be gained by deception it is far better to play the cards correctly. I have seen smart players win tricks with the Ace and the King, and then forget at the end of the hand that their Queen was the ranking card. It does not need quite so good a memory when the first two tricks are won with the Queen and King. It is good practice, especially for the new player, to always win

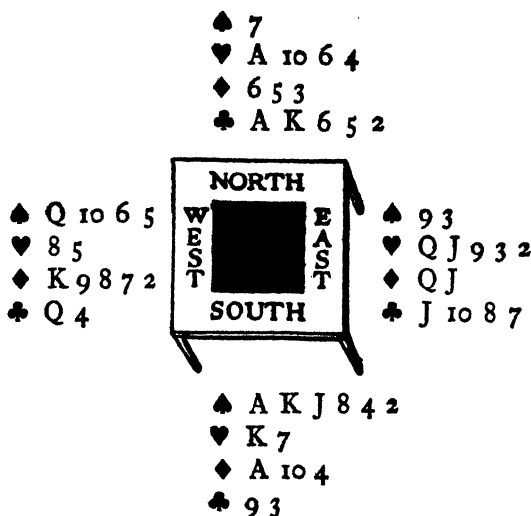
tricks with the lowest card possible, notwithstanding that the hand holds two or more cards in sequence.

A few days ago I noticed a false-card addict, defending a No Trump declaration, play the ten second hand to the opponent's Ace. He held the ten, eight and seven and couldn't see that it would make any difference. It didn't make much—only a slight matter of four tricks, as his partner held the Queen and Jack alone.

When the player holds King and Queen over the dummy's Ace-Jack-ten, the Declarant usually takes the double finesse, as the chances are greatly in favor of both honors not being in one hand. In such instances the great majority of players think it is obligatory to false-card and win the first trick with the King instead of the Queen. It being obvious that the partner cannot be deceived, as he holds nothing in the suit, why not fool the opponent? As a matter of fact, it generally works the other way. The Declarant, knowing that a false-card will be played if possible, is more apt to take the second finesse if the Queen wins the first trick, knowing the player would false-card the King if he held it. The moral is to change the pace and mix 'em up. The Bridge player who always does the same thing under certain circumstances is the easiest one to play against.

The most trying player is without question the one who habitually false-cards on his partner's lead. With a holding of King-Queen, his partner having led a low card of the suit, he plays the King. The Ace wins Fourth Hand and the original leader abandons the suit—and the game often goes with the shift.

At the Lake Placid Club recently the following hand was messed up and the rubber lost on an inexcusable false-card play:



South secured the contract at three Spades and on the seven of Diamonds opening, East played the Queen. The Declarant won with the Ace and played three rounds of Spades, East discarding the three of Hearts on the last round. West is in the lead and the only thing that he is quite sure of is that his King of Diamonds is good. His partner's play of the Queen denies the Jack, but if Declarant held but two Diamonds originally the suit is set and one trick in the partner's hand will save the game. It is possible that South may obtain a Diamond discard on dummy's long Clubs, so West gathers in his King and the Declarant gathers in the game. East was very earnest with his expostulation that a shift would have saved the game, which, by the way, was quite true. If, however, East had played properly on the first trick and put up the Jack instead of the Queen then it would have been

artistically false-carded the ten. While this play may not succeed in its purpose, it cannot possibly lose, either by deceiving the partner or in any other way.

If East held the Queen and ten of Clubs alone he would be compelled to play the ten and he must endeavor to convey that impression to the Declarant. If the Declarant himself holds the Club Queen or any three Clubs the game is unquestionably lost. But if he holds only two Clubs without the Queen and can be prevented from taking the finesse the game will doubtless be saved. From the Declarant's standpoint the play of the ten creates a soul-trying ordeal. Unless East is false-carding he has the Queen or no more. If he holds the Queen and the finesse is taken, not only the game but a possible small slam is lost. If the ten is his only Club, then West has the Queen well guarded and the Clubs cannot be brought in any way, as dummy has no card of reëntry. The only hope seems to be that the Queen is alone and will fall.

In this instance the Declarant went up with the Ace and was held down to seven tricks.

While it is quite possible that the Declarant might have played in the same way if the four had been played to the first Club trick, at least the play of the ten did not tend to make it any easier for him.

CHAPTER XXXI

THE BRIDGE BAZAAR

THE jovial Gratz M. Scott, of New York, managing director of the Auction Bridge Studio that bears his name, is not only an expert card player, but as a partner he is *par excellence*. The man sitting opposite him at the card table can rest easy in the assurance that whatever mistakes he makes a "bawling out" is not in store for him. When Scotty holds good cards he always commiserates with his opponents, and when he holds poor hands he usually compliments the other fellow on his fine play.

Playing at the Club one afternoon with George Kling, Raymond Balfe and Count Dussi, Gratz had one of those terrible sessions where he found it difficult to hold anything—but his breath. After losing four straight rubbers he was cut out. With a sorrowful sigh he withdrew to a deep armchair and in a moment had sunk into profound slumber.

Something, however, appeared to trouble him in his sleep, and he moaned and tossed about until one of the disturbed players aroused him with the remark: "What's the matter, Scotty? Got a nightmare?"

"Yes," replied Gratz, mopping his fevered brow. "I had a horrible dream. I dreamt that I lost a hundred rubbers without a break and on my way home I noticed a sign on an odd little shop reading, 'The Bridge Bazaar.'

"In a sort of daze I walked in, and it certainly was a curious place. A number of signs that hung about read: 'Luck for Sale, Wholesale and Retail.' 'Our Aces and Kings Cannot Be Beaten.' 'Queens and Jacks at Reduced Prices.' 'Finesses Guaranteed to Win.' 'Major Suits, Well Honored, in Desirable Lengths.'

"At last I had found the shop I needed!

"A small, wizened old gentleman stepped forward, rubbing his hands, and politely inquired: 'What can I do for you?'

"'Let me have fifty dollars' worth of luck,' I said.

"'Good or bad?' asked the old gentleman.

"'Gee, I don't need any bad luck. I have had a big supply of that all my life. I want good luck, of course.'

"'I'm very sorry,' replied the shopkeeper, 'but we are all out of good luck. I just sold the last I had to a Mr. Balfe.'

"'I might have known that. Well, give me twenty dollars' worth of Aces and Kings.'

"'It's really too bad, but a Mr. Kling was here and bought my entire stock just a few minutes ago.'

"'That's mighty tough, I groaned. 'How are you on Queens and Jacks?'

"'All sold out. Count Dussi took all I had on hand. But,' he brightened visibly, 'I have a good, large supply of deuces and treys!'

"I felt a bit sorry for the old codger and thought it only fair to do some business with him as a recompense for the time I had taken, so I bought ten cents' worth of deuces and treys. He certainly gave me good measure and I was staggering along under the terrific load when you woke me up.

"Gosh, it was an awful dream!"

trumps in dummy (which are his only reëntry) are shortened, he can see a fair chance to win the game.

He therefore plays the Ace of Spades, and when he fells the singleton King from East he knows West must hold the three remaining. Everything now depends upon the even division of the Diamond suit. The Ace is played, and followed with the Queen, putting West in the lead. West sees that he must put a force on dummy to prevent the Diamonds from being brought in, so he leads a Club, which is passed up by dummy. The Ace wins and the return is won by the King, but the *crux* of the hand is that dummy's two discards on the Clubs must be from the established Diamond suit! The reason is that South's nine of Diamonds blocks the suit and must be gotten out of the way before the suit can be made. When the Declarant is in the lead with the King of Clubs, he leads the two of Spades, wins in the dummy with the nine and leads a Heart, which he trumps with the Queen of trumps. He now leads the eight of trumps, wins in dummy, and while he draws West's last trump, South discards the obnoxious nine of Diamonds, permitting North an uninterrupted run of the remaining Diamonds. It will be seen that the Declarant makes his double contract, losing only three tricks—a Heart, a Diamond and a Club.

It need hardly be pointed out that should East play a Heart instead of a Club when he is last in the lead, it merely simplifies the Declarant's play, inasmuch as his trumps are shortened without the necessity of getting dummy in the lead.

Another thing that will suggest itself to some players is that the King of Diamonds might have been in the East hand and a successful finesse would, in that case, have easily made the game. The difficulty was that the

dummy could not be put in the lead without sacrificing an all-important card of reëntry. With one of the "get-in" cards gone, this hand would have been woefully defeated.

That Mr. Scott succeeded in winning the game on this deal at least demonstrates the fact that he is a better player than a dreamer.

CHAPTER XXXII

PRO OR CON

A SHORT time ago I played a round of golf with a man who gave me a most drastic trimming. He had me so far down that the bunkers looked to me like the Great Wall of China. Being a glutton for punishment, I asked for a return match in the afternoon, but my friend could not accommodate me because he was "taking a lesson from the pro." His score for the morning round was a mere 79!

The same evening he sat in a Bridge game and dropped the fourth straight rubber when he refused to take his partner out of an informatory double because his hand was worthless.

"I am frank to confess," he said, "that I do not know all the newfangled rules and conventions. I have never taken lessons in Bridge, nor have I ever read any books on the subject, but give me a few decent hands and I'll play 'em as well as any one." And he believed it!

Why is it that certain people will take countless lessons in golf, tennis and kindred games and think that their inherent common-sense will safely carry them through in such an intricate game as Auction Bridge? It doubtless has something to do with the reluctance that a person will

show in admitting that his mental equipment is open to improvement, while he is quite ready to accept the help of a professional when the effort is mostly physical. Lest it seem that I am "drumming up trade," I herewith declare myself that I do not give Bridge lessons—except when my partners harass me into giving an impromptu one.

The main advantages enjoyed by the player who has been instructed as to the recognized conventions and the technique of general play are the opportunities he has to "dig out" the unusual situations that abound in every session of play. The "natural" player must think out the play that the taught player knows by rote, and must necessarily miss many game-going plays because he cannot take unlimited time to play the hand.

As a simple illustration, take the situation where a No Trump bid wins the declaration and a low Spade is opened. The dummy puts down the King-low of the suit.

It does not take a player long to learn that the best chance to win is to play the King at once, provided the suit is valueless in his own hand. If, however, he holds the Jack and two small in his hand, now he must win a trick in the suit by playing the low card, while the play of the King may make it possible for the opponents to run off the entire suit.

After a player thoroughly knows what the usual procedure is on a given play, then he is at liberty to look around and see if the situation is not sufficiently unusual to depart from the generally accepted line of play. The hand following illustrates this point and was largely instrumental in winning a team match in duplicate:

♠ 9 4 2
♥ 8 7 5 3
♦ A J 6
♣ Q 10 2

	NORTH		
♠ A 8 6	W	E	♠ Q J 10 5
♥ A 10 4	E	W	♥ J 9
♦ 10 8 7 2	S	N	♦ Q 5 4 3
♣ 8 7 3	SOUTH		♣ K 6 5

♠ K 7 3
♥ K Q 6 2
♦ K 9
♣ A J 9 4

South dealt and secured the contract with a bid of one No Trump. The two of Diamonds was opened and the Queen went to the King. The dummy was put in with another Diamond and the Queen of Clubs finessed. When this play was successful the Ace of Diamonds was taken and a Spade discarded by the Declarant. Now, the Clubs were cashed in and the King of Hearts was led and permitted to hold the trick. If the Declarant makes an error at this point he will be held down to two odd tricks, instead of making the game. He requires but one trick more and if he can put West in the lead, he can hardly lose. It does not require close figuring to count West's hand. He has opened a four-card suit headed by the ten and has shown up with three Clubs. If either of his major suits contained four cards it would have been a

better suit to open than the Diamond. Hence, he must have held three cards of each major suit. East, therefore, holds but two Hearts, and if he held the Ace and nine, it would have been very bad play not to have taken the King when it was played. His second Heart must be either the Jack or ten, so the Declarant leads the Queen of Hearts and West must lose a Spade trick in the end. While South played the hand well, his play was quite elementary for a sound tournament player. The real skillful play was the defensive play of the East and West pair of this team.

The bid and the opening lead were the same, but here East was the first to start counting. The partner's lead of the two showed exactly four cards in suit, marking South with two cards only, either of which must win the trick if East refuses to put up the Queen. If West has the King, then East's Queen will win the trick, but the Declarant still has a card left to finesse the Jack and win two tricks in the suit. If the Declarant has the King, as his bid would tend to indicate, then he must take three tricks in the suit if the Queen goes up. If, however, East ducks the trick, then South can win with his low Diamond, but he cannot get back in Dummy, unless he overtakes the King with the Ace. If South has the Club suit, it is most essential that he get in Dummy to take the finesse. East, therefore, plays low on the Diamond and South properly plays the King, as he marks the Queen with the leader and he cannot make the game unless he can win three Diamond tricks and also find the King of Clubs with East. When the Jack of Diamonds finesse loses to the Queen and the Spades are led through, South refuses to cover, but after three rounds of Spades, West leads a low Heart and

the Declarant is held to five tricks—four less than at the first table. Of course, the play of the low Diamond at the first trick was made without undue hesitancy, or the Declarant would have suspected the trap that was laid for him.

CHAPTER XXXIII

WHEN GREEK MEETS GREEK

IT is but rarely that a deal at the Bridge table will lend itself to brilliant play by more than one of the participants. When all the players are given the opportunity to distinguish themselves upon a single hand, then the "poor dribs" begin to understand the wonderful possibilities that are open to the student who will devote a little time to mastering the fine points of the game.

In the bidding of the hands, "bluff," and "poker" bids have been pretty much tried out, and the leading experts concur in the belief that against good players, such tactics will not win.

The partner is deceived more often than the opponents, unless there is a private understanding, and in such cases, it is simply plain cheating, precisely as if marked cards were used. Bridge is essentially a "gentleman's game," and the rules do not attempt to provide penalties for dishonesty. When players have a secret meaning to their bids and convey information to their partners that cannot be understood by the opponents, they are not merely making a breach in the laws of etiquette, but they are stealing as surely as any sneak-thief.

In a general way, when a Bridge-player makes a large number of peculiar bids that seem to fit with his partner's cards, and his partner makes his calls in certain set phrases, it might be just as well to pay close attention to such skilful co-ordination.

To return to the subject of "poker bids," while I decry that method of bidding, I believe a little "poker playing," especially when one is the Declarant, will win many games that could not otherwise be won. It is surprising how often the lead of a suit by the Declarant, in which he has absolutely no hope of making a trick, will induce the opponents to lead up to him the suit that he wants led. Sometimes the most *outré* play in the hand puts the enemy in such a state of utter confusion that they have no idea what is taking place and hand out tricks prolifically.

A hand where very clever "poker bridge" was attempted and failed only because of excellent play on the part of both opponents, is the one following.

It should be noted that the Declarant cannot possibly make the game by normal play and tries the one chance there is, to inveigle the enemy into making an error.

		♠ J 9 7	
		♥ A 7 4	
		♦ Q J 10 3	
		♣ K J 3	
♠ A 6 4 3			♠ K Q 2
♥ 5			♥ 9 6 2
♦ K 8 6 4 2			♦ A 7 5
♣ 10 7 4			♣ 9 8 6 2
	<div> <div>NORTH</div> <div>WEST</div> <div></div> <div>EAST</div> <div>SOUTH</div> </div>		
		♠ 10 8 5	
		♥ K Q J 10 8 3	
		♦ 9	
		♣ A Q 5	

The deal is with North, whose No Trump bid is overcalled by South with three Hearts, and the hand is played at that make.

The four of Diamonds is opened, won with the Ace and the return of the suit puts it up to the Declarant, whether to try for the game, or take the nine tricks that he can make without difficulty. There are two ways of making the contract. He can ruff the Diamond, pull down the trumps and lose three Spades at the end; or, he can refuse the ruff and discard a losing Spade. This latter defense is easily the better, as it opens up a chance for the opponents to make a mistake.

If West should lead a Club instead of a Spade, when he gets in with the King of Diamonds, then the Declarant will take eleven tricks. The question is, however, why should West lead a Club when South discards a Spade? West must hold either the Ace or King of Spades, because if East held both of these cards he would have played one of them, before returning the Diamond. South can see that a Spade discard will practically force West to run to the Spades, irrespective of his holding, and the game cannot be won, so he discards the five of Clubs, notwithstanding that such a discard cannot benefit his hand and is very likely to result in having the contract defeated for a trick. This play makes it appear to West that South cannot hold the Ace of Clubs—or the discard would be of no value to him—exactly the impression that South wants him to have. If West's Spade holding had been headed by the King instead of the Ace, there would have been no question but that South's strategy would have been gloriously successful. With a Club lead from West, the Declarant would win with the Ace, draw the opposing trumps and

take three Spade discards on the two good Diamonds and the long Club.

West, being a player of excellent judgment, can see no harm in laying down the Ace of Spades, before leading the Club. It is barely possible that his partner may prefer the continuation of that suit, in which case he will play a high card as a signal. He, therefore, plays the Ace of Spades and now East at once sees the deep trap that is laid for them. Holding the King and Queen of Spades, himself, he knows that the Declarant's apparent reluctance to let go a Spade is nothing but camouflage. He also knows that his partner cannot read the situation and if the two of Spades drops from his hand, it will reaffirm him in the belief that the correct play next is the Club. There is but one positive way of laying bare the urgent necessity of another Spade lead, and that means the sacrifice of a sure trick. East discards the King of Spades!

West is now left no choice but to continue the Spades, as East can win the next round with either the best card (he may hold both the Queen and ten), or with a trump.

When it is understood that East fully appreciates that his discard will deliberately permit the Declarant to fulfill his contract, the greatness of his play is further enhanced.

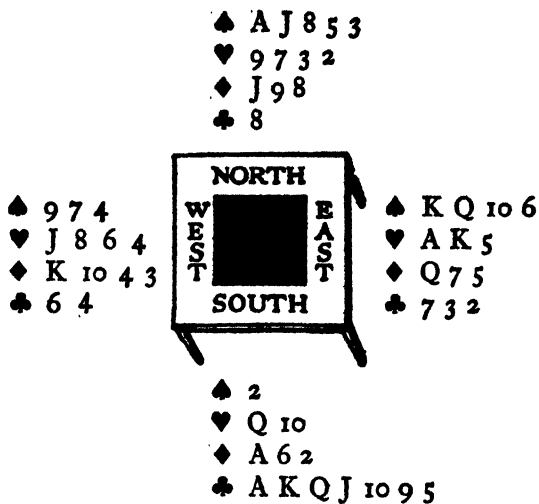
CHAPTER XXXIV,

TWO LETTERS

A WAIL of distress comes to me from Quebec! Believe it or not, but a man from that city made a bid that met with violent disapproval from his partner, who happened to be friend wife. He writes, asking for my moral support and, incidentally, lays the blame at my door. But read for yourself:

“On the rubber game, I dealt and made a preëmptive bid of four Clubs on the following hand. Holding eight sure tricks, I followed your advice and bid two tricks more than the value of my hand, but owing to the unfortunate lay of the cards, I was set for a trick. My wife said—with considerable emphasis—that my bid was inexcusable, because if I had bid one, she could have overcalled with a Spade and I would have secured the contract for two Clubs. Will you please explain to her that my bid would be a winner in the majority of cases and was perfectly correct?”

The hand:



I cannot do it, Brother, even though my heart bleeds for you. Your bid was bad and the lady's criticism was not unjust.

A preëemptive bid in the minor suits should not be made at a love score with such a hand as you held. With eight Clubs to the King-Queen-Jack and no side tricks, a bid of four would be proper. When the hand contains such powerful support for a No Trump, or can lend so much assistance, if the partner doubles an opposing bid, then it should be started with a call of one trick only.

The game is the main object that the player has in view and four Clubs, if made, will not land the game. To sacrifice a hand as big as this for a paltry 24 points is hardly taking advantage of one's opportunities.

The best bid would have been one Club; the partner should have declared one Spade and then the South player could bid a No Trump with every hope of making

South dealt and bid a Club, which West overcalled with a Spade. While West does not hold sufficient top-card strength for a forced bid, he is trying desperately to stave off a No Trump bid from the opponents. North quickly diagnoses the situation and is quite willing to forego the No Trump for the lucrative double that he sees before him. East, having four Spades, cannot do better than remain silent, but South, being devoid of Spades, is a bit dubious and elects to bid a No Trump. As a general thing, extreme shortness when in such a position as South is placed should not cause a player any anxiety. It is far better to have the trump strength massed with the partner than to have it divided.

The student will note that the double is not of the informatory variety, but is made for "business," as the partner has already bid. If allowed to stand, the contract will be set for at least three hundred points.

Playing against a No Trump, West opens the Hearts, as he knows he can hope for no help from his partner in the Spades, after North has doubled that suit. The Declarant wins the first trick with the ten and runs off the Clubs. He has twelve tricks in sight, and if the Queen of Diamonds is with West a Grand Slam will be easy. However, as the blond lady was perverse—as they often are—twelve tricks was the maximum that South could make.

If the Declarant had stopped to count up this hand he would have discovered that the Diamond finesse was more of a secondary defense than the outstanding play of the hand.

West's opening lead of the two shows exactly four Hearts, and his Spade accounts for at least five cards more—possibly six. He cannot have more than four

cards in Clubs and Diamonds. If the Queen of Diamonds is in his hand it can be caught without resorting to a finesse. South's proper procedure after winning the first trick should have been the play of the Ace of Clubs, followed by a low one, which is won by the Jack in dummy. West plays twice to the Clubs, so he cannot have more than two Diamonds. If he holds the Queen, it must fall to the Ace or King, which should be played next. The Queen not falling, South now takes in his Clubs and on the ninth trick—one Heart, two Diamonds and six Clubs—West is left with three Spades and two Hearts. The dummy is also left with three Spades and two Hearts and discards after West.

The Squeeze, which has West as in a vise, is plainly marked by the very first lead.

The importance of playing the Diamonds early in the hand is now apparent, because if the Clubs are played first, West can throw away his Diamonds, and when the Diamond situation develops the dummy is in the lead and West will have no difficulty in keeping the right cards.

CHAPTER XXXV.

BIG BILL AND LITTLE BILL

NOTWITHSTANDING my caption, I disclaim all intention of evolving into a tennis writer. It would be a terrible calamity to have the "powers that be" declare me a professional. I am merely taking the popular name of our two greatest tennis players to illustrate a situation in Bridge that is of daily occurrence, and that seems to cause more misunderstandings between partners than any other play.

When a player has no quick tricks in his hand, but has normal length in the suit bid by his partner and is entirely void of another suit, he is in a rather awkward position. His hand is extremely powerful in support of the partner's bid, but is quite worthless, as a defense against the opponents.

The trouble arises when the partner, taking into consideration that he has received one or more brotherly assists, doubles the opposing declaration. The player who has helped his partner only because of his ability to ruff the opponent's suit can see squalls in the offing. He knows that if the enemy can be defeated, the partner must do it all alone, as his hand is merely a broken reed.

A player with "ability to ruff" the first round of a suit has "Big Bill."

If the player holds a singleton, and therefore cannot ruff until the second round, then he holds "Little Bill."

The contention of some teachers that, when the support

consists entirely of either of the Bills, the assist should not be given on the first round of bidding, is preposterous. There may be no second round and many game-going hands would be lost that an immediate assist would put over the line.

When the player's holding is of such a nature that he cannot safely continue the bidding, but elects to double instead, then a nicety of judgment by the partner is of incalculable benefit. He must decide whether to permit the double to remain in, or to go on with the bid. While it is true that the double may be successful, it is equally true that if the opponents succeed in making their doubled contract, their gain will be materially more than if the other side take a loss of a trick or two; and there is always the chance that the enemy may go up one more, in which case the partner has been warned what to expect and if he again doubles, he should not be interfered with.

There is one phase of this situation that is very difficult for many players to grasp, and that is when the doubled player has such a powerful hand that he is quite certain of making his contract. Under such circumstances it is not always the best policy to "take his pound of flesh" and smite the enemy with a devastating redouble. Such restraint is not so much in the nature of pity for the opponents, as it is a laudable desire not to stir up the animals.

If it is apparent that the adversaries have been "flag-flying" and cannot continue to bid without taking a penalty of many hundred points, then and only then should a redouble be made. I believe more points are lost by players who refuse to let well enough alone than by any other means. A player who is placed in a position where he is considering a redouble should always ask himself

this question: "If I redouble and they go on with their suit, shall I do as well as if I stopped here?"

One of the prettiest exemplifications of this situation came up recently. On the rubber game this hand was dealt:

	♠ 5 3 ♥ 9 6 5 3 ♦ 10 8 6 4 ♣ 8 7 4		
♠ 9 8 7 2 ♥ A K Q 10 ♦ K 5 ♣ K Q 5	<div style="border: 1px solid black; padding: 10px; width: fit-content; margin: 0 auto;"> <div style="display: flex; justify-content: space-between; border-bottom: 1px solid black; padding-bottom: 5px;"> NORTH </div> <div style="display: flex; align-items: center; justify-content: center;"> <div style="writing-mode: vertical-rl; transform: rotate(180deg); border-right: 1px solid black; padding: 5px;">WEST</div> <div style="background-color: black; width: 80px; height: 80px; margin: 0 10px;"></div> <div style="writing-mode: vertical-rl; border-left: 1px solid black; padding: 5px;">EAST</div> </div> <div style="border-top: 1px solid black; padding-top: 5px;">SOUTH</div> </div>	♠ — ♥ J 8 7 4 2 ♦ 9 7 3 2 ♣ 9 6 5 3	
	♠ A K Q J 10 6 4 ♥ — ♦ A Q J ♣ A J 10		

West was the dealer and bid a Heart. North passed and East jumped the bid to three Hearts. It will be noted that this hand is practically worthless aside from its "Big Bill," and while the bid might easily be defeated, it would, nevertheless, be a good sacrifice if it saved the game. South, with his strong holding, was not hard put to go three Spades and West, sensing that his partner was void of Spades, went to four Hearts. North and East passed and South called four Spades, which West doubled. When North and East passed, South redoubled, as he was practically certain of making his contract. West was sat-

ified to leave the redouble in, but East viewed it with little cheer. His hand was not going to win any tricks at Spades, while with Hearts as trumps it was good for three or four. After mature deliberation he went to five Hearts, and now South had his work cut out for him.

While it looked to him that he would defeat the Heart contract for a trick or two, he needed but one trick from his partner to make the game and rubber—and his hand contained a hundred honors in Spades!

He, therefore, went to five Spades, which West again doubled and, after two passes, South redoubled. This time East did not rescue and South played the hand and was set one trick, two hundreds points less the honors. If South had doubled the five Heart bid, he would have gotten into an even worse mess, because natural play would have permitted West to have made his contract!

When South made the first redouble he was the last speaker and a simple "pass" by him would have irrevocably closed the bidding.

The contract of four Spades doubled would have been made with no difficulty and he would have scored a rubber of five hundred points. As it was, he lost the rubber amounting to six hundred points on the next deal and earned the fervent condemnation of his long-suffering partner for many moons to come.

Possibly my abhorrence to redoubles dates back to the somewhat laughable incident where my partner bid up to five Clubs and was doubled by the opponent with the remark:

"I'll double five on general principles." My partner redoubled and the opponent now went to five Spades, which I doubled only to have my partner bid six Clubs.

This time the opponent gravely passed and we made a Grand Slam—undoubled!

It is to be regretted that “general principles” do not govern beyond a fixed limit.

CHAPTER XXXVI

A TIME TEST

IT seems very hard for some card players to understand how a Tournament or Championship that really means anything can be won at Auction Bridge. "No matter how well a person plays," they protest, "the fall of cards may be so overwhelmingly favorable to some players that the factor of skill may be of only secondary importance."

In tournament play, the luck of the cards is quite eliminated by the duplicate feature of the game. The cards are shuffled but once and all the contestants play exactly the same hands. The players seated in the North and South positions play the same cards, and as the East and West players rotate around the room, they play against the same players.

As the cards are the same and the strength of the opposition is equal, the luck factor is now reduced down to a minimum point.

Some of the hands are necessarily difficult ones, while others are quite simple, so the only luck remaining is to play the intricate hands against the less skilful players.

In a session of "Duplicate," about ten hands are played an hour and the game usually consists of about thirty deals. While the ranking players are generally quite close together at the end, there is often a difference between the leading and trailing teams of over 3,000 points.

Contrary to the opinion of some players, there should be practically no difference in the bidding or play of the

conventional game, whether straight Bridge or duplicate Bridge is played.

In the long run, sound tactics will prevail.

Only about 20 per cent. of the hands are crucial ones, and if the player can handle these properly, he is certain to have a good score. I would say, at straight Bridge, the same results would obtain. About one hand in five is outstandingly responsive to expert treatment and the players who get the "swings" on these hands usually get the emoluments.

When the Bridge Player—or the Bridge Builder—endeavors to accomplish too much without having the proper material, he is sure to meet with disaster!

Occasionally, a skilful player is forced to play a difficult hand against a foeman worthy of his steel. When the objective is won against brilliant defense, then the thrill of victory achieved is indeed gratifying.

Such a hand is the one following:

		♠ Q J 10			
		♥ 10 5			
		♦ K 7			
		♣ A J 10 9 8 2			
		<div style="border: 1px solid black; padding: 10px; margin: 10px auto; width: 150px;"> <div style="display: flex; justify-content: space-between; border-bottom: 1px solid black; padding-bottom: 5px;"> NORTH </div> <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="writing-mode: vertical-rl; transform: rotate(180deg);">WEST</div> <div style="background-color: black; width: 80px; height: 80px; margin: 0 auto;"></div> <div style="writing-mode: vertical-rl;">EAST</div> </div> <div style="display: flex; justify-content: space-between; border-top: 1px solid black; padding-top: 5px;"> SOUTH </div> </div>			
♠ 9 7 4 2					♠ K 8 6
♥ 7 6 3 2					♥ Q J 9 8
♦ 5 2					♦ A Q J
♣ 7 6 4					♣ Q 5 3
		♠ A 5 3 ♥ A K 4 ♦ 10 9 8 6 4 3 ♣ K			

The East player had the deal and bid one No Trump. South and West passed and North called two Clubs. East passed and South bid two No Trumps, which secured the contract.

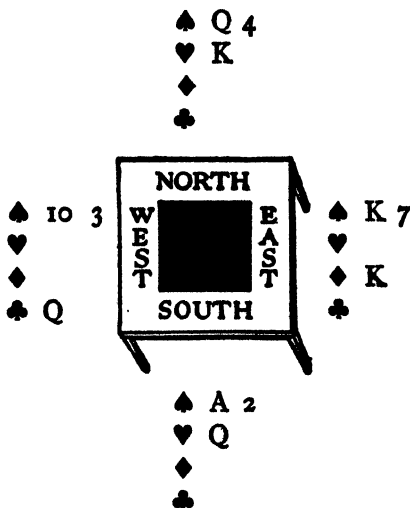
The two of Spades was opened and East played cleverly in refusing to cover dummy's ten with the King. With the high Diamonds in sight, South's bid marks him with the Ace of Spades. Even if this important card is with West, nothing can be gained by going up with the King, because the Declarant must, under any circumstances, win at least one trick in Spades. Permitting him to win the trick at once effectually removes a reëntry card for the Club suit, and unless South holds three Clubs, that suit apparently will be shut out.

South quickly sees that he requires a sure reëntry to bring in the Clubs and overtakes dummy's ten with his Ace. He now leads the King of Clubs and overtakes in dummy with the Ace, so that he can continue the suit and force out the Queen, before the Spade trick in dummy is driven out.

The Declarant's apparent sacrifice of two tricks enables him to win nine tricks and the game, a result that would be impossible by any other method of play. Irrespective of the location of the King of Spades, the dummy cannot bring in the Club suit unless the Ace of Spades is played to the first trick. If the ten were permitted to hold and the Ace of Clubs played at once, followed by the Jack, East would win with the Queen and play the Queen of Hearts. When South is in the lead, he could play a low Spade, but the King would go up, whether it was held by West or East, and the Ace would block the suit, preventing dummy from getting in with the Queen to make the long set-up Clubs.

If South allowed the first trick to be held by dummy and endeavored to establish his Diamond suit, the opposition would set up the Hearts and not only save the game, but probably would defeat the contract for a trick. That East's skilful defense should be nullified by South's masterly play gives the student a glimpse of the heights that may be attained by close application to our most fascinating card game.

It is hard to believe that sometimes, with only three cards remaining unplayed, a situation may arise that would cause any self-respecting cross-word puzzle to bow its head in shame. I have seen many such endings played for an unnecessary loss, but recently I saw a hand laid down by the opponents, and the Declarant conceded them two of the three tricks left, thereby taking a penalty of fifty points, when he could have made the game and rubber.



Spades being trumps and South having the lead can take two tricks if he plays properly. How would you go about doing it if all the cards were exposed?

With only three cards in the hand, the position can hardly be dignified with the title of a problem, but as a matter of curiosity, try and do it in three minutes—one card per minute. Timer ready? Starter ready? Go!

CHAPTER XXXVII

TRICKS OF THE FOURTH DIMENSION

WHEN a player must choose between making a bid of five or doubling the opponent's bid, it is usually a close question as to the best procedure to follow. Often the only guide is the player's ability to handle the cards so skilfully that he is assured of making every possible trick that is in the hand. If there is any doubt in this regard, it is better to double—or to pass and hope the partner may double—as the chances generally tend to favor the defenders, on a large trick contract.

While it is undoubtedly better to win the rubber than to take a penalty of a hundred or two, it is also considerably more beneficial to set the opponents than to be set yourself.

Sometimes the game-going trick does not appear on the surface at all, or it appears only as a mirage, to vanish in the thin air like the ghost of a Cagliostro.

Possibly the most puzzling hands to play are those that seem quite simple—only one thing to do and apparently only one way to do it. I am going to illustrate a few such hands, where the game-going tricks are so intangible, so elusive, so undimensional, that not merely close application, but a thorough knowledge of the game is essential to arrive at a successful issue. It is not enough to play a hand "naturally," and when a bad distribution

West did not have any good opening lead, but in face of his partner's assist and double, he had little option but to play the Ace of Hearts. This was trumped by South and the King in dummy afforded him a discard for a losing Spade. Now, if either the Diamonds or Clubs are divided three and two, the Declarant will make his doubled contract. After two rounds of Clubs show that East holds the rest, South tries the Diamond, and when the Queen falls on the first round, he can feel the sword of Damocles dangling over his head. He dare not pull the trumps or West will get in with the ten of Diamonds and make the remaining tricks. His best chance is to put dummy in with the trump and lead the last Diamond. If East can be inveigled into trumping it, the contract can still be made, unless East underleads the Ace of Spades to obtain another Diamond ruff from his partner. Should East refuse to ruff, then the Declarant is "sunk." He draws a penalty of two hundred points—for failing to rise to an emergency. It will be noted that if South, after two rounds of trumps, plays a low Diamond on the second round, permitting the enemy to win the trick, and shuts out East by trumping the third round with the Ace of Clubs, he cannot regain the lead in his hand to draw down the opposing trumps, unless he takes a ruff, in which case East will hold the long trump.

The correct play of this deal is to refrain from leading the trumps until after the Diamond suit is started. If by any untoward chance the very first round is trumped, then the hand cannot be made under any circumstances. When the Queen drops at once, then the dummy should be put in with the Ace of Clubs, the Spade discard taken on the King of Hearts, and the remaining Diamond led. If East passes it, South wins and trumps a losing Dia-

mond with the nine of Clubs and then leads the last trump from dummy for a total of twelve tricks.

If East trumps the second round of Diamonds, he will be left with but two remaining trumps against three in the Declarant's hand. Should he underlead the Spades to put his partner in for another Diamond ruff, dummy will shut him out with the nine of trumps and still have a trump left to lead. This method of play will give the Declarant eleven tricks—sufficient to fulfill his doubled contract. This hand was played at fifteen tables in a duplicate contest and only one player succeeded in making eleven tricks at Clubs.

Another hand where a moment's thought will give the player an added chance to make a game that ordinary play will not win, is the following:

		♠ A 9 3	
		♥ K 7 6	
		♦ 10 9 3	
		♣ K 7 6 3	
♠ Q J 8 7 6 2			♠ K 4
♥ 9 8 5 3			♥ Q J 10
♦ K			♦ 8 7 6 5
♣ 10 9			♣ Q J 8 2
	<div style="border: 1px solid black; padding: 5px; text-align: center;"> NORTH W E S T SOUTH </div>		
		♠ 10 5	
		♥ A 4 2	
		♦ A Q J 4 2	
		♣ A 5 4	

South deals and obtains the contract at one No Trump. The seven of Spades is led and won with the King.

Dummy stays off the second round, but must take the third round with the Ace. It is obvious that only six tricks can be made unless the Diamonds are brought in and that suit must be played for.

The contract cannot possibly be lost as the enemy can take but five tricks in Spades and one in Diamonds. As East did not follow to the third lead of Spades, West is known to have held six originally. Unless his remaining cards are evenly distributed, he doubtless will hold a singleton, and it is barely possible that the singleton may be the Diamond King. If East holds that important card, there is no harm in permitting him to make it, as he has no more Spades to give his partner and the Declarant wins nine tricks and the game against any play. Under the circumstances, the Declarant refuses to finesse and—fells the lone King! His success is entirely due to taking the one chance that was open to him.

CHAPTER XXXVIII

THE DESCHAPELLES

PLAYING a single hand with unusual brilliance does not necessarily mark the expert player.

Either of two factors may have been of assistance—luck or a good memory. Almost every session of play will present some situation that has been thoroughly discussed by writers and players from time immemorial.

The player who can recognize such a position and take full advantage of it, has a distinct “edge” over the vast majority who think more of the hundred Aces they may get on the next deal, than they do of the latent possibilities of the hand before them.

I sat East on the play of this hand:

		♠ A 9 3	
		♥ 4 3	
		♦ J 9	
		♣ A Q 10 7 5 2	
♠ Q 4			♠ K 8 5 2
♥ K Q 7 6 5 2			♥ J 8
♦ 7 4 3 2			♦ K Q 6
♣ 3			♣ K 8 6 4
	<div> <div>NORTH</div> <div>WEST</div> <div>EAST</div> <div>SOUTH</div> </div>		
		♠ J 10 7 6	
		♥ A 10 9	
		♦ A 10 8 5	
		♣ J 9	

West had the deal and passed. A Heart bid would have been unsound, as the hand does not contain two quick tricks. North bid a Club, which I passed and South bought the contract for one No Trump. The six of Hearts was opened and the Declarant held off until the third round of the suit. He then led the Jack of Clubs and finessed to my King. Having no more Hearts, I had to choose between leading a Diamond or a Spade. West cannot hold the Ace of Diamonds, or he would have made an original bid with the six Hearts to the King-Queen. The only chance appears to be that he may hold the Queen of Spades, in which case a card of re-entry may be made in his hand to bring in the Hearts. Accordingly, I led the King of Spades, which was taken by the Ace, and the Declarant was held down to eight tricks. While the hold-up of the Ace of Spades would have won the game, there was no way that South could know what was taking place and his play was not open to criticism. If the Spade lead was from the King-Queen, refusal to win the trick would have been a terrible play, as a switch to the Diamonds would be sure to follow and the game would be irrevocably lost. The point that I wish to bring out, however, is not the brilliance of my play, as much as the highly complimentary remarks of the Declarant, that he could not cope with such "creative and skilful play."

Over sixty years ago, Deschapelles, the French savant, a Whist player of great excellence, had originated this *coup*! It doubtless has been "reinvented" thousands of times since then, but I sincerely trust that, in future, when a Bridge player wins or saves a game by the aid of this play, that he will at least give the French scholar credit for an "assist."

THE YARBOROUGH

It is surprising the number of Bridge players who want to know if they may ask for a new deal when they hold a hand that contains no card above a nine. Of course they can!

A hand of this character, commonly called a "bust," was made unpopular by Lord Yarborough in the late '50s. Then, as now, card-players delighted to regale unsympathetic listeners with hard-luck stories of the terrible hands they held—hands that contained neither "Ace, Face nor Trump."

Lord Yarborough, probably the original Foxy Grandpa, offered his condolences and also a slight wager of a thousand pounds to one, against the holding of a hand that did not have a card above a nine. It looked easy picking for the tough-luckers, but as an actual fact, the odds were greatly in favor of the benign old gentleman. The law of averages shows that such a hand will be dealt a fraction less than once in 1,828 deals. A Bridge player will, in a session of play, hold about forty hands, so a Yarborough is due about once every forty-six sessions. Therefore, when a player tells of the dozen or more Yarboroughs he has held during the course of an evening's play, it is quite safe to inquire about Mrs. Ananias—and all the little Ananiases.


N. B.—It might not be amiss to mention here, that, while it is quite all right to ask for a new deal when holding a Yarborough, it is also within the law to ask J. D. Rockefeller, Esq., for a million dollars. Try and get it!

THE CUMBERLAND

Doubtless, the worst luck that ever befell a card-player

was when the Duke of Cumberland held his famous hand, that is said to have set him back the rather tidy sum of 20,000 pounds. This hand has been so often misquoted that I believe it will be of interest to reproduce it. While it was long before the days of Bridge that this catastrophe occurred in a Whist game, the play of the cards is as applicable to both games.

♠ Q 10 9 8 7 6
♥ 10 9 8 7 6
♦ Q J
♣ —

	NORTH		
	W	E	
	EST	AST	
	SOUTH		
♦ 10 9 8 7 6 5 4 3 2 ♣ A Q 10 8			♠ 5 4 3 2 ♣ 6 5 4 3 2
	<p>♠ A K Q ♥ A K Q J ♦ A K ♣ K J 9 7</p>		

The two of Clubs was the turned trump in the East hand, and the Duke sat South. With this whale of a No Trumper, he properly opened the seven of Clubs and his opponents proceeded to gather in the entire thirteen tricks.

After the opening lead, good card-reading and correct play by East, prevents the opponents taking in a single trick. West wins the seven of Trumps with the eight and leads a Diamond, which is trumped by his partner. Close figuring by East—probably Deschapelles

himself—easily reveals the trump situation. South has led the seven, his fourth best trump, to which his partner has renounced and East holds all the trumps below the seven. The original leader, therefore, has but three remaining, so East leads a trump through him. No matter what card South plays it is covered by West and another Diamond led and again trumped. The Queen and Ace both falling, shows East that his partner's suit is set, so he leads his last trump through the harassed Duke. West wins and after drawing the remaining trump, goes blithely down the line with his Diamonds, creating havoc with the finest aggregation of Aces and Kings that ever graced the hand of his most gracious Grace.

CHAPTER XXXIX

A POST-MORTEM HAND

IT is remarkable how often the very first play made by the Declarant on a close deal is entirely responsible for the winning or losing of the hand. When the opponents do not put up a perfect defense, then a few mistakes, more or less, are of little moment. If, however, the opposition play an air-tight game and refuse to drop any tricks by bad play, then an unsurmountable barrier confronts the player who loses a trick on every difficult hand and trusts to luck to carry him through. When the lost trick points an accusing finger at its perpetrator and he recognizes and acknowledges the child of his folly, then there is still hope remaining for him. Should the player be so dense or recalcitrant that he cannot or will not see the errors of his plays, then his only chance for success at Bridge is to pray for Aces and Kings. To paraphrase the ancient saying:

"He who knows not and knows that he knows not, is a child—teach him.

"He who knows not and knows not that he knows not, is a fool—shun him."

Some time ago I played a set game with a man for my partner who freely admitted that he played a very fine game. We finished over two thousand points in the rear, and my partner endeavored to console me with the usual platitude, "They outheld us this time, partner, but we

letting North in the lead is apparent. He is marked out of Spades and a switch to Diamonds would be imminent. East, therefore, leads the three of Spades and finesses the ten. The Queen of Clubs is led through, and although North correctly refuses to cover, the third round sets the suit and nine tricks are made, winning the game.

The Declarant showed a bit of elation at his successful play, but South, after a moment's thought, remarked: "I could have saved the game if I had played the King of Spades at the second trick."

"I don't think so," replied the Declarant. "If you had gone up with the King I would have made four tricks in Spades instead of only three."

"That is quite true," affirmed South, "but the Club suit would have been shut out. When the three of Spades was led, you had remaining in your hand the Queen and Jack alone, and could not get back in the dummy to make the last two Clubs. Four Spades, three Clubs and one Heart would have given you only eight tricks."

"Guess you are right," East agreed, "but if you had played that way I would have made my eight tricks and stuck you in with the King of Hearts, so you could not have escaped eventually leading a Diamond up to my King."

"That would have been a pretty play, but if I had had the sense to sacrifice one King I would surely have given up the pair. When you do not take the Heart finesse I must mark the Queen with North, and the play of my King under the Ace would permit my partner to get in with the Queen to lead the Queen of Diamonds through and gobble up your King."

"Well," acquiesced the Declarant, "you certainly could have saved the game against any defense. But, after all

Club finesse was taken, East holding off the first round and winning the second when Declarant again finessed. The Spades were now cleared, and after the Declarant made four Clubs, two Spades and two Diamonds, West got in with the Ace of Hearts and made the balance of the Spades.

The point of this hand is, that notwithstanding that the player's Club suit is longer than the Hearts, the Heart should be played first. If West holds the King of Clubs, it is not a card of reëntry for him, while the Ace of Hearts is. The positive reëntry must be gotten out of the way, if possible, before the Spade suit is set. If East has both reëntry cards, but has no more of his partner's suit to lead him, then the Declarant must win the game. Should the Ace of Hearts not fall after two rounds, then the suit should be abandoned and the play made to bring in the Clubs.

CHAPTER XL

DON'T TRUMP YOUR PARTNER'S ACE

THE admonition not to trump your partner's Ace may seem superfluous, but I was guilty of such a *contretemps* some few days ago. A lady watching the game left hurriedly. I was told afterward that she could not believe that any one could play so badly. "Why," she said, "one terrible player actually trumped his partner's Ace!"

Fair lady, you have seen but a small portion of my wickedness. Some time ago the bridge expert of "Vanity Fair," R. F. Foster, narrated an amusing and veracious tale anent a deal wherein I managed to successfully discard four Aces in a single hand. Would that there were more Aces to conquer!

The hand where the lone Ace met an untimely fate was rather pretty, although the play was plainly marked:

♠ A 10 8
 ♥ 10 5
 ♦ 4
 ♣ A Q J 10 6 4 3

♠ K 9 3
 ♥ A K Q J 9 8 6
 ♦ 8 6
 ♣ K

NORTH
 WEST EAST
 SOUTH

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

♠ Q J 5 4
 ♥ 7 4 3 2
 ♦ 9 7 5 3 2
 ♣ —

North had the deal and bid a Club. East bid a Diamond. I sat South and managed to restrain myself, but West leaped to three Hearts. My partner refused to be gagged and went to four Clubs, which was doubled by East. I was not overly cheered by the bidding, but tried to look happy. West bid four Heart, landing the contract.

When my partner led the Ace of Clubs and the dummy was exposed with a solid Diamond suit, it was apparent that the leader must hold the Ace of Spades or a quick trick in Hearts to justify his original bid. The rebid of "four Clubs" showed at least six Clubs—probably seven. If only six, then the King would not fall, but North must regain the lead before my trumps are exhausted and could give me the second ruff. If, however, North held seven Clubs, then the game must be lost if South does not ruff the Ace. As a matter of fact, a Small Slam would be

Mr. Peck, in the South position, was the dealer. The bid was passed by the first three players, but East declared "two No Trumps—to shut out the pikers."

He could have bought it for one, but with the superlative aggregation of pasteboards that he held, price was no object.

The opening lead of the six of Spades was won by the ten, and the Declarant can see a Grand Slam in sight if the four missing Clubs are divided two and two and the King of Hearts is in the North hand. But, more important is the possibility that one of the opponents may hold three Clubs. The dummy hand is entirely without a card of reëtry, so if the Clubs do not split, only eight tricks can be made by the Declarant, even should the King of Hearts be with North. The proper play, under the circumstances, is to lead the Ace of Clubs for the chance that the Queen may fall, in which event the continuation will be marked. Should the Queen not drop, then East follows with the Jack of Clubs and permits the opponents to win the trick, irrespective of whether or not the Queen is played second-hand. This method of play leaves East with the three of Clubs to put the dummy in to make the balance of the suit. Played this way, East has a fair chance to score a Small Slam, and as the cards happen to lay, such a result is attainable by good play.

If South holds the second Club trick, he will doubtless lead the Jack of Diamonds on the presumption that his partner wants his best supporting card in a red suit when he discards a Spade and does not follow on the Clubs. The Declarant should prepare for a "squeeze position" by cashing in the Ace and King of Diamonds and the Ace of Spades before he puts dummy in to make the Clubs. When the last Club is made, North holds four cards—

three Hearts and the Queen of Diamonds. East, also, has three Hearts and the six of Diamonds—and discards after North. If a Heart is discarded, East holds his three Hearts, and one lead through is sufficient to make the rest of the tricks. If the Diamond is given up, East can let go the Jack of Hearts and make two Hearts and a Diamond—for a total of twelve tricks.

In the actual play of this hand, however, South's keen perception was instrumental in saving the game. When the Ace of Clubs was played and the nine fell Fourth Hand, East's lead of the Jack made the situation clear. The Declarant must hold the three and intends to let the Jack "ride." South therefore, played the ten under the Jack and the problem of the Declarant apparently ceases to be a problem at all. The only Club missing is the Queen, and if South holds that card he has a perfect fourchette (the cards immediately above and below the one led) and must win a trick in the suit by covering the Jack with the Queen. The natural inference is that North must hold the Queen alone and that it will fall to the King. Accordingly, the Declarant goes up with the King of Clubs to try for the big slam and the game, as the poet would say:

"Folds its tent like the Arab and as silently steals away."

CHAPTER XLI

THE FIRST TRICK

ONE of the most trying situations in a Bridge game is when the player has but two or three cards left in the hand and strives desperately to take in an extra trick to make the game. When the obsession to obtain the added trick strikes the Declarant, it is apparent to every one at the table that the objective in view can only be consummated with the aid of chloroform or a blackjack. Prolonged thought, even when accompanied with loud "riffings" of the cards, will not bring back tricks that have passed in the night. Very often the game-going trick could have been made in the middle-play, or even by proper tactics on the very first trick. Possibly more rubbers are lost by careless play to the first trick, than by any other of the multitudinous ways that some players can find to chuck the game. An excellent slogan for many players would be: "Do your thinking early."

To the aggregation of first-trick hands I have already given, the one following should lend added interest:

Spade, permitting West to make three tricks in that suit. The Declarant was rendered very unhappy in trying to find three good discards on the Spade suit, but he dared not unguard the Queen of Clubs, with the result that he was stuck in with the Heart and at the end was compelled to lead away from the minor tenace in Clubs—the contract being defeated for one trick. It will be noted that if the Declarant had at once cleared the Diamonds, without giving up the Ace of Clubs to take that finesse, he would have made eight tricks, one over his contract.

Perfect play, however, would have accomplished a great deal more—it would have landed the game! Playing to the all-important first trick, the Declarant should have foreseen the necessity of getting in the dummy twice, so that if the King of Diamonds is with East, there will be a fair chance of catching it. The only way this can be done against good defense, is to play the Queen of Spades under the King. On the second round, when West refuses to play his Ace, the dummy can overtake the ten with the Jack, and lead a Diamond. The finesse proving successful, dummy is then put in with the Ace of Clubs and the second finesse establishes the suit. Five Diamonds, two Hearts, a Club and a Spade, make nine tricks and game, as a reward for thoughtful play on the first trick of the hand.

Occasionally a hand comes up where even perfect play will not be sufficient to win the game, if the enemy are on the alert. When the situation can be made so difficult for the opposition that it requires superlative skill to save the game, then the chances usually favor the Declarant.

reënter in the Ace of Clubs and can get in to clear the Diamonds but cannot reënter again to make the three good cards in the suit. It is obvious that if East refuses to win the second Diamond trick the suit cannot be brought in by the Declarant. To win the trick under these circumstances would seem to be refusing the favor of the Gods, as the Declarant could, beyond peradventure, make four tricks in Diamonds by overtaking the second Diamond with the Queen. The point of the play is that the Declarant needs but two tricks in Diamonds to make the game. When these two tricks are made, the Diamond suit is abandoned and the Clubs are at once led. No finesse is taken in that suit because if the King is twice guarded, the suit will be blocked and the game lost. Four Club tricks with the two Diamonds in, and the three tricks that cannot be lost, are a sure game.

Whether East's hold-up on the second Diamond trick is good or bad play, rests entirely on the status of the Declarant's playing ability. With a fine player in the South position, the situation should be correctly diagnosed, but against an average player, the hold-up would be quite justifiable.

CHAPTER XLII

THE BOOMERANG

SOME years ago, before the bidding adjunct was attached to Bridge, I played quite a bit with my old friend, W. A. W. At that time Spades was the lowest ranking suit and counted but two points per trick, while No Trumps counted twelve. The dealer, or his partner, had the sole right of selecting the trump, and the opponents merely had the right to double and increase the value of the chosen make. If the players thought they could make their contract, they "redoubled," and that process could go on indefinitely, except where local rules put a limit on the trick count.

Then, as now, certain arbitrary conventions were in vogue, such as declaring a Spade when holding a trickless hand, and doubling a No Trump in the Fourth Hand position to designate a Heart lead from partner.

My friend and I went on a trip abroad about that time, and all went well until he was stricken with heart trouble, from which he never recovered, even after he married the girl.

Now, it so happened that the Captain of the ship was an inveterate Bridge player, and the pleasant sessions we had on board were continued on shore at the home of the Newlyweds whenever the Captain's ship came into port.

The Captain, with true British gallantry, insisted upon playing with the lovely Mrs. W. for his partner, against

friend husband and me. The stakes were small, but neither the standard of play nor the luck of the cards was at all even.

After three sessions of play I suggested that we cut for partners, but the Captain was obdurate. He cheerily proclaimed to the world that, given a few good hands, he and the fair lady would beat the everlasting tar out of us.

The following day, the last before the Captain sailed for home, a ways and means committee discussed the situation, and the suggestion was made that I do something to equalize the state of affairs.

"We don't want to take any more of the Captain's money," said Friend W. "He plays all right for a sailor, but he couldn't beat us with an axe." From which it will be surmised that partner was not a shrinking violet.

While I doubtless have certain shortcomings as a card player, as a sleight-of-hand expert my prestige is of high rank. It is generally admitted that I can "protect myself in the breaks" when dealing. To vary slightly the general order of such things, it was agreed that I "stack up a hand" that would strongly favor the opponents and enable them to finish ahead for the last session. This seemed better than trying to play badly and lose in that way, because our opponents might tumble to such a procedure and naturally would be very indignant.

The evening's play, as usual, went pretty much our way, and when the last rubber was started, I prepared for the dirty work. The general custom among the light-fingered fraternity is to ring in a cold deck—that is, to switch the cards for a deck that has been previously prepared. Not having gone to this extreme, I hastily did the best I could and fixed the four Aces so that they would be dealt to the

Captain. Of course, the balance of the cards had to go pot-luck. In cutting the cards for Mrs. W., who was the dealer, I made the professional "undercut," so that the cards would not be disarranged. When the deal was completed Mrs. W. looked at her hand and said, "I leave it."

The Captain made it a No Trump and I asked conventionally, "May I lead?"

My partner hesitated a moment, looking at his hand, and as he glanced up I passed him a wink and he at once responded with "I double."

"Redouble," gleefully cried the Captain.

I thought that "another little double wouldn't do us any harm," so I spoke up bravely, and from that point on the Captain and my partner "redoubled" until each trick was worth 1,576 points.

By this time I was flying signals of dire distress and the Niagara of doubling ceased.

While a good joke is always enjoyable—especially when it is on the other fellow—it seemed to me that we had gone in a bit deep.

I had a presentiment that we had ventured rather too far, and when the enemy made twelve tricks for a Small Slam I could hardly see that we had not only squandered our winnings of the previous sessions, but had registered a substantial deficit in addition.

And, to cap the climax, my heretofore mild partner at once proceeded to berate me like a pickpocket.

"You poor drib," he shouted, "why didn't you lead me a H-E-A-R-T when I doubled the No Trump? A Heart lead would have established my suit before the Spade reëntree was taken out of my hand and we would have defeated the contract against any kind of defense. I

knew you held a heart to lead me when you redoubled." Suddenly—"Why did you redouble, anyway?"

I was dumfounded—utterly! My unfortunate partner had played the hand in all seriousness and I was not in position to offer any explanations.

The cards had been dealt in this way:

♠ K Q			
♥ K Q J 10 6 5 2			
♦ Q 10 7			
♣ 5			
<div style="display: flex; align-items: center; justify-content: center;"> <div style="display: flex; flex-direction: column; align-items: center; margin-right: 10px;"> ♠ A J 10 8 6 5 4 ♥ A 9 ♦ A K ♣ A K </div> <div style="border: 1px solid black; padding: 10px; text-align: center; margin: 0 auto; width: 150px;"> <div style="display: flex; justify-content: space-between; border-bottom: 1px solid black; padding-bottom: 5px;"> NORTH </div> <div style="display: flex; justify-content: space-between; align-items: center; padding: 5px 0;"> WEST <div style="background-color: black; width: 80px; height: 80px; margin: 0 auto;"></div> EAST </div> <div style="border-top: 1px solid black; padding-top: 5px;"> SOUTH </div> </div> <div style="display: flex; flex-direction: column; align-items: center; margin-left: 10px;"> ♠ 9 7 3 ♥ 8 7 ♦ J 9 5 1 ♣ Q J 9 6 </div> </div>			
♠ 2			
♥ 4 3			
♦ 8 6 4 2			
♣ 10 8 7 4 3 2			

It is obvious that if I had opened the Heart instead of the Club suit, our cards would have been good for the odd trick.

When the Captain had taken his leave, with the parting injunction to study up on our game so that we could make it interesting for him on his next trip, I gently explained what had taken place.

"Good Lord!" he moaned. "Do you mean to tell me that you fixed up that hand? Why, I never saw you touch a card and I completely forgot our little arrange-

ment. Guess I'm an idiot, all right, but"—he brightened visibly—"we didn't want to beat the Captain any more, did we?"

"Of course not," I agreed.

"Still," he persisted, "it would have been great if you had led the Heart. You didn't have any more sense than I did."

Again I agreed.

CHAPTER XLIII

COUP EXTRAORDINAIRE

I HAVE often wondered at the curious complex in some players that seems to impel them to make plays at certain times that they must know to be unsound. A short time ago I saw a seasoned player lead a low Diamond from a five-card suit headed by the Ace against a four-Heart declaration. The dummy went down with the singleton King, which, of course, held the trick. After the Declarant had drawn the opposing trumps he had remaining in his hand the Queen, Jack, ten of Diamonds and one trump left in his dummy. The Queen of Diamonds was then produced, and from then on there was no balm in Gilead.

The proper opening—either the Ace of Diamonds or the suit bid by partner—would have netted four tricks and set the contract, instead of losing the game and rubber. Even when an improper play of this kind stands to win a trick it is usually so difficult for the partner to read the situation that a loss instead of a gain is more often resultant. Recently I saw a four-card Ace suit underled on the original opening and the dummy put down the King, Jack, five and four. Third Hand held the Queen, nine, six and three. Naturally, on the opening of the two, Dummy playing low, Third Hand marked the Declarant with the Ace single, and finessed the nine. When the lone ten won the leader was very aggrieved at his partner's "rotten play" and spoke rather feelingly anent the

of a three or four trick contract does not appear particularly displeasing. West went to two Diamonds and East rebid the Hearts. I bid two Spades and after passes by West and North, East bid three Clubs. I still had faith in the Spades and East switched back to Hearts. At four Spades, West suggested that a "double" would not be amiss, and with the Diamonds bid over me, I was not in a strategical position to redouble, so the hand was played at four Spades doubled. The three of Hearts was opened, the nine played from dummy and the Queen went to my Ace. With the trickless dummy, it looked like a hopeless task to make the contract, but I played seven rounds of trumps to see what would develop. West's three discards were the Queen, seven and three of Diamonds. This was correct discarding, because if I had held three Diamonds to the King and the Ace of Clubs, a Club discard by West would have been fatal, as my play would have been to cash in the Club and put West in the lead with the Diamond, compelling him to give me a trick in that suit. East's five remaining cards were the King-Queen of Clubs, the King-eight of Hearts and the five of Diamonds. It is apparent if I now make the Ace of Clubs, that it will be my last trick and the contract will be set for a hundred points. It is also obvious that my Ace of Clubs cannot be lost, because there are but four Diamonds out against me. If I can inveigle West into doing for me what I tried to do but found to be impossible, that is, apply the squeeze to his partner, then I can make the game. I led the King of Diamonds, so that there would be no question in West's mind as to the solidity of his suit, and although the surprise of this play almost stunned him, he blithely, joyously, happily went galloping down the line with the suit, blissfully uncon-

scious of the torturing squeeze that his partner was being subjected to. East followed to the first Diamond, discarded the eight of Hearts at the second, but at the third Diamond he wept tears of anguish. A Club discard would give me the two Club tricks and the Heart would permit me to make the last Heart. Playing Fourth Hand I merely had to follow East's discard. To the thousands of players who have in mind to tell me that West need not have taken in his third Diamond trick, I can only ask: "Would you?"

Probably every card-player has heard the old saying that starts: "Thousands of Whist players are to-day walking the streets of London—" The reference is to the unfortunate individual who would not lead trumps. Even at this day numerous players delay leading their trumps until the trumps in anger turn and bite them. When the hand is of the character that the trumps should be drawn, a moment's dilatoriness may be fatal.

		♠ 10 7 4 2	
		♥ 8 6 2	
		♦ J	
		♣ A K J 10 4	
♠ 8 3			♠ —
♥ K Q J 5 3			♥ 10 9
♦ 9 8 7 6 4 2			♦ A 10 5 3
♣ —			♣ 9 8 7 6 5 3 2
	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <p style="text-align: center;">NORTH</p> <div style="display: flex; justify-content: space-between;"> <div style="writing-mode: vertical-rl; transform: rotate(180deg);">WEST</div> <div style="background-color: black; width: 100px; height: 100px;"></div> <div style="writing-mode: vertical-rl;">EAST</div> </div> <p style="text-align: center;">SOUTH</p> </div>		
		♠ A K Q J 9 6 5	
		♥ A 7 4	
		♦ K Q	
		♣ Q	

North dealt and bid a Club which East passed and South obtained the contract with a bid of four Spades. While the preëmption seemed unnecessary, there appeared little danger of the contract being set. The King of Hearts was opened and won with the Ace. The Declarant then led the Ace of trumps and followed with the Queen of Clubs, "to get out of the way before putting dummy in with the second round of trumps." West gleefully "swatted" the Queen, took in two tricks in Hearts, and upon his partner's discard of the ten of Diamonds, led that suit for the fourth trick. Instead of making a Grand Slam, the Declarant was set one trick and as balm for his partner, remarked: "Who could imagine that the very first round of Clubs would be trumped?"

And Echo replied: "Ugh!"

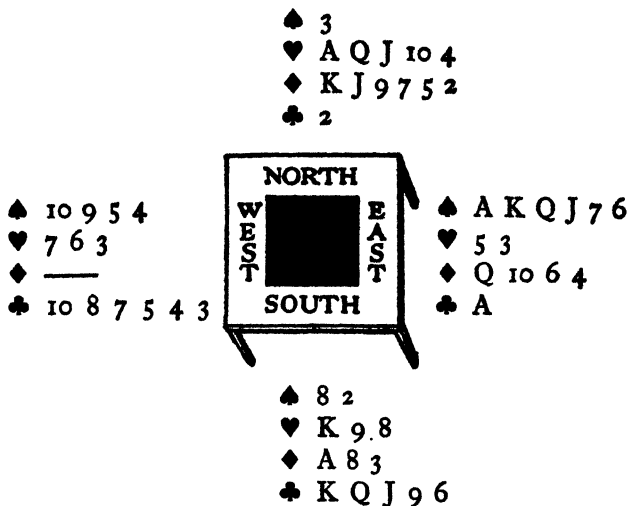
CHAPTER XLIV

MEMORY

POSSIBLY the most piquant thing about Duplicate Auction is the aftermath. The players in the different positions at the table hold exactly the same hands and when a particularly interesting deal comes up, that requires exceptional play to save or win the game, it is a great satisfaction to find out after the game is over how the deal was handled at the different tables.

At a recent game I happened to be one of two players that scored a gain of nearly 400 points on a hand that did not appear at first glance to lend itself to such a variation. Both of the gaining pairs played the defensive hands and the winning play was made on the opening lead. After that nothing mattered. In the after-game discussion, when I had explained the reason for my own play, one of the ladies remarked that she had just read an article written by me in which I had said that such a play was absolutely unsound and should *never* be made. Having been misquoted so often, it was rather a pleasure to have it done right to my face. As a matter of fact what I had said was that the play "was usually unsound and should rarely be made." And right here I desire to declare myself as approving but one "never"—that one is to never "never."

The hand that evoked the discussion was the following:



Sitting South as dealer, I bid a Club, my partner went to Hearts and East called a Spade. On the next round the Diamonds were shown, but notwithstanding that we ventured to five Hearts—one trick more than we could make—the enemy persisted to five Spades, which I doubled. The bidding was hardly open to criticism and the entire success of the hand hinged upon the opening lead. With either a Club or a Diamond opening—either seems conventionally correct—the Declarant at once obtains a cross-ruff and must take in eleven tricks for his doubled contract. North and South have bid three suits and therefore are in no danger of finding a set suit against them. It is obvious that West's support of his partner's Spades must be based, not on quick tricks but on ability to ruff—probably Big Bill himself. If such reasoning is correct every trump lead will save

a trick and this hand is a perfect example of the unusual situation where a trump lead is easily the best opening of the hand. Preventing one Diamond ruff sets the contract for a hundred points instead of allowing the opponents to make their five Spades doubled!

It is very curious how the memory is universally regarded as a necessary essential to good card playing. Some of the best Bridge players I have known have the most atrocious memories in the world.

Attention is the progenitor of memory, and the player who pays strict attention to the cards as they are played need not have a memory more than a minute long. In fact, after the hand is played, it is far better to forget it and start in at once paying attention to the hand following.

Some time ago I played a session of Bridge with a professional writer and lecturer on memory. After a deal or two it was forcibly brought home to me that all the butchers were not in the meat business. When he "forgot" on the second round that his King was high, and thereby lost the rubber, I gently expostulated with him upon the evils of possessing a poor memory.

"Poor? Poor?" he indignantly cried. "Why I have one of the most remarkable memories extant. I have trained my mind to remember facts and data for years and years."

"It is a bit odd," he continued musingly, "that there are only three things that I have any difficulty at all in remembering. I can't remember names and faces; I can't remember playing cards, and—and—well, I can't at this moment remember what the other thing is; but I earnestly assure you, my dear sir, that my memory is excellent." I was convinced.

for one No Trump. The eight of Spades was opened and covered by the nine, ten and Queen. West led a low Heart which the Queen was permitted to win, and a Club returned, which West held with the Queen in his hand. It looked like an Aceless pack. On the next the King of Hearts was taken by the Ace and now the time to count up the hand has arrived. Unless North is holding up the high Club, game cannot be saved. With three tricks in Hearts, two in Diamonds, two in Spades and two in Clubs, it seems all over. If North held originally three Spades to the eight-seven, a Spade trick can be set up by leading the King, and if North held but two Spades, then the Declarant can win the game by putting the dummy in and leading the Spade himself. As the cards lay, the Declarant could not go wrong had I led a low Spade, while the lead of the King put him in a hole. That the six was high after two rounds of the suit was too much for his credulity. After making the balance of the Hearts he tried for the Clubs and was held down to eight tricks.

In at least one respect Bridge is like Golf. "Whiffing" a trick or "whiffing" the ball is the direct result of trying to play from memory.

Keep your eye on the cards!

CHAPTER XLV.

PAPA SPANK!

THAT anything can happen to some specific Bridge hands is quite true. Because a hand holding four Aces is bid a No Trump and is set three tricks, it does not follow that the bid is unsound or that it should not be bid the next time. If a four-card suit works out badly one time and plays to good advantage the next half-dozen times, the significance is apparent to any unprejudiced observer. To all the players, however, who are opposed to this forward method of bidding, the hand that goes amiss will serve to illustrate their contention that such bidding is all wrong. After all, it is the system or convention which will prove a winner the greatest number of times, that the general run of players will find it advantageous to adopt.

A hand was sent me some days ago, where one of these "new-fangled" bids was set for four hundred points. That the hand was badly played does not enter into the merits of the case. As the cards lay, the bid was unquestionably a loser. But, if every bid of this kind won, where would be the necessity of any discussion at all? The controversy would be settled before it was started. I have seen many hands that looked well-nigh invincible meet with an untimely fate, because of a most unfortunate and unexpected distribution of the cards.

Dr. J. C. Fisk, of New York, thereupon stuck in a bid of "three Spades." It must be admitted that only a nerve specialist of long practice could make a bid like this on such a lot of junk. When South heard this "call of the wild" he considered it somewhat as a personal affront and did not hesitate upon the order of his "double." The bad news must have been quite harrowing to the good Doctor, but he had no way of escape.

South opened up the King of Hearts, which was ruffed in the dummy. A Club was led and a snappy cross-ruff established. After gathering in eight tricks by virtue of his measly trumps, the Doctor was in the lead and led his last trump, ploughing the doubler in the lead and forcing him to lose a Diamond trick in the end.

To win the game and rubber against the cards contained in South's hand was a great achievement and the Doctor was entitled to go to the head of the class. I do believe, however, that if I had the play of South's hand, the King of Spades would have been my opening lead. When the dummy was exposed, the trump continuation would have been marked, and the enemy would have found it *tres difficile* to take in more than three tricks, setting the contract for six hundred points.

A hand showing the extreme possibilities of what may happen, has been going the rounds. Whether the hand was originally actually dealt and played is impossible to state, but I do know that it has been "set up and put over" on unsuspecting Bridge players in different parts of the country. Within a short period I have received two communications, telling of losses incurred on this "tough-luck" hand.

"You can't shut me out with such a foolish bid—I'll go five Hearts."

"We will see who is making foolish bids," remarked South derisively, "I'll double."

"Redouble," said West. "You will find that I'm not to be bluffed so easily."

When the Declarant gathered in the last trick for a Grand Slam, the redoubtable Count Dussi, who was playing in the South position, looked around solemnly as he sadly murmured:

"Never again will I play this terrible Bridge Game."

CHAPTER XLVI

SLIPS THAT PASS IN THE FIGHT

EVER so often I receive a letter from an embryo Bridge expert, setting forth the gladsome tidings that I have slipped a cog in stating that a certain illustrative hand should be good for the game. "If West had opened the King of Trumps from the King-ten, the game would have been saved." The assertion is usually irrefutable, but why should such an opening be made?

Bridge hands are not played with all the cards exposed and natural play, based on the Bidding and individual holding, is supposed to be made. By "natural play" is meant the play that will win in the great majority of cases. Anything may be attempted after the hand has been developed to a specific point, but, as an opening lead, the choice is generally confined to one or two cards.

A large number of hands are won by exceptionally clever play, not against double-dummy defense, but against what appears to be the best procedure of the opponents, from the knowledge and data that they possess.

About one-half of the winning plays are due as much to permitting the enemy to go wrong, as to forcing the issue by brute strength.

It is always more difficult for the opponents of the Declarant to pursue the proper course to obtain the best results, because they cannot be sure of their combined strength, as they see but thirteen of their cards. Declarant, as soon as the dummy is put down, knows ex-

actly what his twenty-six cards are, and has a correspondingly great advantage.

The discussion, or Post-Mortem, after a hand has been played, seems to annoy some players exceedingly. Especially so, when it appears that some reflection is being cast on their play. I believe that a player's best chance to improve his game is to invite criticism. The player who objects to fair criticism is most likely to play just as badly ten years hence.

The following hand contains some very meaty points for debate:

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

South obtained the contract at three Hearts, after West had shown a strong predilection for No Trumps. Notwithstanding the strong hand that West held, he did not have an opening lead that was at all desirable.

The two of Clubs—unquestionably the proper opening—was made and the Declarant won with the Queen. This false-card apparently marked East with the nine, and South with the Ace, which should now be alone. Three rounds of trumps were played next, West being in with the Queen. The Club was continued and the Declarant put the ten up in dummy to permit him to take the finesse in Diamonds. After that finesse lost, the play was marked, but the Declarant succeeded in making nine tricks and fulfilling his contract. If West had opened and continued the Spade suit, easily the worst opening in the hand, he would probably have defeated the contract one trick, although the Declarant could, by careful manœuvring, still have made his nine tricks. Lay aside the cross-worder and figure it out yourself.

However, as the hand was played, South thought that his unorthodox play of the Queen to the first trick had fooled West into permitting the hand to be made. In reality South had laid the foundation for a brilliant *coup*, but did not know it! After the opposing trumps were out, he should have won the second round of Clubs with the Ace and at once played back the nine, permitting West to make the King. This play would have set up the Club suit in the dummy before the Spade reëntree was taken out and have afforded South two valuable discards. The opponents could have taken but one trick each in Spades, Hearts and Clubs, giving the Declarant ten tricks—and the game!

A point that is often rather acrimoniously discussed is when the player must decide upon a finesse that will make the game if it wins, and lose the contract, if it goes wrong. Usually there is something in the hand to guide the thinking player into the proper course to pursue.

♠ A
 ♥ 9 6 4
 ♦ J 7 3
 ♣ A J 9 8 4 3

		NORTH			
10 9 7 6 4 2	W		E	♠ J 8 5 3	
Q 7	WEST		EAST	♥ J 10 8 5	
Q 9 6				♦ K 10	
6 2		SOUTH		♣ Q 7 5	

♠ K Q
 ♥ A K 3 2
 ♦ A 8 5 4 2
 ♣ K 10

In this hand North was the dealer and bid a Club which South overcalled with a No Trump. There was no further bidding and the opening lead was the six of Spades. It will be noted how correct bidding permits South to count his partner's hand with exactitude, before it is exposed. An original bid must have two quick tricks. The Ace of Clubs is one trick and the other must be either the Ace of Spades or the King-Queen of Diamonds. If North has more than the minimum requirements for his bid, then the hand will probably be a pianola.

After being forced to win the Ace of Spades, the Declarant is in a quandary. With the reentry card gone, the long Club suit is in a bad way. Any opening lead other than the Spade would have made the game easy. As a matter of actual play, South put his hand in with the King of Clubs and after long meditation and much

agony of spirit, finessed the Jack on the return. The result was unfortunate, as six tricks was all he could then make—the contract being set for one trick. North's sincere opinion of his partner's play, as he himself put it, was rather disparaging.

"The first duty of a player," he said, "is to make the contract if possible, and then try and make the game. The Ace of Clubs would have given you seven sure tricks."

"I admit I could have made the contract," replied South, "but it would, in my opinion, have been cowardly to abandon the chance for the game. Don't you agree with me?"

Being the enemy on the Western front appealed to, I thought on this particular hand it might have been better to make sure of the contract and still take the chance of winning the game."

Now the attack was *en masse*. "How come?"

I explained. "The second trick should have been taken by the King of Hearts and the ten of Clubs led and finessed. If the finesse loses, the King of Clubs can be overtaken by the Ace and ten tricks will be made. If the finesse holds, and the second round of Clubs does not drop the Queen, then seven tricks must be made and there is still a chance that the Hearts are evenly divided."

"As the cards lie your play would have won the game, unless East would refuse to win the Club trick with the Queen," said South, meditatively.

"That would have been clever play on East's part and against perfect defense the game is impossible."

"But," interposed North, "suppose the Queen of Clubs

had been in the West hand and had covered the ten: then the King would have blocked the entire suit in dummy."

"That is true," I replied, "if the Ace is played on the Queen. But, why play the Ace?"

CHAPTER XLVII

PLAYING FOR PENALTIES

THERE are a great number of Bridge players who dearly love to bid a weak No Trumper. The text-book writers have lowered the requirements for such a bid to two quick tricks, divided into three suits. That the ability of the player should have any bearing upon the advisability of making such minimum bids is not considered for a moment. As a general thing the poorer players are more prone to make very weak original No Trump bids than are the stronger players. When the opposition is not against very strong play then there is little danger in this forward style of bidding. Often by taking a penalty of a trick or two the game can be saved. If, however, the opposing players are on the alert then rash bidding is apt to be very heavily penalized. The indifferent player who bids a tentative No Trump with a mere skeleton of a hand will not find the opponents sufficiently obliging to rescue him. Instead he is more likely to be given every opportunity to exhibit his skill on the unsatisfactory basis of paying a hundred points for each trick he falls short of his contract. It must be understood, however, that unless players are prepared to take full advantage of the benefits that may be derived from the use of the informatory double a premium instead of a penalty will often reward and further encourage loose bidding.

In the parlance of modern Bridge there is no such thing as "command." A conventional informatory double merely "requests" the partner to make a bid. When hold-

ing a poor hand the request should be obeyed. The poorer the hand the more urgent is the obligation. If the player has made a sound double, there is but slight danger of incurring a loss. Should the responsive take-out not suit the doubler's hand, he should have a good bid of his own to switch to. When, however, the doubler's partner holds a fairly strong hand, especially against a No Trump bid, then the double should be left in. The possibilities of this procedure are getting more pronounced day by day and are effectually putting a damper on uncouth bidding.

In a recent duplicate game, I sat South in the following hands and elected to "pass" both doubles. In each instance, the original bid was unquestionably sound, and when the student ponders the heavy penalties inflicted, he should give grave thought before launching a No Trump bid that is feeble and decrepit.

♠ K Q 9 5 3
♥ K 9 6
♦ K 7 4
♣ Q J

NORTH			
♠ A 10 6	W	E	8 2
♥ A 10 4	E	A	Q 7 3
♦ J 10 2	S	T	Q 8 6 5 3
♣ A 8 7	T	S	6 5 2
SOUTH			

♠ J 7 4
♥ J 8 5 2
♦ A 9
♣ K 10 9 3

South had the deal and passed. West bid a No Trump which North doubled and all hands passed. While the South hand seems a bit weak to leave in a doubled one-trick bid, it must be remembered that, having passed originally and disclaimed two quick tricks, the hand contains more than could normally be hoped for. Furthermore, it holds a forcing card in each of the major suits—an important point because the double claims at least one major suit—which will probably be opened. The play of the hand was simple, the Declarer being set 300 points, losing four Spades, three Clubs and two Diamonds. If the double had been taken out in Hearts or even if North had bid the Spades, three odd tricks is all that the North-South hands could hope to make against the proper defense. So, with minimum holding, both for the double and the leave-in, it usually proves more profitable to play the hand at a hundred points per trick than at eight or nine.

On the second deal the “strafting” was much more severe and afforded some very pretty play. It is worthy of note that on this deal, South’s holding of nine cards in the major suits, together with a singleton, seemed to make a bid obligatory, as the game appeared a certainty. The game was there undoubtedly, but what a poor thing the game was compared to the penalty!

	♠ K 8 5	
	♥ K J 8 4	
	♦ A Q 10 3	
	♣ 9 3	
♠ A Q 4	<div style="border: 1px solid black; padding: 5px; text-align: center;"> NORTH <div style="display: flex; justify-content: space-between;"> WEST <div style="background-color: black; width: 100px; height: 100px;"></div> EAST </div> SOUTH </div>	♠ 7 3 2
♥ Q 10 5		♥ 3
♦ K J 7		♦ 8 6 5 4 2
♣ K Q 5 2		♣ 10 8 7 6
	♠ J 10 9 6	
	♥ A 9 7 6 2	
	♦ 9	
	♣ A J 4	

West dealt and bid a No Trump. With every suit stopped and a hand that held eight of the twenty honors, this bid was assuredly not open to criticism. When North's double was left in, it looked to West that the enemy had gotten their signals crossed. The four of Hearts was opened, won by the Ace and the six returned. The fourth round of the suit was taken by the nine, but the fifth Heart was not played. It was not advisable to force a discard from the partner, as South intended to play the Jack of Spades, regardless of what card North let go. Furthermore, when the last Heart was not cashed in, North at once received the valuable information that the partner held a sure card of reëntry and could not be prevented from again obtaining the lead. The Spade Jack was covered by the Queen and King and the suit returned.

West won with the Ace and played the King of Clubs, which South took with the Ace and now made the last Heart and the Spades. At the end South had left the Jack and four of Clubs and nine of Diamonds. West held the Queen of Clubs and the King-Jack of Diamonds. North had the Ace-Queen-Ten of Diamonds. To protect the Club suit West had been squeezed and forced to give up the seven of Diamonds, so the nine of Diamonds lead gave North the last three tricks for a Small Slam! A loss of 600 points in penalties and 80 points for slam and honors seemed inconceivable when the powerful nature of West's holding is considered.

All of which tends to prove that informatory doubles can and should be left in—often.

CHAPTER XLVIII

THE TRIPLE SQUEEZE

IT is too much to expect that every deal at Bridge will lend itself to some extraordinary *coup*, through which the Declarant may win the game—or the opponents save it. The great majority of players never look beyond the ordinary routine of play. They take in their Aces and Kings, when they can, ruff their losing cards, if the opponents permit, and occasionally take a finesse when the opportunity seems propitious. The good player—in considerable minority—treats such things as wholly mechanical. He endeavors to establish a long suit, takes double finesses, and tries for end plays, where the enemy is forced to lead away from a guarded King. The ranking players, comparatively few in number, win many games through elimination plays, *grand coups* and the squeezes.

It is curious how many players seem to think the squeeze play is a *rara avis* that only comes to life every seven years.

Some time ago I was journeying from Cleveland to New York with three of our leading experts, J. H. Peck, Eberhard Faber and R. R. Richards. The question of how often games could be won by the squeeze was discussed and we proceeded to try it out. After about three hours' play, two games were won by virtue of this play and a third opportunity presented itself but was missed

by—one of us. Recently, I watched Com. Winfield Liggett win two games in succession by squeeze plays, perfectly executed. One was played at five Diamonds doubled and the other at four Hearts doubled. In no other way could either contract have been made and the difference between taking two penalties and winning the rubber must have been worth close to a thousand points.

There are countless players who will never be successful at Bridge, or acquire great wealth, until the squeeze play—and opportunity—come with waving of red flags and loud beating of drums.

On the rubber game the difference between mechanical and expert play in the following deal counted pretty close to six hundred points:

♠ A			
♥ J 7 3			
♦ 8 7 2			
♣ K 10 7 5 3 2			
♠ K Q J 9			♠ 8 7 6 4
♥ A K Q 8			♥ 10 9 6 4 2
♦ —			♦ J 9 6 4
♣ Q J 9 8 6			♣ —
	<div> <div>NORTH</div> <div>WEST</div> <div>EAST</div> <div>SOUTH</div> </div>		
♠ 10 5 3 2			
♥ 5			
♦ A K Q 10 5 3			
♣ A 4			

West dealt and bid a Heart, North two Clubs, East two Hearts and South three Diamonds. On the second

round West went to three Spades, North four Diamonds, East four Hearts and South five Diamonds. After West and North had passed, East doubled. The opening lead was the King of Hearts and when East played the two, West decided that his partner wanted a lead of some other suit. With the singleton Ace of Spades in the dummy, a lead of that suit could not be the one desired, so West led the Queen of Clubs. North played a little one and East trumped and led a Heart. This South trumped, put dummy in with the Spade and trumped another Heart. Now a Spade was ruffed and South got in with a trump to ruff another Spade. At this point dummy was left with nothing but Clubs and was compelled to give East another Club ruff, after which South could not escape losing a Spade trick, being set for two hundred points. South was apparently well satisfied with the outcome, as he scored 80 points for honors and—"the opponents would have made the game at Hearts."

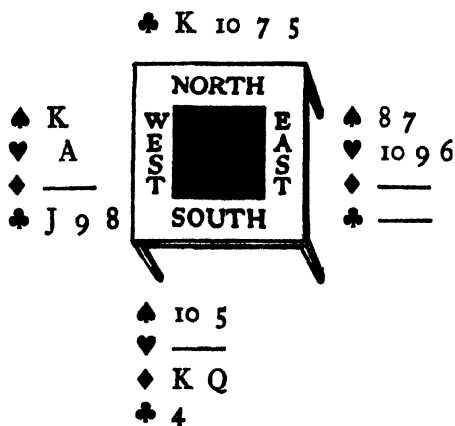
Whether or not the game could be made at Hearts was dependent upon West's ability as a player. Cross-ruffing the hand would fall one short of making the contract. Delicate play, permitting North to make two trumps and setting up a Club in the West hand would make the game. However, the pretty part of this hand is that South could, after the second trick, have taken in the remaining eleven tricks against any line of defense that the opponents could offer.

The initial error of the Declarant was on the second trick. When the Club was trumped, South should have played the Ace instead of the four. At the third trick the Heart is ruffed, dummy put in with the Spade, but instead of taking another Heart ruff, the trump should be led. Then a Spade is ruffed and the last trump led from

dummy. It should be obvious that a second Spade ruff would put dummy in the terrible predicament of being left with nothing but Clubs to lead. When South is in the lead, he draws East's last trump and follows with another round to put the screws on West, who holds three Clubs together with the top Heart and Spade. If he discards the Spade, South's ten becomes high. If the Heart is thrown, then dummy holds the winner with the Jack. Should a Club be given up, the lead of the four gives dummy the finesse for the balance of the suit.

It is the triple squeeze!

The last five cards in the hand were:

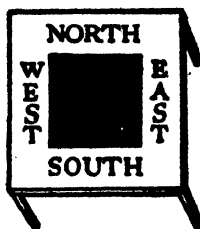


On South's Diamond lead, any discard made by West will be fatal and loses the game.

Another hand that required perfect technique to land the game was the following:

♠ A Q 9
 ♥ Q 5 4
 ♦ Q 9 6
 ♣ 10 9 7 5

♠ J 7
♥ 10 8 7
♦ 10 7 5 4
♣ A K Q 2



♠ K 10 8 5 4
 ♥ K 9
 ♦ J 3 2
 ♣ J 6 4

♠ 6 3 2
 ♥ A J 6 3 2
 ♦ A K 8
 ♣ 6 3

South played the deal at two Hearts. West opened the King of Clubs, followed with the Queen and two. The third round is a low card instead of the Ace, because East has not echoed and must hold the only missing card, the Jack. South trumps the Club, puts dummy in with the Queen of Diamonds and leads a low Heart. The Jack is finessed, the Ace drops the King and the suit is set. If the Queen of Hearts were led instead of a low card, the cover with the King would have established the ten in West's hand for the third trick. In this situation the player should not lead the Queen when the suit in the combined hands is not more than eight cards, unless he holds both the Jack and ten.

After three rounds of trumps exhausts the enemy, the Ace and King of Diamonds leaves the East player with nothing remaining but four Spades. Now the Spade is led and the finesse of the nine is lost to the ten, but East is compelled to lead up to the major tenace, permitting the Declarant to win the game by virtue of his excellent play.

CHAPTER XLIX

OH, THE DEUCE!

SOUND bidding at Bridge is almost entirely a matter of Aces and Kings. Expert playing is mostly a question of deuces and treys! Any drib knows enough to take in his high cards, but it needs some ability to closely follow the advancement of the low cards. A favorite saying of the late Elwell was: "Pay attention to the little cards—the Aces and Kings will take care of themselves." I hardly think it is an exaggeration to say that the average player does not know once in ten times when a card as low as the seven or eight becomes the best card.

Some time ago a man was introduced to me as "the luckiest Bridge player in town." During the course of a rubber he led the seven of trumps, which gobbled up my six, and at once I knew why he was "lucky."

Possibly the most extreme case of *little-carditis*, as well as a neat playing hand, was one I held in a tournament recently:

At this stage, the balance of the tricks are essential for game as the enemy have taken two Diamonds and a Heart trick. If the King of Clubs were in East's hand, all would be well, but the No Trump bid and subsequent double by West appears to definitely mark the location of that important card. Of course, the outstanding play is to remember that eleven Spades have been played and the deuce has not yet appeared. In accordance with the laws of Medes and Persians the three of Spades is the ranking card and will afford a discard of the Queen of Clubs! Could anything be more simple?

When a player does not pay close attention to the little cards, the pseudo-squeeze is a most formidable weapon against him and he is in hot water on a great many hands, when playing against strong opposition.

♠ J 4 2
 ♥ A K J 2
 ♦ A 10 8 5
 ♣ 8 7

♠ 9 6
 ♥ 9 7 4
 ♦ K J 6
 ♣ K Q 10 9 6

NORTH
 WEST EAST
 SOUTH

♠ 8 7
 ♥ 10 8 6 5
 ♦ Q 9 3 2
 ♣ 5 4 3

♠ A K Q 10 5 3
 ♥ Q 3
 ♦ 7 4
 ♣ A J 2

In this deal South started with a preemptive bid of three Spades and secured the contract without competi-

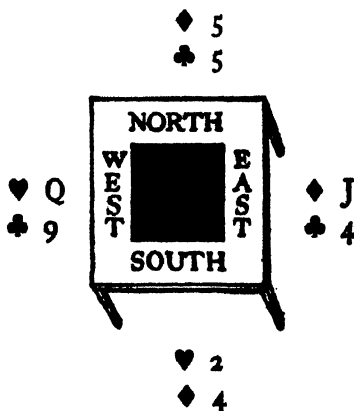
tion. West opened the King of Clubs and the Declarant can count twelve tricks in sight with six Spades, four Hearts, one Diamond and one Club. The trick that will secure a Grand Slam is not on the surface and the cards do not lend themselves for a true squeeze play. After taking the first trick with the Ace of Clubs, two rounds of Spades clean up the adverse trumps.

Four rounds of Hearts follow, South discarding the four of Diamonds and the Jack of Clubs. Now dummy leads the last Spade and all of that suit is run down. On the last round, West is left with the King-Jack of Diamonds and the Queen of Clubs, while dummy has the Ace-ten and eight of Diamonds. West, in his dire distress visualizes the Jack of Clubs that Declarant has thrown away and having himself held the ten, it appears that South holds nothing but Diamonds. If that is the case, West must take a Diamond trick and save the Grand Slam—provided he retains his two Diamonds. As a matter of actual play, West discarded the Club and South happily remembered that his deuce was good and took the entire thirteen tricks. West's contention that he had merely made a bad guess was open to discussion. The deuce of Clubs was missing, although West's partner had played the three, four and five. East would have as much reason for holding up the two of Clubs as he would have for a pink dinotherium. It should have been apparent that the Declarant was endeavoring to befog the situation and West's proper discard was the Diamond—trusting his partner to stop that suit, as indeed his play tended to show. I wonder how many players in West's situation would have known that the missing Club was the deuce?

Often, in the end play of a hand, the balance of the tricks are conceded to the enemy, because they hold all

the winning cards. When it is possible to force a player to discard one of two winning cards, he has an even chance to go wrong, unless he is a good counter.

That a problem can be there with only two cards in hand seems impossible, but on this deal West claimed the balance and when the hand was played out he pondered five minutes before he discarded the wrong card and—lost the game:



The deal was played at three No Trumps doubled, and South was playing the hand. Dummy was in the lead and one trick was required to make the contract, when West made his claim. The Diamond was led and West had to choose between holding a Heart or a Club. If he had observed and counted correctly he would have known that if his partner held a Heart for the last card, it would have been a winner, even though it was but the lowly deuce.

CHAPTER L

WHEN THE GAME DEPENDS

THAT a minimum holding does not necessarily call for a bid is difficult for many players to understand. With a hand that has two quick tricks, divided in three suits having normal distribution, a No Trump may be bid First or Second Hand. There is, however, no rule or convention that says a No Trump must be bid with such a holding. The ability of the player to handle the play to the best advantage has much to do with the success or failure of weak bids and should be a governing factor. Recently, I watched a player flounder through a No Trump contract that was set for five hundred points. At least two tricks might have been saved by proper play, but the plaint of the player was entirely against the terrible hand that was held by dummy. At the partner's mild insinuation that the No Trump bid was a bit anemic, the indignant reply was vouchsafed that the bid was eminently correct and that a certain "expert" had made a bid on almost similar cards a few moments ago. With a meaning look at me he asked if his bid was not justified by his holdings. I am afraid that I equivocated somewhat in answering, but after all, the logical conclusion of a thinking player must be that minimum bids must not be essayed, unless a player has

progressed to a point where he can play at least four out of five hands without making an error. Until a player feels that he is sufficiently experienced to play the cards with more than average skill, he had better allow himself a leeway of half a trick over the minimum requirements, before opening the bidding.

It is remarkable how many hands that seem doomed to failure can be reclaimed by perfect play. The following deal is a good example of what expert play could have accomplished with a hand that has been apparently overbid:

♠ J 9 8 6 3
 ♥ 9 6 5 3 2
 ♦ A 5
 ♣ 6

♠ 4
 ♥ K J
 ♦ K Q J 10 7 6
 ♣ A Q J 9

NORTH
 WEST EAST
 SOUTH

♠ 7 5 2
 ♥ Q 10 8 4
 ♦ 8 4 3 2
 ♣ K 8

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

South dealt and started with a Spade, West bid two Diamonds and North jumped to three Spades. East now helped the Diamonds to five and South persisted to five Spades, which West doubled.

On the play, West opened the King of Diamonds, which

was won by the Ace and the Club was led to start a cross-ruff. The second round of Diamonds was trumped and everything was going fine and dandy until the second round of Hearts was played and the enemy obtaining the lead, awoke to the necessity of leading a trump. This play spiked the guns of the Declarant and he was held down to eight trump tricks and two Aces, the contract being set for one trick. The mistake on this hand was the failure of the Declarant to recognize the fact that the establishment of the Club suit was the important thing and that the cross-ruff was merely incidental.

That the opponents would lead a trump was almost certain and such a *contretemps* would be sure to find the Declarant with a losing card at the end, which, with the Club and Heart tricks already lost, would be enough to defeat the contract.

The fatal error of this hand was the lead of the second round of Hearts, "to get in position for the cross-ruff." Instead of making that inconsequential play, South should have played a third round of Clubs and ruffed with the eight of trumps. Now, a low trump puts him in again to lead another Club, which must be trumped and the last trump led from dummy to draw the adverse trumps and make the two long Clubs. At the end a Heart is left that the opponents win for their second trick.

A hand where both adversaries of the Declarant had opportunities to distinguish themselves, but did not rise to the occasion, was on the following deal:

	♠ A 9 8 6 4 ♥ 5 3 ♦ 9 8 6 4 3 ♣ 4	
♠ K Q J 3 ♥ J 10 2 ♦ A Q ♣ 10 8 6 5	<div style="border: 1px solid black; padding: 10px; display: inline-block;"> <div style="text-align: center; font-weight: bold; margin-bottom: 5px;">NORTH</div> <div style="display: flex; justify-content: space-between; align-items: center;"> WEST <div style="background-color: black; width: 80px; height: 80px; margin: 0 auto;"></div> EAST </div> <div style="text-align: center; font-weight: bold; margin-top: 5px;">SOUTH</div> </div>	♠ 10 7 5 ♥ A K Q 8 7 ♦ 7 5 2 ♣ Q 3
	♠ 2 ♥ 9 6 4 ♦ K J 10 ♣ A K J 9 7 2	

It was the rubber game, with East and West leading at a score of 27 to 0. North dealt and passed. East bid a Heart, South two Clubs and West two Hearts. On the second round, North went to two Spades, East passed, South three Clubs and West three Hearts. This last bid secured the contract and South led the King of Clubs. When the dummy was exposed, with its strong Spades, South decided that his partner could not have bid that suit without the Ace, even though it was a secondary bid. He therefore, led the singleton deuce, which his partner won with the Ace and returned the four. South ruffed, played the Ace of Clubs, upon which his partner discarded a Diamond and after that, nothing mattered, the opponents winning nine tricks for the game and rubber.

South was a bit aggrieved at his partner's lack of imagination in not trumping the Ace of Clubs with one of his

worthless trumps and giving him another Spade ruff.

"Your trumps were absolutely of no value," he complained, "and you might just as well have trumped and led me another Spade. We could have set the hand instead of losing the rubber."

"I guess you are right," sadly acquiesced the partner. "These brilliant *coups* are rather beyond me. I wish you had been playing my hand."

As a matter of fact, South was equally culpable.

The proper play, after taking the Spade ruff was not the Ace of Clubs, but the two. The only missing Club, after the first round, was the Queen, and if North held that card, it was on a par with the Ace. If it was with East, then South forces his partner into the very situation that he is so desirous of obtaining.

CHAPTER LI

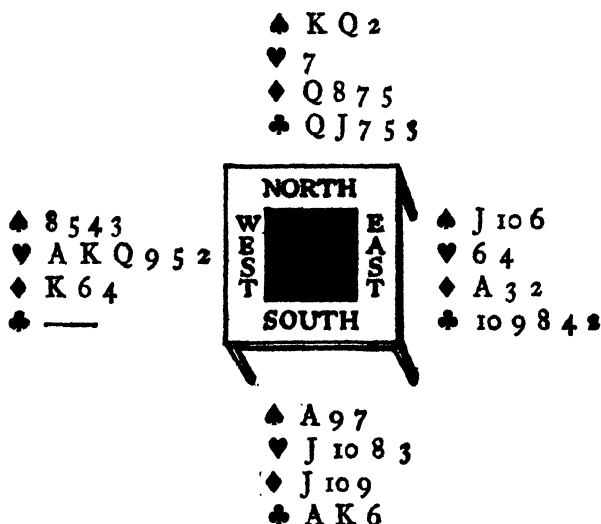
PSYCHOLOGY AS TRUMPS

WHEN a player holds the cards to secure game against the best defense of the opponents, one little slip is often sufficient to cause the loss of the game to the Declarant. Occasionally a situation can be presented to the enemy at such an angle that the best course to pursue is so hidden and vague as to offer at least a chance to do the wrong thing.

It is as much the duty of a good player to grasp an opportunity of this kind as it is to execute a *grand coup* or a neat squeeze play.

If the game is impossible through any natural method of play then "making it hard for the opponent" is the court of last resort.

The play of the following hand, the final board in a duplicate match, quite ran the gamut of: "I've lost it, I've won it, I've lost it, I've won it."



South was the dealer and secured the contract for one No Trump. Having the lead, West properly refrained from bidding the Hearts, but hoped to defeat the contract. The Hearts were opened and on the third round East discarded the three of Diamonds and on the fourth round, which cleared the suit, the two of Diamonds was thrown. It now looked to the Declarant that the game was being handed to him on a silver platter, as nine tricks apparently were in sight. After making three tricks in Spades, the King of Clubs disclosed the sad news that all the missing Clubs were held by East and the game was but a delusion and a snare. On the Hearts, dummy had discarded three low Diamonds and now held the singleton Queen. West discarded a Diamond on the King of Clubs and was known to hold three winning cards in Spades and

Hearts. It seemed foolhardy to do anything but take in the three tricks in Clubs and then yield up the ship.

The Declarant, however, whose strong point was ability to count thirteen, led the nine of Diamonds. West hopped on with his King, like a sparrow on a worm, but East was compelled to overtake with his singleton Ace and the game was won. While the Declarant seemed to be taking desperate chances, his play was perfectly safe and conservative. East had echoed in Diamonds and had the four missing Clubs. It was not likely that West had counted his partner's hand as closely as this and the temptation to clatter up with the King from King-low, to make his three side tricks, would be almost irresistible. Should West not fall for the trap, there would be nothing lost, as East could return nothing but Clubs and eight tricks would still be made. With everything to gain and nothing to lose, the Declarant's play was sound strategy.

Sometimes the ability to outguess the enemy is of vast importance. A hand that is absurdly simple to the Declarant may be a stab in the dark to the opponents. When it is obvious that the opposition is following a blind trail, it is just as well not to turn on the searchlight. The chance to land game on the following hand seemed most remote, but there was one chance and it succeeded:

Should he continue the Hearts, game is in sight. On this reasoning, the Declarant led a low Diamond which West won with the Ace—and continued the Hearts. Dummy won with the Ace, South discarding a Spade, and a low Heart was trumped with the nine of Diamonds. Another trump was led and dummy got in to play the fourth Heart, which was ruffed—clearing the suit. Now three rounds of Clubs were played, dummy trumping the eight and giving South two Spade discards on the last two Hearts. It will be seen that a Small Slam was scored on this hand and, while West's play is doubtless open to criticism, the chance for the game was well worth the seven points that were put in the balance when the Declarant did not at once take the Spade discard. A game won by virtue of Aces and Kings counts no more than does the game won by virtue of permitting the opponents to hold their high cards until the polls have closed for the day.

CHAPTER LII

THE PERSONAL EQUATION

OPTIMISM in a Bridge game is usually a very good asset. Even when it is a bit overworked, the net result is apt to prove favorable to the player who has a habit of looking at the bright side of things. The card-player who always expects the worst, generally gets it. When the true pessimist is offered the choice of two evils—he takes both!

A short time ago I watched the bidding and play of the following hand. I don't believe I ever saw a hand so flagrantly overbid and yet the outcome of it was that the "jazz bidder" won the rubber on the next deal and saved himself and his partner about six hundred points.

		♠ —	
		♥ 2	
		♦ Q J 8 7 5 3 2	
		♣ A 9 7 5 4	
		<div style="border: 1px solid black; padding: 5px; text-align: center;"> NORTH <div style="display: flex; justify-content: space-between;"> WESTEAST </div> <div style="background-color: black; width: 100px; height: 100px; margin: 0 auto;"></div> <div style="display: flex; justify-content: space-between;"> WESTEAST </div> SOUTH </div>	
♠ K Q 6 2		♠ J 9 8 7 3	
♥ K Q J 10 8 6 4		♥ A 3	
♦ K		♦ A 6	
♣ 6		♣ K J 10 8	
		♠ A 10 5 4	
		♥ 9 7 5	
		♦ 10 9 4	
		♣ Q 3 2	

East dealt and bid a No Trump, South passed, West overcalled with three Hearts and North went to four Diamonds. On the second round of bidding, East helped his partner to four Hearts, South and West passed, and North bid five Clubs. Holding a two-suiter, nothing short of sudden death could prevent him from showing it. East, feeling that his No Trumper was being treated with disdain, doubled the five clubs and South, after deep thought, took the contract back to Diamonds, hoping to escape a double in that suit. West went on to five Hearts, but North, nothing daunted, bid six Diamonds. It should be noted that South's bid could not be considered a "raise," but merely a preference for one of the two suits shown by the partner. East doubled the six Diamonds and all passed. From the bidding, indications pointed to a five hundred sting. Double-dummy play would have set the hand three hundred points. As actually played, North went down but one trick!

East, a player of excellent ability, visualized a cross-ruff in Hearts and Clubs by the Declarant, and decided to at once take two rounds of trumps, to limit dummy's ruffing proclivities. When the Ace of trumps caught the partner's King, his surprise was greater than his grief, but the trump continuation permitted the Declarant to discard the losing Heart on the Ace of Spades and after that, one Club trick was all he lost. If West had played the hand at Hearts, any opening other than the Ace of Clubs would have given him a Small Slam, with ninety honors, and five odd in Hearts could have been made against any defense.

Sometimes the question of personal equation enters into the play, and a bid that seems inexcusable is almost, if not entirely, justified.

I was playing one afternoon at the Club with a gentleman just over from London, and this deal came up on the rubber game:

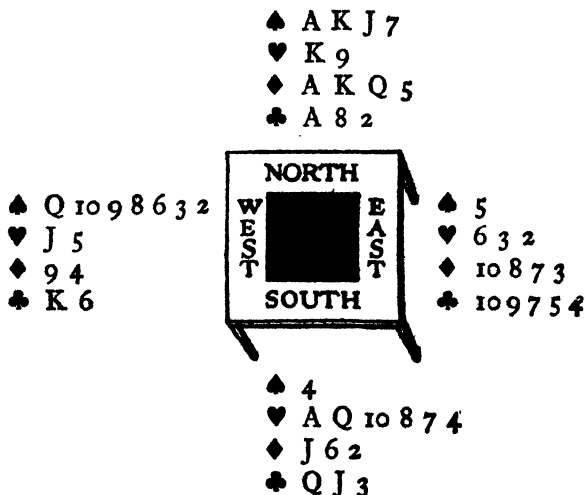
		♠ J 7 4 3 2	
		♥ —	
		♦ 5 3	
		♣ K 9 8 5 3 2	
♠ A K Q			♠ 10 8 5
♥ Q 10 8 6 3			♥ 7
♦ 9 6			♦ A Q J 10 8 7 4
♣ A Q J			♣ 10 6
	<div style="border: 1px solid black; padding: 5px; text-align: center;"> NORTH WEST EAST SOUTH </div>		
		♠ 9 6	
		♥ A K J 9 5 4 2	
		♦ K 2	
		♣ 7 4	

Sitting South, I had the deal and preempted with three Hearts. West doubled, North passed and East bid four Diamonds. According to the teachings of Work, Whitehead, *et. al.*, a double of a suit bid of three is an informative one. If West had used the double in that way, I was ready to take a penalty of a few tricks to save the rubber, so I ventured to four Hearts. West's double of this bid left no doubt as to his meaning. It was for business and on a large scale. North passed, but East showed all the symptoms of a man in deep distress. He evidently held a freak hand and could not decide whether to permit the double to stand, or go on with the Diamonds. After long hesitation, he sighed and—passed. I promptly redoubled, taking the desperate chance that East would rescue me.

West passed happily, as did my partner—less happily—but East again hesitated, drummed on the table and, fearing he would ruin me by passing, I fired my last barrel. Turning to West, I remarked smoothly: "Your lead." This egged East on to a decision. "Just a moment," he cried, "I bid five Diamonds."

This bid landed the contract, to the intense disgust of West, and was defeated one trick, undoubted. The Heart contract would have been set for 800 points. Winning the rubber eventually, I said to my partner that I thought we had bid our hands pretty well. He pondered a while before he replied dubiously: "Oh, but I say now, that wasn't such a bally good redouble at all—was it?"

If the episode had ended here it would hardly bear repeating, but that same evening I was playing at the home of a Southern gentleman, a very clever player but a bidder of parts. Toward the end of the evening a situation arose that was very similar to the one described.



North dealt and bid a No Trump. East passed and I bid two Hearts in the South position. West bid Spades and persisted to four against the Hearts and No Trumps. North doubled, East and South passed and West redoubled. As I hesitated a moment, I heard a small insinuating voice say to my partner: "It's your lead, I believe." With North about to play, West asked of me: "Have you passed?"

"Not yet," I replied, "but—I do."

While the penalty of 1,200 points was being recorded the air seemed charged with a silence that was oppressive and deadly.

Then the Senator, who sat East, inquired slowly and coldly:

"Charles, do you think that was a good redouble?"

The response was woeful:

"Why hardly, Senator. You see I stopped in at the Club late this afternoon and Sir Henry Blank told me of a 'bluff redouble' that his partner had perpetrated. He could not quite grasp the 'horrible affair,' but it struck me as pretty good, so I wanted to try it out. I guess Sir Henry had the right idea."

Morosely and sarcastically, the Senator queried:

"Of course, he told you who his partner was?"

"No, he did not," was the reply. "Who was the boulder?"

The Senator gulped painfully—too full for utterance. How intensely he hated the innards of some players. To be hornswoggled twice on the same play was the limit!

CHAPTER LIII

THE PERFECT HAND

QUITE recently there was much ado about a Bridge hand played in Chicago that contained the entire thirteen cards of a suit. The newspapers featured the hand in detail, giving the names of the players and commented feelingly on the hard luck of the holder of the perfect hand, who did not get to play it, as he was out-bid by his opponents. The strange part of the story was that the opponent could have made a Grand Slam if he had not bobbled on the first trick. As the hand was published, the initial mistake should not have prevented the player from still taking in the thirteen tricks. I thought the matter worthy of investigation and was informed that while the thirteen cards of a suit were in one hand, the balance of the cards were incorrectly given. The correct distribution of the deal was given to me and—I still insist that thirteen tricks are in the hand.

Before giving the hand, I think it worthy of interest that three perfect hands have been reported in Chicago within fifteen months. I was playing in a golf foursome at Long Island when the last hand was being discussed, and one of the players, who was quite a Bridge enthusiast, went it one better by telling of a deal where every player held thirteen cards of a suit. I must have looked my

surprise, as my *Gargantuan* friend, with some annoyance, inquired if I doubted his statement. "Hardly," I replied, "but it might have been possible that one of the players stacked the deal up as a joke."

"No," he answered, "that would have been out of the question, because I shuffled and dealt the cards myself. You must assuredly admit that it is possible to hold such a hand?"

I countered with a golf story. We had just played the eleventh hole, a matter of 220 yards. "Do you know," I asked, "that this hole was recently made in one stroke?"

"Oh, yes," he said. "Nearly every short hole is made in one at some time or other."

"Well, what do you think of a foursome going out one morning and every one of the four players making the hole in one shot?"

"You don't mean to tell me——"

"Just a moment, you haven't heard anything yet. Would you believe that that same foursome went around in the afternoon and again every player made the hole in one?"

"I wouldn't believe that tale if——"

"But it is possible, isn't it?"

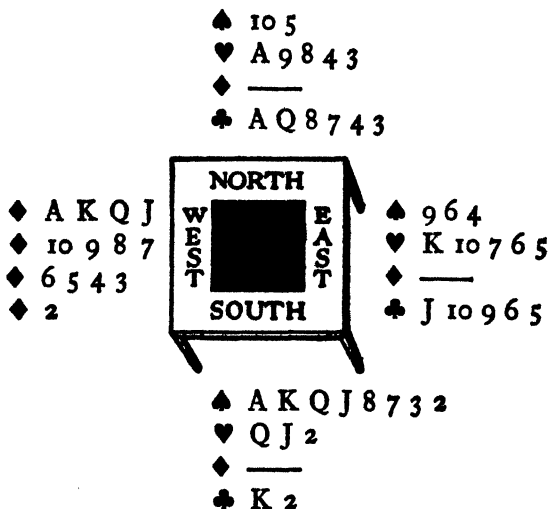
To get down to actual figures, the probabilities are rather in favor of the golf narrative. A pack of fifty-two cards can be distributed into 53,644,737,765,488,792,-839,237,440,000 combinations—no two alike. Any thirteen specific cards should appear once in 635,013,559,600 deals.

Let us say that a player would average eight rubbers per day and that each rubber required six deals. With 300 "working days" per year, our Bridge player would

have held exactly 14,400 hands. Hence, a specific hand should appear once every 44,098,164 years, or any suit of thirteen cards is due, on the law of averages, in short intervals of 11,024,541 years! Chicago has had its full quota for some time to come.

The deal as originally published gave thirteen Diamonds to the dealer, upon which he bid a Diamond. He thought afterwards that his proper bid should have been seven Diamonds. I believe the better bid was that of one Diamond, as a preëmptive bid would have precluded a double, while the gradual bidding up was very likely to get doubled when it got to six or seven. Fourth Hand held eight Spades to the four top honors—the Queen-Jack-two of Hearts and the King and two of Clubs. If the bid had started with seven Diamonds, I think this hand might take a chance at bidding the Spades anyway, especially on the rubber game. The partner held the ten and five of Spades, Ace and two small Hearts and eight Clubs to the Ace-Queen. On the opening of the Ace of Diamonds, the error was made of taking the ruff in the Fourth Hand instead of the dummy, which left one losing Heart in the hand—the other Heart being discarded on the Queen of Clubs after the trumps are drawn. Of course, if the ruff is taken in dummy with the ten of Spades, the slam cannot be lost.

Why the Clubs are not solid and afford discards for both Hearts is difficult to understand until the distribution of the deal was corrected as follows:



When the Declarant erred in not trumping with the ten of Spades, but discarded a Heart instead, East also threw away a Heart. With the Diamonds located, the deal at once becomes a double-dummy proposition. The proper play was to lead the King and a low Club, taking a Heart discard on the good Club. Then a Club should be ruffed and dummy put in with the ten of Spades. Another Club ruff sets up a good Club in the dummy, and the Ace of Hearts is the card of reentry that permits dummy to get in after the opposing trumps are taken out and the second losing Heart is discarded on the three of Clubs. As a matter of fact, the Grand Slam can be made by a very pretty squeeze play without even taking a Heart discard. After the Diamond is ruffed Fourth Hand, the Ace of Hearts is taken and all the Spades are played, leaving East with four Clubs and the King of Hearts—

and one more discard to make. Dummy holds four Clubs and South has the two Hearts and two Clubs. East's discard of a Club sets up all the Clubs, and if the King of Hearts is thrown the Queen-Jack of Hearts are both winners in Declarant's hand. I haven't tried to find any other ways to make a slam on this deal, but, after all is said and done, what is a trick or two when players have advanced to the stage where thirteen cards of a suit is a matter of common occurrence?

CHAPTER LIV

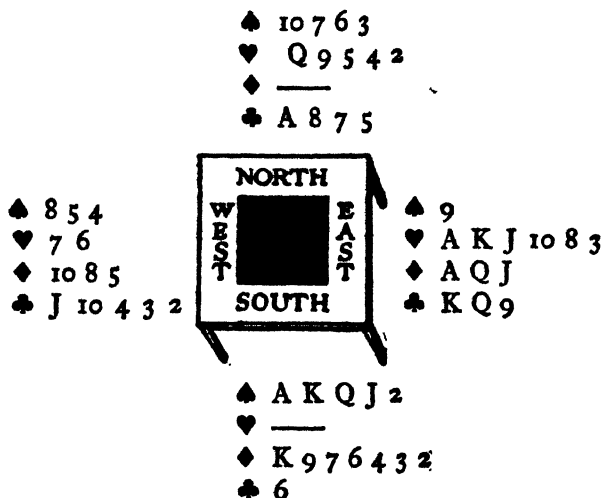
MAKING THE CARDS OBEY

A PLAYER sends me a most interesting hand and earnestly asks my opinion as to the correctness of his bidding and play. After a heated discussion with his partner it was agreed to leave it to me for adjustment. The partner contends that taking a penalty of four hundred points on a deal, where the adversaries will be set for three hundred, is always bad bidding; that correct play would have held the loss down to but two hundred points.

The bidding of the hand appears to me to have been eminently proper. In regard to the play, while it is quite true that the procedure suggested by the partner would have reduced the losses one-half, that method of play would have been decidedly worse than that which actually took place, as it would have had no chance of fulfilling the contract, even with a favorable distribution of the cards.

Perfect play on this deal would not only have made the redoubled contract, but would have scored an extra trick and a small slam—a difference of about eleven hundred points!

The hand:



On the rubber game, South dealt and bid a Spade. West passed, North jumped to three Spades and East called four Hearts. South went to four Spades and when East persisted to five Hearts, South bid five Spades. This bid was doubled by East and redoubled by South. On the bidding it seems that South should have better than an even chance to make his contract. The partner's jump bid appears to minimize the only danger—that the trumps won't last to ruff the Hearts and bring in the Diamonds. East's double, without one assist from his partner, marks him with the Ace of Diamonds and it looks as if one trick each in Diamonds and Clubs would be all that the Declarant could reasonably expect to lose. The entire lack of Diamonds in North's hand is what makes the deal so difficult to play.

As the hand was played, South took the chance that the

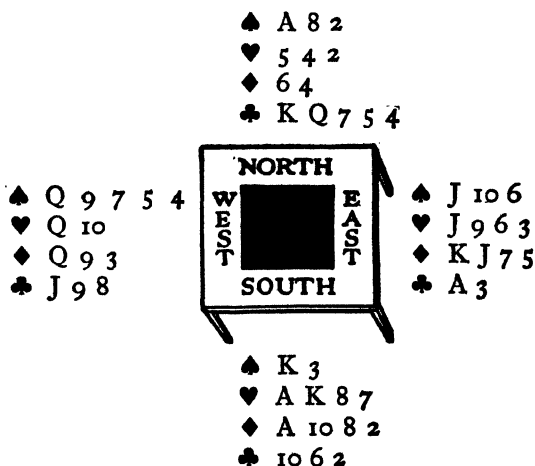
opposing trumps would be evenly divided and was set for two tricks.

The Heart was opened and ruffed and a Diamond ruffed in dummy. South got in the lead with a trump and ruffed another Diamond. He then ruffed a Heart in his hand and another ruff in dummy cleared the Diamonds. To regain the lead Declarant was compelled to ruff again and if the two missing trumps had fallen to his Ace, he would have made a Grand Slam. As both remaining trumps were in the West hand, the Diamond suit was shut out and the Ace of Clubs was the last trick that could be made—the enemy taking in one trump, one Heart and two Clubs. The argument advanced by the North player, that Declarant should have cross-ruffed the hand from the start, instead of leading one round of trumps at the third trick, was hardly sound. While such play would have netted ten tricks—one Club and nine trump tricks—it would have forfeited all hopes of making the contract, as the adverse trumps could not have been drawn, the Declarant being left with but one trump when the Diamond suit became established.

The play of the hand that would have landed the game with the opposing trumps divided three in one hand and one in the other, should have been considered by the Declarant, especially when the nine of Spades falls on the third trick. Barring a false card, the trumps will not drop in two rounds and it would have been good play to forego the Grand Slam for the twelve tricks in sight if the Diamonds break. Of course, if neither the Diamonds nor the trumps are split, then the contract cannot be made. After the second Diamond is ruffed and the Queen falls, it seems almost certain that the suit is evenly divided. Instead of weakening his hand with another ruff, the De-

clarant should lead the last trump in dummy and draw the remaining trumps from the West hand. He will then have still a trump left in his hand and the Diamond suit within one trick of establishment. The enemy should be conceded a trick in that suit and the last trump is the card of reëntry to make the three remaining Diamonds.

That "a little knowledge is a dangerous thing" is exemplified to a greater degree at Bridge than at any other game. When playing against an opposing No Trump declaration, most players hate to give up an Ace worse than the devil hates holy water. Whether the hand has re-entries or not, it makes no difference to them. It would seem that some players really think that if they wait long enough, they may take two or even three tricks with a nice fat Ace. When a long suit in the dummy can be blocked by holding up the Ace, there is no question about the play, but that the play is one that must be made on every occasion is entirely wrong. An excellent illustration of the fallacy of holding up an Ace is shown in the following hand:

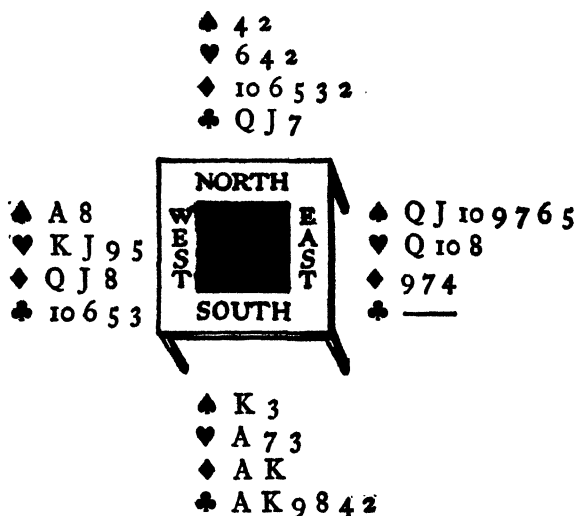


North had the deal and bid a Club. East passed and South's No Trump bought the contract. The Spade was opened and the ten forced the King. A low Club was led and East refused to play the Ace on the Queen. A moment later he played the Ace on the four and the game went fleeting. It is apparent that the hold-up cannot gain against proper play. If the Declarant holds the Jack, the play will not lose or gain, but if the partner has it, the play is usually fatal. A good rule to follow when in doubt about taking a trick Fourth Hand with the Ace, is to take it first and think about it afterwards.

CHAPTER LV

A PIP OR TWO

THERE are very few things so fascinating as to play an apparently impossible hand at Bridge and force the issue against good play of the opponents. When a player is able to analyze the bidding so closely, that all indications point strongly to the loss of the game if the adversaries secure the contract, he shows excellent judgment in overbidding one or two tricks. Should the enemy bid a trick beyond their capabilities the result is always satisfactory to the other side. The most pleasing culmination, however, comes when the forcing bidder is permitted to play the hand doubled, and by brilliant play is enabled to make his bid. Such a hand was recently played in a duplicate game and while the *modus operandi* seemed clear to two of the fifteen tables engaged, at only one was the game actually made.



West had the deal and bid a No Trump. North passed and East went to three Spades. South called four Clubs and West in recognition of his partner's jump bid went to four Spades. While West has hardly a sound assist for his partner, especially after bidding such an attenuated No Trumper originally, the contract would doubtless have been carried to four by East, if only as a defensive measure. It appears to South that the Spade contract should be defeated, but close application to the bidding tends to show that if the Ace of Spades is in the West hand, which the bidding strongly indicates, East is probably void of a suit. As a matter of fact four Spades can be made without difficulty by East, only two tricks in Diamonds and one in Hearts being lost. Where South bid up to five Clubs, West doubled and led the Ace of Spades, followed by the eight. With three suits stopped,

I believe the trump would be the better opening, but the Spade play opens the way for clever strategy by South. With normal distribution of the Diamonds and Clubs, the game is in sight.

Unless the Diamond suit can be set, two tricks in Hearts must be lost in addition to the Ace of Spades already taken by the opponents. South, therefore, takes in the Ace and King of Diamonds and leads a low trump, winning in dummy with the Jack. When East does not follow on the Clubs, four Clubs are marked with West and the expected trump reëntry for the Diamond suit is not there. It appears quite hopeless at this point, but there is still a chance left. The Diamond is led and ruffed with the eight of Clubs. The four of Clubs is then played and if West does not go up with the ten, dummy wins with the seven and leads a Diamond, discarding a Heart from the South hand. West trumps and no matter what is led next, the Declarant must obtain a discard of his losing Heart on dummy's last Diamond—the Queen of Clubs being the card of reëntry.

At the table where the deal was played in this way, West recognized the situation and on the second trump lead went up with the ten. Dummy won with the Queen and played the Diamond which West ruffed and returned his last trump. South's lowest remaining trump was higher than the seven, and dummy found it impossible to obtain the lead to make the last Diamond. It will be seen that the one way to win this hand is to lead the eight of Clubs originally instead of the low Club. The Diamond is ruffed with the nine of Clubs and now the low Club permits dummy to take the lead, irrespective of West's play. The Heart discard is taken on the Diamond and after West trumps, the dummy has a positive trump reëntry to make the last Diamond and afford De-

the opposing trumps were not all in one hand, the contract would have been simple to make. When the King of Hearts disclosed the trump situation, it appeared as though the contract would be set one trick, which would have been an excellent sacrifice. A good working knowledge of the cards, however, shows that the contract can be made. The King of Hearts is followed by a low Heart and dummy merely covers any card played by West, as East has renounced to the first lead of trumps. Another Spade is led and Declarant must trump with the Ace of Hearts. Then the lead of the six of trumps permits the dummy to again finesse and pick up West's last trump, the Declarant discarding a Club. The five Diamond tricks are then made and the adversaries are permitted to take in the two remaining tricks in Clubs. All of which tends to prove that the ability to play the hand to the best advantage, justifies a player in bidding freely.

CHAPTER LVI

DEVIOUS WAYS

THE Bridge player who merely pays attention to the bidding in a desultory sort of way, must necessarily lose many interesting situations that might have been easily brought to a successful conclusion by applying the knowledge blazoned forth by the opponents' bids. That the enemy's bid of one Diamond marks him with one or two tricks in the suit bid is wholly primary and can hardly come under the classification of clever card reading. When, however, the Diamond bidder is definitely marked by the deductive adversary as holding the Ace of Hearts or the King of Clubs, then the player is fast beginning to grasp the higher possibilities of the game. While it is true that occasionally an incorrect bid will tend to confuse the opponents, as well as the partner, in the vast majority of instances, conventional bidding values are so well understood that it will usually prove a winning procedure to treat original bids as if they were unquestionably sound.

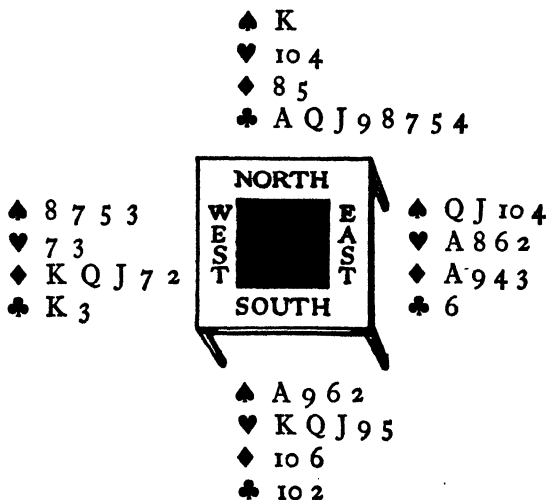
Some players dearly love the thrill of gambling on a poor bid, especially when the adversaries can be trusted to issue a warning. Recently I saw a player bid a No Trump that would have been defeated for four tricks, while at a suit bid, the hand was good for a Small Slam. An opposing bid permitted the player to run to his proper make, so no loss was registered on the deal. As the No Trump bid was made on a hand that was entirely void of one suit, I was constrained to inquire why such desperate

measures were taken when the chances of going game on the suit-make were about ten to one.

"Well," was the reply, "I like to bid No Trump when I have three suits stopped. When I have a missing suit somebody is always sure to bid it."

A player of this caliber is very much like the automobilist who greatly enjoyed beating a railroad train to the crossing. The past tense will be noted. He was right three times—and wrong only once!

There is nothing like duplicate play to forcibly bring out the difference between haphazard work at the Bridge table and close card reading. At a two-table team match a short time ago, a deal was played and the North-South pair scored a plus of 270 points. At the other table the North-South pair scored 270 minus. This seemed a palpable error, especially when it was found that the hand was played by the South player at both tables at the same make—four Hearts doubled.



West, the dealer, bid a Diamond and North preempted with four Clubs. East bid four Diamonds and South went to four Hearts. It is a close point whether South had better show the Hearts or carry his partner to five Clubs. West and North passed, but East doubled and the hand was played at the Heart call. The King of Diamonds was opened and followed with the Queen. East overtook with the Ace and led a low trump which dummy won with the ten and returned the four. East went up with the Ace and led the four of Spades, dummy winning with the King. Having nothing left to lead but Clubs, dummy is in dire distress and loses a Club trick and two Spades in addition to the Heart and two Diamonds already lost. The penalty of 300 is reduced by 32 points for honors held or 270 net, as at duplicate the score is carried to the nearest ten. East's play of the low trump at the third trick was good strategy. If the Ace is played first, the Declarant can get in to draw the trumps and finesse the Clubs.

When the dummy is in the lead with the ten of Hearts, if the King of Spades is led before the trump is returned, the "sticking in" process cannot be done by East. Should a Diamond or a Spade be led, South wins the lead and can make his contract. East, however, if alert, can still defeat the hand by taking cognizance of the important fact that his partner holds the King of Clubs. When the King of Spades cannot be taken by West, to justify his original Diamond bid, he must hold the King of Clubs. Therefore, East leads the Clubs and kills the suit by ruffing the second round and South must still lose the two Spades at the end.

The play of this hand was precisely the same at both tables for the first four tricks. When the Spade was led

at the fifth trick, the Declarant at the winning table paused to consider what two tricks West must have held for his opening bid. The King-Queen-Jack of Diamonds are counted as only one and a half quick tricks, so at least one other Ace or King is required to properly start the bidding. East has already shown up with the Ace of Hearts and Ace of Diamonds, so the King of Clubs is definitely located with West. With this invaluable information before him the course to pursue is as easy to follow as the road to perdition. The lead must be won at any cost, so that the trumps can be drawn and the finesse taken in Clubs. The Declarant therefore jumps up with the Ace of Spades, notwithstanding that the play fells the lone King in Dummy, and after taking the two opposing trumps, successfully finesses the Club. The establishment of the Club suit affords discards for the three losing Spades and scores 125 points for the game, 50 points for the doubled contract, 64 points for four tricks doubled and 32 points for honors. When it is realized that the difference on this hand between "playing by ear," and playing by chance, is a matter of 540 points, then the value of paying close application to the bidding will begin to be better understood.

CHAPTER LVII

A TOAST: "THE LADIES"

THERE is no real good reason why a woman should not be a fine Bridge Player, even though she be charming and pretty. That good looks and good play do not usually go together is a canard. I have in mind at this moment three charming ladies who play Bridge so much better than the average man player, that it would be sinful to compare them. To argue that it is not possible for some ladies to play good Bridge because they possess "compensating values," is not only ungallant, but untrue. As a matter of fact, a beautiful woman has far less excuse for being a poor player than her less pulchritudinous sister, because the experts are usually so eager to assist her.

Occasionally, a perfectly sound theory does not work out as it should in actual practice. A few days ago my *vis-a-vis* at the Bridge table was a vision of loveliness. If she played Bridge in accordance with my theory, there would be nothing to that particular rubber. We had gotten to the deciding game when my fair partner ventured to four Clubs, which the hard-hearted enemy doubled and my partner redoubled. All this notwithstanding that I had passed each time like the "third floor back."

It was a rather difficult hand to play, but the lady played it with consummate grace and skill. At the end play she drew the last remaining trump of the player at her left and forced a reluctant discard from the fourth hand. At this stage it seemed that the hand was doomed to defeat, as we needed the balance of the tricks, with a losing card still in hand. Here the player at my left showed me his cards and I saw that my partner held a perfect squeeze position. If she led her last trump, any discard made by Fourth Hand would prove fatal. He would be compelled to unguard a card of dummy's suit or throw away the top card of Declarant's "second best." That my partner would arise to the occasion seemed like a forlorn hope, but I rooted like a college cheer-leader. A moment's hesitancy, and—she led the last trump. I was almost overcome with joy. A pretty girl could be a fine player and there was the proof.

With almost tears of emotion I cried, "Partner——"

"Yes, I know," she interrupted, "I am really frightfully sorry. I quite forgot that there was not another trump out. I concede one Heart trick."

And the world turned cold and bitter.

When a hand requires unusual brilliant treatment the player of the genus man is just as likely to come a cropper as a woman. In a recent team match it took rather exceptional play to prevent a ranking player from landing the game on the following hand:

		♠ Q J 9 6 4 2	
		♥ Q 9	
		♦ Q 7	
		♣ J 10 5	
♠ A 8 3			♠ 7 5
♥ A 3			♥ K 8 7 4
♦ A K			♦ 10 5 4 3 2
♣ K 8 7 4 3 2			♣ A 9
	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> NORTH WEST [REDACTED] EAST SOUTH </div>		
		♠ K 10	
		♥ J 10 6 5 2	
		♦ J 9 8 6	
		♣ Q 6	

The deal was with West, who bid one No Trump, which was passed all around. The Queen of Spades was opened by North and overtaken by South with the King, which won the first trick when the Declarant refused to put up the Ace. It is apparent that if South does not play the King on his partner's Queen, the Spade suit cannot be brought in. The Declarant will permit the King to win the second round, effectually blocking the establishment of North's long Spades and landing the game without difficulty. South's continuation of the ten of Spades is also ducked by West, but North overtakes with the Jack so that he can lead another round and force out the Ace, which he can now count as being alone in the hand of Declarant.

On obtaining the lead, West must go after his Club

suit. He leads a low Club, intending to finesse the nine, so that the lead will be thrown to South, who has no Spades to return to his partner. If this play goes through, it will win the game, but North "splits his equals," and puts up the ten. Dummy wins with the Ace and leads the nine, which South is forced to hold with the Queen when the Declarant refuses to put up the King. This is neat play, but quite conventional.

The Declarant sees that he must lose a trick in the Club suit and if he can so manœuvre that the trick will be taken by the player who cannot put his partner in to make his established suit, the game must be won. On South's lead of a Diamond, which appears to be the best chance to put his partner in, the Declarant gathers in ten tricks for the game. It looks very much as if the opportunity for all the brilliant play on this deal is entirely with the Declarant and that the opposition can do little to save the game against perfect play.

As a matter of fact, the game cannot be won if South plays correctly. When the deuce of Spades on the third round drives out the opposing Ace, it is obvious that North's suit is set and if he can obtain the lead, the game must be saved. Unless West holds seven Clubs, North must hold at least three. If West does hold all the Clubs, then the game is hopeless, as he must have at least one sure trick in Hearts or Diamonds to justify even the weakest No Trump bid.

West's reluctance to win the first Spade trick seems to make it clear that the Clubs are not solid and so the only correct play for South is to throw the Queen of Clubs to the opposing Ace. If the partner has the King or the guarded Jack remaining, it is the best chance to save the

game, but in any event, the play cannot lose. If it is impossible for the Declarant to win the game without clearing the Club suit, then it is just as important that South refrain from blocking his partner's possible Club reëntry as it is to unblock on the Spades.

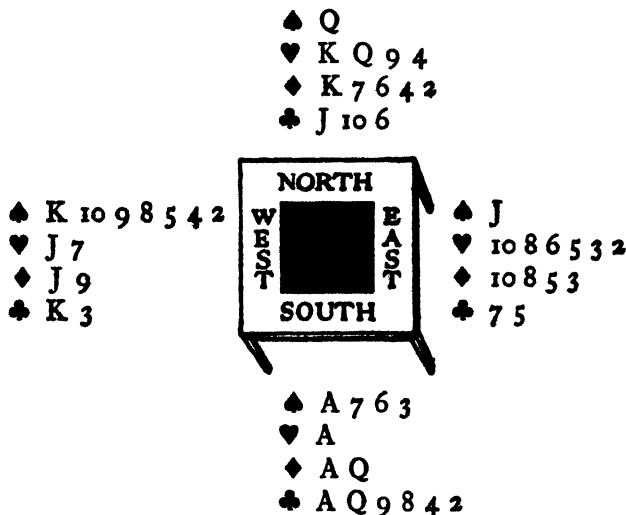
CHAPTER LVIII

COMEDY OF ERRORS

TO many Bridge players, the so-called conventions appear superfluous and unnecessary. "What difference does it make," a player wants to know, "whether I lead the Ace, King or Queen of any suit against an opposing four Heart contract? Holding the three top honors in my hand, they are certainly of precisely equal value." I might reply by asking what this player would do if he were Third Hand on his partner's lead of a Queen and he had none of the suit led, but held three low trumps? It must be understood that a convention is by no means a rule. It is simply a method of procedure that experience has proven will work advantageously in the great majority of instances. The laws and rules must be adhered to, while the conventions are entirely optional with the player. When a convention is generally recognized, like the informatory double or the Rule of Eleven, it is not fair, either to the partner or the opponents, to disregard it without so announcing to the players. Every deal should be a match of 26 cards against 26 and the player who tries to battle with only 13 cards is hopelessly handicapping himself. It is quite true that unconventional bidding and play will at times score wins that would not be made by correct play, but in the long run, safe and sound methods must prevail.

A short time ago I played in a game with a very young

lady who did not play the doubles or any other "fool conventions." "Common sense and a few good cards" was all she needed and, after I had played two rubbers with her as my partner, my faith in academic theories received a rude jolt.



On the rubber game, I sat East and had little to do with the fireworks. I dealt and passed, but South preempted with two No Trumps, the hundred Aces having doubtless gone to his head. My fair partner was not to be gagged that way and overcalled with three Spades.

North seemed greatly perturbed but decided that four Diamonds was a good chance. I again passed and South, having in mind the 379 deals that he would have to wait for another hundred Ace hand, went to four No Trumps. This bid my partner doubled and all hands passed. It is obvious that the conventional fourth-best

opening of the eight of Spades gives the Declarant not only his contract of ten tricks, but permits him to make a Small Slam doubled, together with game, rubber, honors, penalties and such other perquisites as the game affords. The King of Clubs is our one ewe lamb, but actually we, or rather she, set the contract for four hundred points! With fine disdain she opened the King of Spades and great was the fall thereon.

The Declarant won the first trick and properly overtook the Queen of Diamonds in dummy to try the Club finesse, but luck—and the King—was with the lady.

“Did I play the hand correctly?” queried my partner, anxiously.

“Angels could do no more,” I replied sententiously.

It is hard for many players to grasp the difference between an original preemptive bid and one made after a bid has already been started. Usually, it works out better not to preempt, when the opposing side has made a bid. In most cases the contract can be secured for a lower bid by going up one trick at a time. While an original bid of three Hearts might obtain the contract, it has practically no chance to do so if it is made after a bid of one Spade and the Spade bidder’s partner has enough support for one raise.

Even when the one trick bidder is not assisted by the partner, if the hand is sufficiently strong for a two bid, a point will be usually strained to make it three over an opposing bid of three Hearts. It may be psychology or pure obstinacy, but most Bridge players hate to be prevented from doing what they want to do—or don’t want to do.

Illustrating the surprising result of a wretched preemptive bid, Frank Crowninshield, our best Bridge *rac-*

teur, had a new one to tell me recently. He even mentioned the names, but in mercy, I forbear.

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

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

North had the deal and thinking it advisable to shut out a Heart bid, decided to preëempt with three Spades, but owing to an untoward *lapsus linguæ*, he really said three Hearts. East, reluctant to disturb such a bid, hurriedly passed, but South in dire fear of the Spades being shown, jumped it to four Hearts. West, with a profound dislike for all preëmptive bids, hated to be silenced in this way. The bidding appeared to indicate that the partner must be void of Hearts so, with the true speculative spirit, four Spades were mentioned. This great affront was too much for North and he doubled, everybody passing. The King of Spades was opened, followed by the King and Queen of Diamonds. West trumped the second round of Diamonds and when the Heart finesse was lost to

South, the air seemed permeated with deep suspicion and distrust.

A Club was returned and won with the King by West, but the next Heart lead was ruffed by North and West looked unspeakable things. When the penalty of 518 points was being recorded, East ventured to inquire somewhat diffidently, "Why, partner, why did you bid such a lot of Spades, when we could have stung the Heart contract for hundreds of points?"

"Serves you good and right," was the vicious retort. "Why didn't you double the Hearts?"

CHAPTER LIX

SILENCE OF GOLD

THERE is always something spectacular and dramatic in scoring a Grand Slam that gives a tang and a thrill to the play and seems to make life worth living, if only to play the game. Rarely, indeed, does a hand appear, where the high card strength is so divided as to permit a battle of such keenness that a Grand Slam can actually be made both ways of the table. Recently, at the regular tournament game of one of our leading Clubs, thirteen tricks were taken at No Trumps by the East and West players, while on the same deal, thirteen tricks were made North and South, playing the deal at four Spades doubled. It smacks a bit of an Arabian Nights' tale, but Bridge often lends itself to such whimsical vagaries.

	♠ J 10 4	
	♥ Q 9 6 5	
	♦ —	
	♣ Q 8 7 4 3 2	
♠ 5 3	<div style="border: 1px solid black; padding: 5px; text-align: center;"> NORTH WEST EAST SOUTH </div>	♠ Q 8 6
♥ J 4 3		♥ A K 10 2
♦ A J 9 7 5 3 2		♦ K Q 8 4
♣ 10		♣ K 9
	♠ A K 9 7 2	
	♥ 8 7	
	♦ 10 6	
	♣ A J 6 5	

Played by East at one No Trump, the play narrowed down to an end play of the pseudo-squeeze variety. North had the deal and passed; East bid a No Trump, which was not overcalled. South having the lead, appeared to have the game stopped and a Spade bid could force the enemy into a Heart contract that might land the game. West, holding seven Diamonds to the Ace, did not attempt a rescue as it is usually a better chance to make nine tricks at No Trump than eleven at a minor suit.

The seven of Spades was the conventional opening and East won with the Queen. The Ace of Hearts was played next, so that the game was assured with the seven set-up Diamonds, before any finesse was attempted. After the Diamonds were run off, the Heart finesse was taken and won. On the twelfth trick South was forced to discard

King and two losing Hearts are discarded on the two long Clubs in dummy. After the first lead the enemy can do nothing to prevent Declarant from taking in thirteen tricks. The bidding marks East almost positively with the Queen of Spades and the King of Clubs, the only chance to lose the hand being in the possibility of East holding all three Clubs, enabling West to ruff the suit on the very first round.

Often a hand is dealt that necessitates a departure from the generally accepted order of things. To "lead up to weakness" and "through strength" has been stressed so often that many players consider it an inviolable rule. There are times when all rules must be broken and the sharp player quickly recognizes the situation when radical play is the correct procedure.

♠ J 10 5 4
♥ J 9 8 3
♦ 4 2
♣ Q 10 2

	NORTH		
♠ Q 9 8	W	E	♠ A 3
♥ A K Q	E	S	♥ 7 6 4
♦ 9 8 7	S	T	♦ K J 10
♣ A K J 5	SOUTH		♣ 8 7 6 4 3

♠ K 7 6 2
♥ 10 5 2
♦ A Q 6 5 3
♣ 9

West dealt and started with two No Trumps.
While the hand holds five sure tricks and three

stopped, it seems like taking an unnecessary chance to preempt with such a holding. If North held six set-up Diamonds, the hand would be defeated, although East might have a major suit take-out of one No Trump that would easily make game with West's good support for either Hearts or Spades. However, the bid secured the contract and North opened the four of Spades, which South won with the King. Holding four cards in the partner's suit and only the Ace left in dummy, it seems at first glance that the suit should be returned. A moment's thought will show that correct play calls for a shift of suit. The lead of the four, with both the three and two in sight, shows exactly four cards in suit. Even if North can win two tricks in the suit, the game must still be lost unless North has at least one other trick. If North has this necessary other trick, then South can make four Diamond tricks if North holds two Diamonds, and unless North has the unusual 4-4-4-1 distribution, he must have at least two Diamonds. South, therefore, returns the five of Diamonds up to the strongest suit in dummy and this play saves the game against any defense and sets the contract, if Declarant does not run with all his top cards before he sets up the Clubs. The return of the Spade, instead of the switch to the Diamond, will permit the enemy to make game without difficulty, as even should North lead a Diamond when in with the Queen of Clubs, the Declarant has but four tricks to lose—one Spade, one Club and two Diamonds.

CHAPTER LX

MISINFORMATIVE

IT may cheer many beginners to hear that Bridge is not a difficult game to learn. To a neophyte, it may appear rather complicated at the start, but the bidding is quite simple and should be quickly acquired by the average-minded person. To properly play the cards, some practice against strong competition is needed in addition to the study of the works of our leading experts. In almost every community there is some outstanding player, who is pointed out as the "world's best," and it would be of considerable benefit to such players if they could manage to attend one of the National Congresses, held usually in June, and try out their game against some of the ranking Bridge players of the country.

It is rather too much to expect that Bridge players can be graded like the large Dairy Companies do with their milk as, Raw, Pasteurized and Certified.

A short time ago, one of our leading authorities was asked who, in his opinion, was the country's best Bridge-player. He was visibly embarrassed for a moment and his inquirer—of course a lady—continued: "You know," we were discussing that subject the other day and we agreed that"—here he beamed happily—"Mr. So-and-So

was the finest player in the world. What do you think?" Under the circumstances, it was difficult to think at all but our famous expert managed to reply: "Why yes, Mr. So-and-So plays a very fine game indeed, but I don't quite like his style of bidding and he loses too many tricks in his play of the cards." It was too bad that his response could not have been the same as that made on a somewhat different occasion.

Stopping before an imposing looking building, a motorist got out of his car and walked through the entrance into the grounds. Standing at the foot of some steps leading into the building, was a man with his right hand thrust into his waist-coat, his left foot well forward and his slouch hat crossways on his head. He paid no attention to the casual greeting of the intruder but stared fixedly ahead. Turning to a man who was engaged in watering the lawn, the visitor inquired: "What building is this?"

"It is the State Insane Asylum," was the reply.

"Well, well, it's certainly a fine place," he said, "I suppose that chap is one of the inmates?"

"Yes, he is one of the crazy nuts."

"I wonder why he stands so rigidly—who does he think he is?" asked the motorist.

"Oh, the poor fool believes he is Napoleon Bonaparte," answered the man.

The visitor studied the deranged party for a moment and then said quizzically:

"Well, how do you know he isn't Napoleon?"

"I know he can't be Napoleon," replied the man with quiet dignity, "because I am."

A delusion that seems to grasp many Bridgeplayers is that the informatory double can be used at any time when

the doubler has good support in the major suits. There would be but little room in the Asylums for Napoleons if space were allotted to all the crazy informatory doublers that are playing Bridge today. The informatory double is used to show quick tricks and the major-suit support is merely an adjunct, and not the convention itself. When a player doubles a bid of one No Trump, he should have good support for at least one of the major suits, but the main point is that the hand contains sure tricks, irrespective of what make the deal is finally played at. As generally used, informatory doubles are incorrect about seventy-five per cent. of the time. It is not enough that certain suits can be supported. The doubler must always be in the position to support the partner's leave-in. Unless this most important factor is there, then the greatest advantage of the double is completely lost, and the partner can never permit the informatory double to stand and gather in penalties of a hundred points per trick.

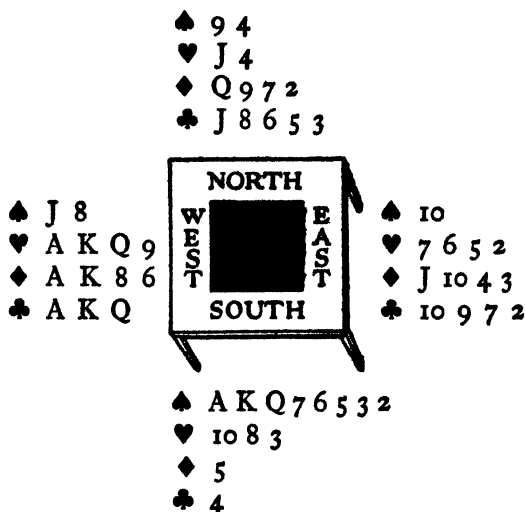
Among the better players to-day, the greatest gains are made by leaving in the partner's informatory doubles when holding cards that warrant such a procedure. A few days ago I saw a Club player lose about a thousand points on an unsound informatory double that was without the slightest excuse. With no score on the rubber game, the deal was as follows:

either pass, or bid one of his suits with the hope that he will have an opportunity to show the other. An informatory double with a hand that does not contain any more top-card strength than this, had better be termed "misinformatory."

CHAPTER LXI

THE PSEUDO SQUEEZE

TO force a player at the Bridge table into a position where he is compelled to discard Aces and Kings seems well nigh impossible, and yet that ideal situation looms up again and again when the expert is well versed in the intricacies of the squeeze play. Briefly, the play consists of running off a long line of trumps and forcing discards from the adversaries. When the cards permit of a true squeeze, there is nothing that the enemy can do to escape disaster. More often, however, the squeeze is of the false, or pseudo variety and close application to the play from the very first trick is absolutely essential to enable the player to retain the proper cards for the successful defense of this play. Sometimes, indeed, the pseudo squeeze is so subtle that even the strictest alertness is of little avail. The unfortunate squeezee is often reduced to a mere guess as to the correct card to keep. When perfect play of this kind is combined with a certain amount of psychology, it requires more than a preponderance of Aces and Kings to defeat such a player. The neatness of the following hand lies not so much in the skilful play, as it does in the apparent hopelessness of South's position. It seems that a sacrifice hit has been made and should be gracefully accepted, instead of squirming through a small hole and pulling the hole in after.



West had the deal and bid a Heart, which was passed around to South, who called one Spade. Many players would unhesitatingly preempt with such a hand and start with a bid of four Spades instead of one. If South were the dealer a preemptive bid of four would be eminently proper, but little can be gained by preempting after a suit has been shown. It usually costs at least one trick more to obtain the contract under such circumstances. In this case West showed the Diamonds and then rebid the Hearts, but when South persisted to three Spades, there was nothing to do but double. If the enemy had gone to four Hearts, South would have bid four Spades, as with this kind of a hand it is better to take a penalty than accept the almost positive loss of the game. Played at Hearts, there are eleven tricks in sight for East and West, but there was no way for West to know this and the

double seems to be the logical procedure. The exceptional length of South's Spade suit, which would have been disclosed by a preëmptive bid, is well disguised by the correct bidding method employed.

The opening lead was the King of Hearts and when the dummy went down with but two Hearts, West properly switched to the Jack of trumps. The Declarant can see that unless a Heart ruff is obtained in dummy, little cheer is in store for him. To return the Heart would render certain the trump continuation. The one hope that the remaining trump is with East cannot be entertained, as the ten fell under the Jack, marking the eight infallibly with West. The only chance is to play for the best suit in dummy and endeavor to deceive the enemy into believing there is a possibility of bringing in that suit. Accordingly, the Diamond is led and West wins with the King. West then plays the Queen of Hearts and the Declarant false-cards the ten. If he can obtain the needed Heart ruff, the game is won. From all appearances, South is out of Hearts, as he did not try for the ruff and the ten dropped under the Jack, but West, having played before with this player, eyed the proceedings with deep suspicion, and—led the eight of trumps. This good play effectually put a damper on the easy way to game and, although the nine of Spades in dummy could hold the trick, there is nothing to be gained by having dummy in the lead, so the nine is overtaken and the trumps continued to the bitter end. What appears but pleasant exercise at the start, becomes quite irksome to West, as the disgorging process continues. When the last trump is played, East is left with his three Aces and a vast sense of unhappiness. If he discards either the Ace of Clubs or Diamonds, dummy will hold the ranking card. The least

of three evils appears the Heart, as past events tend to show that the Declarant is void of that suit. With deep reluctance the Heart was given up and when the eight of that suit appeared from the depths, West was in greater distress than ever. He still had to choose between the two remaining Aces and, bearing in mind that South has originally gone after the Diamonds, he discarded the Ace of Clubs! The Jack of Clubs in dummy won the last trick, making one trick over the doubled contract, and the total casualties for the deal were three perfectly good, defunct Aces.

A situation where the pseudo-squeeze was brought into play in a striking manner, by the eminent Canadian expert, G. H. Levy, of Hamilton, Ontario, is most interesting.

♠ J 10 9 6 5
♥ Q J 6 3 2
♦ 7 3
♣ 10

♠ A 8 7
♥ A 10 8
♦ K 10
♣ A 9 6 5 4

♠ 4 3 2
♥ 7 5 4
♦ 5 4 2
♣ J 7 3 2

♠ K Q
 ♥ K 9
 ♦ A Q J 9 8 6
 ♣ K Q 8

On the rubber game, Mr. Levy had the deal in the South position, and started with a bid of two No Trumps.

This was a bit tantalizing to West, but, although he wriggled uneasily, his discretionary pass was the sound thing to do. The five of Clubs was opened and East's Jack was taken by the King. The Declarant led the King of Spades and West, seeing the dummy was without a card of reëntry, refused to put up the Ace. He also refused to win the Queen and on the switch to Hearts, two rounds of that suit were permitted to hold. The dummy was in the lead with the Jack of Hearts and the Queen of Diamonds was finessed to the King. West continued with a low Club, as the Queen might be with his partner. The Declarant won the seven with the Queen, and five rounds of Diamonds had West gasping for breath and inspiration. On the eleventh trick the Ace of Spades was squeezed out, and on the twelfth the Ace of Clubs was forthcoming, as the eight of that suit seemed marked with East by the Declarant's false-card of the Queen. So, Canada, too, succeeded in putting three Aces to sleep!

CHAPTER LXII

THE *BÊTE NOIR*

WHEN a player renounces to the lead of a suit of which he is not void and the player in error (or his partner) leads or plays to the next trick, a revoke is committed for which the rules provide a severe penalty. Should the opponents be so remiss as to permit the error to escape their notice, it is not incumbent upon the player at fault to call attention to the mistake. Neither is it considered good etiquette to waive the penalty for an established revoke. Some players seem to think that playing is a "friendly game," the amenities call for a certain amount of laxity in regard to the enforcement of penalties. Such a viewpoint is entirely wrong. It is not only unfair to the partner, but to the opponent as well. A careless player will find it very difficult to break himself of the revoking habit if the adversary says casually: "You revoked on the Hearts but—let it go." When the player at fault is compelled to forfeit a hard won game together with a penalty of two tricks, it is very apt to drive home the lesson.

There are some things in reference to the revoke that many players puzzle over. A lady writes me to ask if she should be compelled to pay the revoke penalty when she,

herself, called attention to the error. She should! While strict ethics do not require a player to point out an unfortunate slip of this kind, it is expected that the adversary will be given an opportunity to discover it. It is unfair and unsportsmanlike, when a revoke has been made, to throw down the last few cards without exposing them. The cards should be laid down face upwards, so that the adversaries—if not too dormant—have a chance to see what has taken place. It is not necessary, however, that the revokee should point an accusing finger at the offending card and cry: "Look! Look!"

I have been asked several times what may be done in a situation of this kind: At the tail-end of a hand, a player throws his cards face down with some such remark as, "You have the rest." The adversary believes a revoke has been made, but is unable to prove it, because the cards have been mixed with the tricks. In such a position, if a player still has his own cards intact, he is legally entitled to the penalty for an established revoke.

For the benefit of those players who don't exact penalties, the following episode may be of interest.

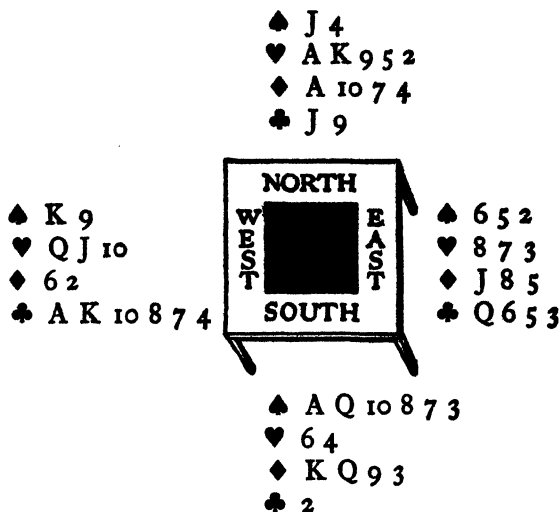
It was at an afternoon tea that I was inveigled into a few rubbers of Bridge. The three ladies were terribly fascinated with the game until we started to play, and then the talk turned to foulards, biases and other wearing apparel. We had progressed to the rubber game when the following hand was dealt:

		♠ A Q 4	
		♥ 8 3	
		♦ 8 7 4 3	
		♣ Q 10 8 4	
♠ K J 10 6 5 2			♠ 8
♥ K 9 6			♥ J 7 5 4 2
♦ Q			♦ 10 6
♣ K J 2			♣ 9 7 6 5 3
	<div> <div>NORTH</div> <div>WEST</div> <div>SOUTH</div> </div>		
		♠ 9 7 3	
		♥ A Q 10	
		♦ A K J 9 5 2	
		♣ A	

East was the dealer and, with curious forbearance, bid only one Heart. I sat South and ventured a No Trump, but West, rather belligerently, bid three Spades. My partner amiably went to three No Trumps and East, after considerable hesitation, decided the Clubs were a bit too weak to bid four on, so she passed. West doubled and as North sweetly redoubled, I landed the contract. The ten of Spades was opened, which dummy won with the Queen and, having little confidence in the original Heart bid, I decided to make sure of the game by setting up the Diamonds, if West had three to the Queen. It will be noted that with ten Diamonds in sight, dummy's fourth Diamond must be a card of reëntry for Heart finesse, if such a play appeared desirable at the end. Winning the first Diamond trick with the King, West dis-

carding the nine of Hearts, I could see ten tricks in sight, so I put dummy in with the Ace of Spades and finessed the Jack of Diamonds. To my horror, West gobbled up this trick with the Queen and blithely went down the line with the Spade suit, setting the contract two hundred points. While the holocaust was going on my partner's remarks were very uncomplimentary, particularly as to my ability as a player. At the finish of the hand, I inferred that a revoke had been made, but the lady of the West was quite indignant. She had "never revoked in her life." Turning back the second trick the iniquity was exposed in all its shamefulness. I murmured something about two tricks penalty for the revoke, but the players looked at me aghast! They played strictly a ladies' game—nobody would ever think of revoking purposely—and they paid no attention to all the mean little penalties. Even my partner was against me; a revoke was merely an unfortunate (?) inadvertence that didn't count and—it didn't!

The revoke, like a disease, assails both the weak and the strong. Even the experts are not immune from its insidious attack. Playing in a real snappy game a short time ago, I held the South cards in the following hand:



After a spirited bidding duel, I landed the contract at three Spades and was prepared to bid considerably higher as I thought I held seven Spades. The beastly two of Clubs had so disguised itself that I mistook it for a Spade. After trumping the King of Clubs, I lost the Spade finesse and trumped the second Club lead. It looked like a small slam until I noticed that miserable Club hidden among the Spades when my hand was down to four cards. To postpone the evil moment of my humiliation for a few seconds, I led another trump and West became greatly perturbed. He held the Queen-Jack-ten of Hearts and the Ace of Clubs and just hated to give up the Ace. After a moment it percolated through his brain that the Club suit was rather "*de trop*," so with a sigh he gave up the—Ace. This was an unlooked for *contretemps*, as East, also, chucked the last Club and my two was now good for a

trick. Of course, the revokes nullified my score and the adversaries were entitled to a hundred points penalty for two revokes. Sadly I laid down my hand and with a somewhat sickly attempt at humor, said:

"I concede you the Club trick."

There was deadly silence for a moment, and then plaintively from West:

"Good Heavens, I threw away the wrong card!"

East threw down his hand and remarked:

"You get five odd—no slams."

It seemed too good to be true, but Dummy spoke up harshly:

"Partner, you——"

"Yes," I interrupted, "I am sorry, but let it go."

Why should a dummy have a conscience?

"But," he insisted, "you played that hand like a poor drib. *Your club was good!*"

"Not really?" I asked contritely.

"Of course it was," answered East, "but the rules say tricks conceded in error must stand."

Now the score was down.

Humbly I asked: "Didn't I—wasn't there—a revoke—or something?"

The enemy condescended to wink as he replied:

"Tell it to the marines!"

BRIDGE FOR THE BEGINNER

BRIDGE is played by four people with the ordinary pack of fifty-two cards. The cards rank in order: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The object of the game is to win the greatest number of points. The points are made in two ways: by taking tricks and holding the honors.

A trick consists of four cards played in rotation by each player. The Ace is high and the two is low. The players must follow to the suit led, but when a player has no card of that suit, he may discard any suit or play a trump, at his option. The highest card of the suit led wins the trick, unless a player is void of the suit and plays a trump. The lowest trump outranks the highest suit-card. Playing at No Trump, the highest card of the suit led is the winner of the trick. After the first trick the winner of each trick leads to the next.

To decide the trump or declaration, an Auction is held after each deal. The highest bid secures the contract and the player who first names the winning suit or No Trump for his side, plays the hand, and is called the Declarer.

The suits rank:

Clubs six points
Diamonds seven points
Hearts eight points
Spades nine points
No Trump ten points

Of the thirteen tricks in every deal, the first six do not count in the score. The succeeding tricks are called

odd tricks and the bids made are always for odd tricks. A bid of One Club, is a contract to take seven tricks. In bidding, a player must offer to win a greater number of tricks than last named, or, at least an equal number of tricks in a higher ranking suit.

One Diamond is a higher bid than one Club because it counts more points.

Five Clubs is a higher bid than four No Trumps because it offers to win more tricks.

During the Auction, a player may double an adversary's bid, which doubles the trick value of that bid. A redouble multiplies the original trick value by four. Doubling and redoubling does not change the bidding values. Two Spades is a higher bid than two Hearts doubled.

A game consists of making thirty points or more on trick score. A game is won whether or not it is scored on one or more hands. The side first winning two games, scores a bonus of 250 points. At the completion of the rubber, i. e., when a side has won two games, partners are chosen for the next game.

The Ace, King, Queen, Jack and ten of the trump suit are called Honors. The side holding the majority of the honors are credited with bonus points that do not score towards making the game, but are counted above the line and effect the final point score.

The side holding any three honors in trumps are credited with 30 points above the line.

Four honors score 40 points.

Five honors score 50 points.

Four honors in the hand of one player, score 80 points.

Four honors in the hand of one player, with the fifth in partner's hand, score 90 points.

Five honors in the hand of one player, score 100 points.

When playing at No Trump, the side holding three Aces is credited with 30 points above the line.

Four Aces divided in the two hands score 40 points.

Four Aces in the hand of one player score 100 points.

When a side wins twelve tricks, a bonus of 50 points is scored above the line for a Small Slam.

When a side wins all thirteen tricks, a bonus of 100 points is scored for a Grand Slam.

When the player of the contract succeeds in winning the number of tricks bid, each trick above six counts towards the game:

- 6 points if Clubs are the trumps
- 7 points if Diamonds are the trumps
- 8 points if Hearts are the trumps
- 9 points if Spades are the trumps
- 10 points if played at No Trumps

If the player fails to win sufficient tricks to fulfill his contract, the adversaries score 50 points above the line for each undertrick.

When the final contract is doubled, the player, if successful in fulfilling same, scores the doubled trick value towards the game, and a bonus of 50 points above the line for making the contract, in addition to 50 points for each extra trick.

If the doubled contract is defeated, the adversaries score 100 points above the line for each undertrick.

When the final contract is redoubled, the player, if successful in fulfilling same, scores the quadrupled trick value towards the game, a bonus of 100 points above the line for making the contract, and 100 points for each extra trick.

If the redoubled contract is defeated, the adversaries

score 200 points above the line for each undertrick.

Doubling and redoubling does not affect the value of the honors or alams.

The dealer has the first bid; then the player at his left. The Auction continues until three players have passed. The first lead is made by the player at the left of the Declarer. After the first lead, the partner of the Declarer lays his cards face upward on the table and the Declarer plays the combined hands.

At the conclusion of a rubber, the total scores for each side are added. The difference is the number of points won.

LAWS OF AUCTION BRIDGE
(Revised to April, 1926)

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NEW YORK

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At a meeting of the Board of Managers of The Whist Club, the following laws applicable to Auction Bridge were approved and adopted, to become effective April 5, 1926.

NEW YORK, FEBRUARY, 1926.

In offering its 1926 code to the Auction Bridge players of the world, the Card Committee of The Whist Club acknowledges with appreciation the assistance of the Committees of the American Whist League and the Knickerbocker Whist Club.

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FOREWORD

For the benefit of the many players who have recently taken up Auction Bridge, the following explanation is made:

Laws are not drafted to prevent dishonorable practices; that they cannot accomplish. Ostracism is the only adequate remedy. The real object of the laws is to define the correct procedure and to provide for the situations which occur when a player through carelessness gains an unintentional, but nevertheless an unfair advantage. Consequently, penalties when provided are moderated to a minimum consistent with justice. A player guilty of an offense should earnestly desire to pay the full penalty and thus atone for his mistake. When this essential principle is thoroughly understood, penalties are paid graciously and cheerfully, improper claims are not presented, arguments are avoided, and the pleasure of the players is materially enhanced.

THE LAWS OF AUCTION BRIDGE

PLAYERS

1. The game of Auction Bridge is played by four persons: two play as partners against the other two, each pair constituting a side.

CARDS

2. (a) Two packs of playing cards with different backs are used.

(b) A correct pack contains fifty-two cards divided into four suits of thirteen cards, one card of each denomination to a suit.

(c) A perfect pack is one in which no card is torn, soiled, or otherwise so marked that it may be identified from its back.

(d) Any player may demand two new packs to replace correct and perfect packs, provided he do so at the end of a hand and before the ensuing cut. The opponents of the player demanding them shall have the choice of packs, unless the demand be made at the beginning of a rubber, in which case the dealer has the choice.

RANK OF CARDS

3. The cards of a suit rank: Ace (highest), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (lowest).

RANK OF SUITS IN DRAWING

4. In the draw, as between cards of equal rank, the suits rank: Spades (highest), Hearts, Diamonds, Clubs (lowest). High wins.

THE DRAW

5. For the purposes of the draw, a shuffled pack shall be spread face down on the table. Each player draws by lifting a card from the spread pack and showing its face. If a player show more than one card, or one of the four cards at either end of the pack, it is a misdraw by that player and he must draw again.

FORMING TABLES

6. (a) A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played, but are not members of an existing table, rank next. Candidates of equal standing decide priority by the draw; high wins.

(b) Before the beginning of a rubber, a candidate may enter any incomplete table by announcing his desire to do so. Such announcements, in the order made, entitle candidates to places as vacancies occur.

MEMBERS LEAVING A TABLE

7. If a member leaves a table, he forfeits all his rights at said table, unless he leaves to make up a table that cannot be formed without him and, when leaving, announces his intention of returning when his place at the new table can be filled: in which case his place at the table he left must be reserved for him. When a mem-

ber leaves a table to make up a new table which cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table. When two members leave a table pursuant to this law, the law applies to both.

PLAYERS LEAVING A TABLE

8. (a) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence. Such appointment becomes void upon return of said player, or upon conclusion of the rubber; in any case, the substitute, when released, regains all his previous rights.

(b) A player who breaks up a table by withdrawing from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (a), fails to return before the end of the rubber, cannot claim entry elsewhere as against the other three players from that table.

DRAWING FOR PARTNERS AND DEAL

9. (a) A table having been formed, the members draw. He who draws highest becomes the first dealer and has choice of packs and seats; he may consult his partner before choosing, but, having chosen, must abide by his decision. He who draws second highest is dealer's partner and sits opposite him. The third highest has choice of the two remaining seats; fourth highest takes the vacant one. The members, if any, who draw lower than fourth, remain members of the table but do not play in the current rubber.

(b) If, at the end of a rubber, a table consist of five

or six members, those who have played the greatest number of consecutive rubbers are the first to lose their places as players, but do not lose their standing as members. The draw decides between players of equal standing.

(c) At the beginning of every rubber, the players draw for partners and for choice of seats and packs.

THE SHUFFLE

10. (a) After the players are seated at the beginning of a rubber, the player on the dealer's left shuffles the pack which dealer has chosen. All players have the right to shuffle, dealer having the right to shuffle last.

(b) During each deal the still pack is shuffled by dealer's partner, who then places it face down at his right (at the left of the next dealer).

(c) The pack must be shuffled thoroughly in view of all the players, but not so as to expose the face of any card.

(d) If any provision of this law be violated, any player, before the deal starts, may demand a new shuffle.

HAND

11. A hand begins with the cut and ends when the last card is played to the thirteenth trick; or when any or all of the remaining tricks have been conceded by either side.

THE CUT

12. (a) Dealer, immediately before the deal, places the pack before his right hand opponent, who lifts off the top portion and places it beside the bottom portion toward dealer, who then places the bottom portion on top. This constitutes the cut.

(b) If the cut leave fewer than four cards in the top

or bottom portion; or any card be faced or displaced; or there be any doubt as to where the pack was divided, or as to which was the top and which the bottom portion; or any but the proper player cut; or any but dealer complete the cut; or any player shuffle after the cut, a new shuffle and a new cut may be demanded by any player.

THE DEAL

13. (a) The deal begins after the cut, and ends when the last card has been placed in turn in front of the dealer. Dealer distributes the cards one at a time, face down: the first card to the player on his left, and so on until all fifty-two cards are dealt, the last one to dealer.

(b) Except at the beginning of a rubber, the player to deal is the one on the left of the last previous dealer.

CARDS TOUCHED DURING DEAL

14. If any player, except dealer, touch a card during the deal and thereby cause a card to be faced, making a new deal compulsory, the side opposed to the offender may add fifty points to its honor score.

NEW DEAL

(Compulsory)

15. I. There must be a new deal by the same dealer with the same pack:

(a) If the cards be not dealt to the proper players into four distinct packets of thirteen cards each.

(b) If, during the deal, any card be found faced in the pack, or be exposed on, above, or below the table.

(c) If, before play begins, it be discovered that more than thirteen cards were dealt to any player.

(2) If, during the hand, one player hold more than the proper number of cards and another less.

II. There must be a new deal by the same dealer with a correct pack if, during the hand, the pack be proved incorrect. The current hand is void, but all previous scores stand. The pack is not incorrect on account of a missing card if found in the still pack, among the tricks, below the table, or in any place which makes it possible that such card was part of the pack during the deal. Any player may search for it; if it be not found, there must be a new deal by the same dealer with a correct pack.

NEW DEAL

(Optional)

16. During the deal, any player who has not looked at any of his cards may demand a new deal:

(a) If the wrong player deal; if the dealer omit the cut, or deal with the wrong pack.

(b) If the pack be imperfect.

In (a), the new deal is by the proper dealer with his own pack; in (b), by the same dealer with a perfect pack. If no legal demand for a new deal be made under this law before the end of the deal, it stands and the player on the left deals next with the still pack.

THE AUCTION

17. (a) The auction begins when the deal ends, and ends after a declaration that three players in proper succession have passed. The first legal act of the auction is a bid or pass by the dealer. Thereafter, each player in turn to the left must pass; bid, if no bid have been made; make a higher bid, if a bid have been made previously; double the last bid made by the opponent, or redouble an op-

ponent's double, provided no bid has intervened. Each pass, bid, double or redouble is a declaration.

(b) When all four players pass, no bid having been made, the hand is abandoned and the next dealer deals the still pack.

BID

18. A bid is made by specifying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump, thereby offering to contract that with such suit as trump, or with No Trump, the bidder will win at least the specified number of odd tricks.

RANK OF BIDS

19. A bid of a greater number of odd tricks ranks higher than a bid of a less number. When two bids are of the same number, they rank: No Trump (highest), Spades, Hearts, Diamonds, Clubs (lowest).

INSUFFICIENT BID

20. (a) A bid, unless it be the first bid of the hand, is insufficient if it be not higher than the last previous bid.

(b) A player having made an insufficient bid, may correct it without penalty if he do so before another player has called attention to the insufficiency, or has declared; in which case an insufficient suit-bid must be made sufficient in the same suit; an insufficient No Trump bid, in No Trump.

(c) If the player on the left of the insufficient bidder declare before attention has been called to the insufficiency, the insufficient bid stands and is treated as if sufficient.

(d) If any player, other than the insufficient bidder, call attention to the insufficiency before the insufficient bidder has corrected his bid and before the next player has declared, the bidder must make his bid sufficient and his partner is barred from further participation in the auction. In such case, the bid may be made sufficient by substituting any higher bid in any suit or No Trump.

IMPOSSIBLE BID

21. If a player bid more than seven, the bid is void, the offender and his partner are barred from further participation in the auction, and either opponent may:

- (a) Demand a new deal.
- (b) Require the declaration to be played by the offending side at seven (undoubled or doubled).
- (c) Direct that the auction revert to the last legitimate declaration and be continued by his side from that point.

BID OR DOUBLE OUT OF TURN

22. An out-of-turn bid is void, unless the opponent on the left of the offender declares before either the in-turn bidder declares, or before any player calls attention to the offense.

When the out-of-turn bid is void, the auction proceeds from the declaration of the proper bidder, and the partner of the offender is barred from further participation in the auction; but the offender may declare thereafter in his proper turn. When the partner of the offender is the in-turn bidder, such turn passes to the next bidder.

When the opponent on the left declares before the in-

turn bidder, and before attention is called to the out-of-turn bid, the auction continues from that declaration and there is no penalty.

A double or redouble out of turn is subject to the same provisions and penalties as a bid out of turn, except when it is the partner's turn to declare, for which Law 26 (g) provides.

PASS

23. When, in his proper turn in the auction, a player does not bid, double or redouble, he must pass; he should do so by saying "Pass" or "No Bid," and the turn to declare is thereby transferred to the next player on the left, unless such pass ends the auction.

PASS OUT OF TURN

24. (a) If no bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid, double, or redouble until the first bid has been overbid or doubled.

(b) If a bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid or double until the declaration he passed is overbid or doubled.

In either (a) or (b): if the player at the left of the offender declare before attention is called to the offense, the pass becomes regular, the auction proceeds, and the offender may declare in turn.

In either (a) or (b): if it be the turn to declare of the player on the right of the offender, a declaration by the in-turn player made before his partner declares, is regular and calls attention to the offense.

DOUBLES AND REDOUBLES

25. During the auction and in proper turn, a player may double the last previous bid, if made by an opponent, or redouble an opponent's double. A double doubles the trick value of the last previous bid; a redouble multiplies by four the trick value. Doubling or redoubling does not change bidding values, nor values of honors or slams. A bid which has been redoubled may not again be doubled or redoubled.

A double of an opponent's double is a redouble; a redouble of an opponent's bid is a double.

ILLEGAL DECLARATIONS

26. (a) A double or redouble, made before a bid has been made, is a double or redouble out of turn, for which Law 22 provides the penalty.

(b) If a player bid, double or redouble, when barred from so doing, either opponent may decide whether or not such bid, double or redouble shall stand; and, in any such case, both the offending player and his partner must thereafter pass.

(c) A bid, double or redouble, made after the auction is ended, is void. It is not penalized if made by Declarer or his partner, but if made by an adversary, Declarer may call a lead from the partner of the offender the first time it is the turn of said partner to lead.

(d) A pass made after the auction is ended, is void: no penalty.

(e) A double or redouble of a redouble is void, and either opponent of the offender may demand a new deal, or add one hundred points to the honor score of his side.

(f) A double of a partner's bid, or a redouble of a

partner's double is void. Penalty: the opposing side may add fifty points to its honor score.

(g) If a player double or redouble when it is his partner's turn to declare, the opponents may consult before declaring further, and elect:

- (1) To call the bid made before the offense the final bid.
- (2) To call the doubled or redoubled bid the final bid.
- (3) To demand a new deal.

(h) A player is not required to name the bid he is doubling or redoubling, but if he do so and name any bid other than the one he might legally double or redouble, his declaration is void; he must declare again, and his partner is barred from further participation in the auction.

CHANGING DECLARATION

27. A player who inadvertently says "No Bid" when meaning to say "No Trump," or *vice versa*; or who inadvertently names one suit when meaning to name another, may correct his mistake before the next player declares.

A change in the number of odd tricks bid (except to make a bid sufficient), or from Pass to any bid, may not be made.

By "inadvertently" is meant a slip of the tongue, not a change of mind.

Except as above provided, a player may not change his declaration: and if he attempt to do so, the second declaration is void and may be penalized as a bid out of turn.

CARDS EXPOSED DURING THE AUCTION

28. If, during the auction, a player lead or expose a card, it must be left face up on the table: and if it be a Ten or higher card, the partner of the offender is barred from further participation in the auction.

If the offender become Declarer or Dummy, the card is no longer exposed; but if the offender become an adversary, the card, regardless of its rank, remains exposed until played.

If the player at the left of the offender become Declarer he may, before the Dummy is exposed, prohibit the partner of the offender from leading the suit of the exposed card. When two or more cards are exposed by the same player, all are subject to the provisions of this law; but the Declarer may not forbid the lead of more than three suits.

THE CONTRACT

29. At the end of the auction the highest bid becomes the contract. The partners who secure the contract undertake to win at least six tricks (the book), plus the number of tricks named in the contract.

The partners who secure the contract become respectively Declarer and Dummy. The player who first, for his side, named the suit or No Trump of the contract, becomes Declarer; his partner, Dummy. The partners who do not secure the contract become the adversaries: the one on Declarer's left hereinafter termed Senior; the one on Declarer's right hereinafter termed Junior.

THE DUMMY

30. (a) After the end of the auction, the play begins, and continues until the last card is played to the thirteenth.

trick. Senior leads; Dummy places his cards face up on the table and Declarer plays Dummy's cards in addition to playing his own.

(b) During the play, Dummy may not:

- (1) Warn Declarer that he is about to lead from the wrong hand, nor tell him which hand has the lead. Penalty: either adversary may name the hand from which the lead shall be made.
- (2) Suggest a lead or play by touching or naming a card, or otherwise. Penalty: either adversary may direct that Declarer make such lead or play such card (if legal) or refrain from doing so.

(c) Except as provided in (b), Dummy has all the rights of a player, unless he intentionally sees the face of a card held by Declarer or either adversary.

(d) If Dummy have intentionally seen any such card, he may not call Declarer's attention to:

- (1) Any legal right. Penalty: forfeiture of such right.
- (2) A card exposed by an adversary. Penalty: the card is no longer exposed.
- (3) An adverse lead out of turn. Penalty: the adversaries, after consultation, may decide which of them shall lead.
- (4) An adverse revoke. Penalty: the revoke may not be claimed.
- (5) The fact that he has refused a suit by asking whether he have any or none of it. Penalty: Declarer may not change his play and is liable for any revoke resulting therefrom.

LEAD AND PLAY

31. When a player places a card face up on the table, his act is a play. The first play to a trick is a lead.

A lead or play is completed:

- (a) By an adversary, when the card is so placed or held that his partner sees its face.
- (b) By Declarer, when the card is quitted face up on the table.
- (c) By Dummy, when Declarer touches or names the card. If, in touching a card, Declarer say "I arrange," or words to that effect; or if he be manifestly pushing one or more cards aside to reach the one desired, touching the card does not constitute a lead or play.

CARDS EXPOSED DURING PLAY

32. During the play the following are exposed cards:

- (a) When two or more cards are led or played simultaneously, the offender may designate which one is led or played, and the others are exposed, except any one so covered that its face is completely concealed.
- (b) A card dropped face upward on the table, even if picked up so quickly that it cannot be named.
- (c) A card dropped elsewhere than on the table, if the partner sees its face.
- (d) A card so held by a player that his partner sees any portion of its face.
- (e) A card mentioned by either adversary as being in his own or in his partner's hand.

- (f) If an adversary who has played to the twelfth trick, shows his thirteenth card before his partner plays his twelfth, the partner's two cards are exposed.
- (g) If an adversary throw his cards face up on the table, they are exposed, unless such act follows a claim by Declarer of a certain number, or the rest of the tricks.
- (h) A card designated by any law as "exposed."

PENALTY FOR EXPOSED CARDS

33. (a) There is no penalty for a card exposed by Declarer or Dummy.

(b) A card exposed by an adversary must be left face up on the table and Declarer may call it (*i. e.*, require its owner to lead or play it) whenever it is the owner's turn to lead or play, unless playing it would cause a revoke.

(c) Declarer may not prohibit the lead or play of an exposed card, and its owner may lead or play it whenever he can legally do so: but until played, Declarer may call it any number of times.

LEADS OUT OF TURN AND CARDS PLAYED IN ERROR

34. (a) After the auction ends and before Senior leads, should Junior lead or expose a card, Declarer may treat it as exposed, or require Senior (the proper leader) to lead a card of a suit named by Declarer. Dummy may call attention to the offense; but should Declarer and Dummy consult regarding the penalty, it is canceled. Should Dummy show any of his cards before the penalty is selected, Declarer may call the exposed card, but may not call a lead.

If an adversary lead out of turn during the play, Declarer may call the lead of a suit as soon as it is the turn of either adversary to lead, or may treat the card so led as exposed.

(b) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(c) Should Declarer lead out of turn either from his own hand or Dummy, such lead shall stand, unless an adversary call attention to the error before he or his partner plays. When attention is called to the error in time, Declarer must lead from the proper hand; and, if that hand have a card of the suit led from the wrong hand, he must lead that suit.

(d) Should any player (including Dummy) lead out of turn, and next hand play, the lead stands as regular. If an adversary lead out of turn, and Declarer play next, either from his own hand or Dummy, the adverse lead stands as regular.

(e) Should an adversary who has played a card which is a winner as against Declarer and Dummy, lead another or several such winning cards without waiting for his partner to play, Declarer may require said adversary's partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

(f) After a lead by Declarer or Dummy, should Fourth player play before Second, Declarer may require Second player to play his highest or lowest card of the suit led, or to win or lose the trick. If he have none of the suit led, Declarer may call his highest of any designated suit; if he hold none of the suit called, the penalty is paid.

(g) Should Declarer lead from his own hand or Dummy, and play from the other hand before either ad-

versary plays, either adversary may play before the other without penalty.

(h) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick, but does not constitute a revoke therein.

(j) Whenever it is suspected that any of the quitted tricks contain more than four cards, any player may count them face downward. If any be found to contain a surplus card, and any player be short, either opponent of the player who is short may face the trick, select the surplus card, and restore it to the player who is short; but this does not change the ownership of the trick. The player who was short is answerable for any revoke as if the missing card had been in his hand continuously. Should the side in whose tricks the surplus card is found, have failed to keep its tricks properly segregated, either opponent of such side may select a card from the tricks improperly gathered and restore such card to the player who is short.

TRICKS

35. (a) A player may lead any card he holds; after each lead, each player in turn to the left must follow suit if he can. A player having none of the suit led, may play any card he holds.

(b) A trick consists of four cards played in succession, beginning with a lead.

(c) A trick containing one trump-card or more, is won by the player who plays the highest trump-card. A trick

containing no trump-card, is won by the player who plays the highest card of the suit led.

(d) Declarer gathers all tricks won by himself or Dummy; either adversary may gather all tricks won by his side. All tricks gathered by a side should be kept together and so arranged that the number thereof may be observed, and the identity of each trick readily established. A trick gathered by the wrong side may be claimed by the rightful owners at any time prior to recording the score for the current hand.

(e) A quitted trick may be examined upon demand of any player whose side has not led or played to the following trick.

(f) The winner of each trick leads to the next, until the last trick is played.

ODD TRICKS

36. (a) Odd tricks are tricks won by Declarer after he has won six tricks. The first six tricks won by Declarer constitute his book and have no scoring value. If Declarer fail to win the number of odd tricks called for by his contract, his side scores nothing for tricks; but if he fulfill his contract, his side scores for all odd tricks, including any won in excess of his contract.

(b) When Declarer fulfills a doubled contract, his side scores the doubled value of his odd tricks in its trick-score; and, for making his contract, a bonus of fifty points in its honor-score. If he make more than his contract, his side scores an additional bonus of fifty points for each extra trick. When the contract has been redoubled, each bonus is one hundred points instead of fifty, and the odd tricks count four times their normal value in the trick-score.

ODD TRICK VALUES

37. Each odd trick counts in the trick score:

With No Trump	10 points
With Spades trumps	9 "
With Hearts trumps	8 "
With Diamonds trumps	7 "
With Clubs trumps	6 "

Doubling doubles these values; redoubling multiplies them by four.

UNDERTRICKS

38. (a) The book of the adversaries is seven minus the number of odd tricks named in Declarer's contract; when the adversaries win a trick or tricks in addition to their book, such tricks won are undertricks.

(b) The adversaries score in their honor-score for all undertricks; fifty points for each undertrick when the contract is undoubled, one hundred points when the contract is doubled, and two hundred points when the contract is redoubled.

HONORS

39. In a No Trump contract, the honors are the four Aces; in a suit contract, the honors are the Ace, King, Queen, Jack, and Ten of that suit.

HONOR VALUES

40. Honors are scored in the honor score of the side to which they are dealt; their value is not changed by doubling or redoubling. All honors held by either side are scored according to the following table:

Trump Honors

0 in one hand, 3 in the other, count 30 points

1	"	"	"	2	"	"	"	"	30	"
1	"	"	"	3	"	"	"	"	40	"
2	"	"	"	2	"	"	"	"	40	"
2	"	"	"	3	"	"	"	"	50	"
0	"	"	"	4	"	"	"	"	80	"
1	"	"	"	4	"	"	"	"	90	"
0	"	"	"	5	"	"	"	"	100	"

No Trump Honors

0 in one hand, 3 in the other, count 30 points

1	"	"	"	2	"	"	"	"	30	"
1	"	"	"	3	"	"	"	"	40	"
2	"	"	"	2	"	"	"	"	40	"
0	"	"	"	4	"	"	"	"	100	"

One or two honors held by a side are not counted.

SLAMS

41. Either side winning thirteen tricks scores one hundred points for Grand Slam. Either side winning twelve tricks score fifty points for Small Slam. Slam points are added to the honor-score. When Declarer's contract is seven and he wins six-odd, he counts fifty for Small Slam although his contract fails.

REFUSE AND RENOUNCE

42. To fail to follow suit is to refuse: to refuse when able to follow suit is to renounce.

THE REVOKE

43. (a) A renounce becomes a revoke:

- (1) When a renouncing player or his partner, whether in turn or otherwise, leads or plays to the following trick.
- (2) When the renouncing player or his partner claims the remaining tricks, or any of them.

(b) When one side claims a revoke, if either opponent mix the cards before the claimant has had reasonable opportunity to examine them, the revoke is established.

(c) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from playing a certain suit, and fails to act as directed when able to do so: he is subject to the penalty for a revoke.

(d) When any player (except Dummy) is found to have less than his correct number of cards, and the other three have their correct number, the missing card or cards, if found, belong to the player who is short and he is answerable for any revoke or revokes as if said card or cards had been in his hand continuously.

REVOKE AVOIDED

44. A renouncing player is not penalized for revoke under the following circumstances:

(a) A renounce by Dummy must be corrected if discovered before the lead to the next trick. After such lead, the renounce may not be corrected. There is no penalty in either case.

(b) Should Dummy leave the table, Declarer cannot

be penalized for revoke, unless an adversary call the renounce to his attention in time to enable him to correct it.

(c) When a player refuses, any other player may ask whether he has any or none of the suit led; and if he admit that he has renounced before his renounce has become a revoke, he shall be subject to the penalty for a renounce, but not to the penalty for a revoke. Dummy may not ask the above question, if he have intentionally seen a card of another player.

RENOUNCE PENALTY

45. A renounce made by any player (except Dummy) may be corrected by such player at any time before he or his partner has led or played to the following trick. In that case there is no revoke penalty; but the player, if an adversary, may be required to play his highest or lowest card of the suit led. Declarer, instead of calling the highest or lowest, may treat the card played in error as exposed. A Declarer who has renounced may be required by either adversary to play his highest or lowest, if the adversary on his left have played after the renounce. Any player who has played after a renounce, may, if it be corrected, withdraw his card and, without penalty, substitute another; if an opponent have led to the next trick, that lead may be changed.

REVOKE PENALTY

46. The revoke penalty for either side is:

Two tricks for its first revoke;

One trick for each subsequent revoke (if any).

These tricks are taken at the end of the hand from the

tricks of the revoking side and added to the tricks of the other side. They count exactly as if won in play and may assist Declarer to make his contract or to go game; or may assist the adversaries to defeat the contract, in which case they carry full bonus values. If they make the total twelve or thirteen tricks for either side, they carry the proper slam bonus. If the contract be doubled or redoubled, they count at the doubled or redoubled value in the trick-score of the Declarer, and carry their full bonus (if any) in the honor-score of either side. After surrendering these tricks, the revoking side may score for its remaining tricks as it would if it had not revoked. If the revoking side have not enough tricks to pay the penalty in full, surrendering all it has pays the penalty: if it have no trick, there is no penalty.

TIME LIMITATION OF REVOKE CLAIM

47. No revoke penalty may be claimed after the next ensuing cut; nor, if the revoke occur during the last hand of the rubber, after the score has been agreed upon; nor, if there have been a draw for any purpose in connection with the next rubber.

CLAIMING TRICKS

48. If Declarer claim the remaining tricks or any number thereof, either adversary may require him to place his cards face up on the table and to play out the hand. In that case, Declarer may not call any cards either adversary has exposed, nor refuse to trump a doubtful trick when able to do so, nor take any finesse unless:

(a) He announces his intention to do so when making his claim; or

- (b) The adversary on the left of the finessing hand had refused the suit before the claim was made.

CONCEDING TRICKS

49. (a) Declarer may concede one or more tricks unless Dummy promptly objects; but if Dummy have intentionally seen a card in the hand of a player, he may not object. If, after a concession by Declarer and before objection by Dummy, an adversary face his cards, they are not exposed.

(b) Either adversary may concede one or more tricks to Declarer, unless the other adversary promptly objects; but if the conceding adversary face his cards, they are exposed.

GAME

50. A game is won when one side makes a trick-score of thirty (30) or more points. A game may be completed in one hand or more; each hand is played out, and all points won are counted, whether or not they are needed to make game. No trick-points are carried over from one game to the next; each side starts a new game with a trick-score of zero.

RUBBER

51. (a) A rubber begins with the draw and is completed when one side has won two games; when one side wins the first two games, the third game is not played. The side which has won two games adds a bonus of 250 points to its honor-score. The side then having the greater total of points wins the rubber.

(b) When a rubber is started with the agreement that

the play shall terminate (*i. e.*, no new hand shall commence) after a specified time, and the rubber is unfinished at that time, the score is made up as it stands, 125 points being added to the honor-score of the winners of a game. A hand, if started, must be played out; but if a player refuse to finish it, his opponents may elect whether it be thrown out or counted at their estimate of the probable result.

(*c*) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after an agreement, a player leave before the specified time, and in either case fail to appoint an acceptable substitute, the opponents have the right to consult and decide whether the score of the unfinished rubber be canceled or counted as in (*b*).

SCORING

52. (*a*) Each side has a trick-score, in which are recorded only points earned by winning odd tricks; and an honor-score, in which all other points are recorded.

(*b*) At the end of the rubber, the total points of a side are obtained by adding together its trick-score and its honor-score, including the 250-point bonus if it have won two games. Subtracting the smaller total from the greater gives the net points by which the rubber is won and lost.

(*c*) A proved error in the honor-score may be corrected at any time before the score of the rubber has been made up and agreed upon.

(*d*) A proved error in the trick-score may be corrected at any time before the next auction begins: or, if the error occur in the final hand of the rubber, before the score has been made up and agreed upon.

(e) A proved error in addition or subtraction may be corrected whenever discovered.

CONSULTATION AND SELECTION OF PENALTIES

53. Laws that give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

(a) If either partner suggest or name a penalty, he is deemed to have selected it.

(b) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is canceled.

(c) If either say (in effect): "Which of us is to select the penalty?" the penalty is canceled.

(d) A proper penalty once selected may not be changed.

(e) If a wrong penalty be selected, the selection must be corrected upon request of either opponent.

(f) If a wrong penalty be selected and paid without challenge, the selection may not be changed.

(g) A reasonable time must be allowed for the selection of a penalty.

(h) If, instead of exacting a penalty at the proper time, either opponent of the side in error declare or play, no penalty may be exacted.

INFORMATION

54. (a) During the auction, information must be given concerning its details; but, after it is ended, should either adversary or Dummy inform his partner regarding any detail of the auction, except the contract, Declarer or either adversary (as the case may be) may call a lead the next time it is the turn of the offending side to lead. At any time during the play, any player inquiring must be

told the final bid, and whether it was doubled or redoubled; but no information may be given as to who doubled or redoubled.

(b) Any player (except Dummy) may, before a trick is turned and quitted, demand that the cards so far played be indicated by their respective players; but should either adversary, in the absence of such demand, in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(c) Either adversary, but not Dummy, may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any unauthorized reference to any incident thereof, or to the location of any card, Declarer may call a lead when it next becomes an adversary's turn to lead. Any such reference by Dummy may be similarly penalized by either adversary.

(d) If, before or during the auction, a player give any unauthorized information concerning his hand, his partner may be barred from further participation in the auction.

ETHICS AND ETIQUETTE

Offenses against the ethics and etiquette of the game are unpardonable, as they are not subject to prescribed penalties. The only redress is to cease playing with those who habitually disregard the following:

1. Declarations should be made simply, without emphasis, and without undue delay.

2. A player who has looked at his cards, should not indicate by word, manner, or gesture, the nature of his

hand; nor his approval or disapproval of a bid, double or play; nor call attention to the score.

3. A player should not allow any hesitation or mannerism of his partner to influence his own declaration or play.

4. If a player demand that the bidding be reviewed, or that the cards played to a trick be indicated, he should do so for his own information and not to call his partner's attention to any bid or play.

5. An adversary should not lead until the preceding trick has been gathered; nor, having led a winning card, should he draw another from his hand before his partner has played to the current trick.

6. A card should not be played with emphasis, nor in such manner as to draw attention to it; nor should a player detach one card from his hand and subsequently play another.

7. No player should hesitate unnecessarily in his play, in order to create a wrong impression regarding his hand.

8. Dummy should not leave his seat to watch Declarer play.

9. Except when permitted by law, a player should not look at a trick that has been turned and quitted.

10. A player should not purposely incur a penalty, even though willing to pay it; nor make a second revoke to conceal a first.

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No trump.

"—" changed to "no bid," 27.

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- All draw from same —, 5.
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- Choice of —, 9(a).
- Correct —, 2(b).
- Cutting the —, 12.
- New —, 2(d).
- Perfect —, 2(c).
- Soiled —, 2(c).
- Still —, 10(b).
- Two — used, 2(a).

Wrong — dealt, 16(a).

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“Declare” includes “—,” 17(a).

— defined, 23.

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—begins and ends, 30(*a*).

—completed by adversary, 31(*a*).

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Failing to— as directed, 43(*c*).

Fourth hand—s before second, 34(*f*).

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Order of—, 35(*a*).

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—cutting out, 6(*a*), 9.

—first naming suit is declarer, 29.

Four—in game, 1.

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Priority among—, 9(*b*).

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Points.

All game—counted, 50.

Net—in rubber, 52(*b*).

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—among players, 9(*b*).

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Searching — tricks, 35(e).

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Redouble.

— after auction ends, 26(c).

— before a bid, 26(a).

Bidding values not changed by —, 25.

Contract bonus and —, 36(b).

"Declare" includes "—", 17(a).

— defined, 25.

Honors values not changed by —, 25.

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— of designated suit, 26(h).

— of opponent's bid, 25.

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Penalties for improper —, 26.

Slam values not changed by —, 25.

Undertricks and —, 38(b).

— when partner's turn, 26(g).

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Senior.

— defined, 29.

— makes first lead, 30(a).

Shuffle.

— after the cut, 12(b).

— before deal, 10.

Cutting after —, 12.

Dealer may — last, 10(a).

— described, 10.

New —, 12(b).

Slam(s).

— count as honors, 41.

Declarer scores — on losing contract, 41.

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Vacancies at —, 6(b).

Ten exposed, 28.

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— values, 37.

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Two or more cards exposed, 28.

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SYNOPSIS OF
THE LAWS OF
CONTRACT BRIDGE

As adopted by
THE WHIST CLUB
NEW YORK

1927

The new rules of scoring, on the following pages, were adopted in September, 1927, as the Official Laws of Contract Bridge.

SYNOPSIS OF**THE LAWS OF CONTRACT BRIDGE**

As Adopted by The Whist Club, New York

TRICK VALUES

No Trumps 35; Spades 30; Hearts 30; Diamonds 20; Clubs 20; Doubling doubles trick values. Redoubling multiplies them by four.

GAME

A game is won when one side makes a contract score of 100 or more points. Of the tricks made, only those contracted for are scored in the contract score. All tricks made over and above those contracted for are scored in the honor score.

RUBBER

A rubber is ended when one side wins two games.

VULNERABLE

After a side wins one game they become "Vulnerable." Until a side wins a game, they are "Not Vulnerable."

PREMIUMS

All premiums are scored in the honor score and are classified as follows:

<i>Honors:</i>	<i>Points</i>
4 in one hand.....	100
5 in one hand.....	150
4 aces in one hand in No Trumps.....	150
All other	None

For Winning Final Game of Rubber:

If a two-game rubber.....	700
If a three-game rubber.....	500

Making Contract:

If Undoubled	None
If Doubled (When Declarer is Not Vulnerable) ..	50
(When Declarer is Vulnerable).....	100

Extra Tricks:

If Undoubled (When Declarer is Vulnerable or Not Vulnerable), per trick.....	50
If Doubled (When Declarer is Not Vulnerable), per trick	100
(When Declarer is Vulnerable), per trick	200

Slams Bid and Made:

Little Slam (When Declarer is Not Vulnerable) ..	500
(When Declarer is Vulnerable).....	750
Grand Slam (When Declarer is Not Vulnerable) ..	1000
(When Declarer is Vulnerable).....	1500

*Unbid Slams Made.....*None

Slam premiums are additional to all other premiums.

Doubling and redoubling do not alter slam premiums.

PENALTIES

Undertricks (Scored in Adversaries' honor score): *Points*

If Undoubled (When Declarer is Not Vulnerable)
per trick 50

If Undoubled (When Declarer is Vulnerable)
for first trick..... 100
for subsequent tricks, per trick... 200

If Doubled (When Declarer is Not Vulnerable)
first two tricks, per trick..... 100
for third and fourth tricks,
per trick 200
for subsequent tricks, per trick... 400

If Doubled (When Declarer is Vulnerable)
for first trick..... 200
for subsequent tricks, per trick... 400

Redoubling doubles the doubled premiums and penalties except those for slams.

REVOKE

The revoke penalty for either side is the loss of two tricks for any player's first revoke. One hundred points additional penalty for each subsequent revoke by the same player.

(Permission of The Whist Club, New York)

BONUS FOR FULFILLING CONTRACT

8. When Declarer fulfills his contract, he scores a bonus in the honor column, as follows:

When invulnerable, if undoubled.....	0 Points
“ if doubled.....	50 Points
“ if redoubled.....	100 Points
When vulnerable, if undoubled.....	0 Points
“ if doubled.....	100 Points
“ if redoubled.....	200 Points

BONUS FOR OVERTRICKS

9. For any tricks made in excess of his contract, the Declarer scores a bonus in the honor column, as follows:

When invulnerable, if undoubled, for each overtrick	50 Points
When invulnerable, if doubled, for each overtrick	100 Points
When invulnerable, if redoubled, for each overtrick	200 Points
When vulnerable, if undoubled, for each overtrick	100 Points
When vulnerable, if doubled, for each overtrick	200 Points
When vulnerable, if redoubled, for each overtrick	400 Points

PENALTY FOR UNDERTRICKS

10. If Declarer fails to fulfill his contract, he scores nothing whatsoever except honors, if held, and the opponents score for undertricks as follows:

If undoubled, for each undertrick..... 50 Points
If doubled, for first three undertricks (each) 100 Points
If doubled, for fourth undertrick.....200 Points
If doubled, for all subsequent undertricks
(each)400 Points
If redoubled, for first three undertricks (each) 200 Points
If redoubled, for fourth undertrick.....400 Points
If redoubled, for all subsequent undertricks
(each)800 Points

If undoubled, for each undertrick.....100 Points
If doubled, for first three undertricks (each) 200 Points
If doubled, for fourth undertrick.....400 Points
If doubled, for all subsequent undertricks
(each)800 Points
If redoubled, for first three undertricks (each) 400 Points
If redoubled, for fourth undertrick.....800 Points
If redoubled, for all subsequent undertricks
(each)1600 Points

11. No bonus is allowed for a slam made but not bid. When a slam is bid and made, the Declarer scores a bonus as follows:

When invulnerable, for Little Slam.....	500	Points
“ for Grand Slam.....	1000	Points
When vulnerable, for Little Slam.....	750	Points
“ for Grand Slam.....	1500	Points

These bonuses are the same whether the contract is undoubled, doubled, or redoubled. When Little Slam is bid and Grand Slam made, there is no extra bonus over the bonuses for Little Slam and for extra trick. If a Grand Slam is bid and a Little Slam is made, there is no bonus for the Little Slam.

REVOKE PENALTY

12. The penalty for the first revoke is two tricks, as in regular Auction. The penalty for each subsequent revoke is 100 points in the adverse honor column.

